

Duel Blade

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Duel Blade is a game of head to head melee combat for 2 players.

Required:

2d6 (two six-sided dice) per player.
Paper and Pencil.

- 1) Design Your Duelist.
- 2) Duel

Designing a Duelist

Four Elements make up every Duelist: Evasion, Accuracy, Power and Deflection.

Evasion

Used to avoid attacks. Evasion is a target value. It determines the difficulty of Accuracy tests.

Accuracy

Used to attack. Accuracy is a modifier value. Accuracy is added to a roll of 2d6. If the sum is equal to or greater than the defender's Evasion then the attack scores a successful hit.

Power

Used to determine damage. Power is a target value. It determines the difficulty of Deflection tests.

Deflection

Used to defuse damage. Deflection is a modifier value. Deflection is added to a roll of 2d6. If the sum is equal to or greater than the attacker's Power then damage has been deflected.

Duel Blade assumes 2 combatants of comparable strength and skill. It is the choice of weapon and armor that create the distinctions between the duelists and their combat styles.

Weapons

Weapons have 2 values ... Accuracy and Power. Generally larger weapons are more unwieldy and lose accuracy but gain power. While smaller weapons are easier to wield with precision, they gain this advantage by sacrificing power.

Armor

Armor has 2 values ... Evasion and Deflection. Heavier armors impair evasion but can deflect more damage. While lighter armors grant greater freedom of movement but are not as able to deflect damage.

Shields

A Duelist who wields a shield (or a parrying weapon) in their off-hand can choose to skip their next attack to immediately roll an additional Deflection check. This bonus Deflection check can turn a failed Deflection into a success or turn a successful Deflection into a Block.

Weapon Values

No Weapon

Accuracy + 5
Power 9

Light Weapon

Accuracy + 4
Power 10

Medium Weapon

Accuracy + 3
Power 11

Heavy Weapon

Accuracy + 2
Power 12

Heavy Weapons require 2 hands ... cannot use shield or off hand weapon.

Shield Penalty

A Duelist using a Shield (or a parrying weapon in their off-hand) must reduce their Weapon Accuracy by -1.

Armor Values

No Armor (or Light Clothes)

Evasion 12
Deflection + 2

Light Armor (or Medium Clothes)

Evasion 11
Deflection + 3

Medium Armor (or Heavy Clothes)

Evasion 10
Deflection + 4

Heavy Armor

Evasion 9

Deflection + 5

Armor Bonuses/Penalties by Body Area

Armor protecting the Body suffers an automatic -1 Evasion penalty / +1 Deflection bonus.

Armor protecting the Head gains an automatic +1 Evasion bonus / -1 Deflection penalty.

Weapon Choices

- Battle Axe (Medium)
- Broad Sword (Medium)
- Club (Light)
- Dagger (Light)
- Great Axe (Heavy, two hands)
- Great Sword (Heavy, two hands)
- Mace (Light)
- Maul (Heavy, two hands)
- Quarter Staff (Medium, two hands*)
- Long spear (Heavy, two hands)
- Spear (Medium)
- War Hammer (Medium)
- Off-hand Dagger (parrying weapon*)

* Treat as having a shield (shield penalty applies.)

Armor Choices

- Breast Plate (Heavy, Chest)
- Chain Bracers (Medium, Arms)
- Chain Coif (Medium, Head)
- Chain Leggings (Medium, Legs)
- Chain Vest (Medium, Chest)
- Leather Bracers (Light, Arms)
- Leather Breaches (Light, Legs)
- Leather Cap (Light, Head)
- Leather Vest (Light, Chest)
- Plate Bracers (Heavy, Arms)
- Plate Helm (Heavy, Head)
- Plate Leggings (Heavy, Legs)
- Shield (see shield rules)

The Duel

Initiative (Turn order)

Each player rolls 1 die... high roll goes first. Turns are taken back and forth until one Duelist is defeated.

Attack

The player who won the high roll attacks first. The attacking player declares an attack against one of four target body areas...

Head

Chest

Arms

or

Legs

The attacker rolls 2d6 and adds an amount to the roll equal to their Duelist's Accuracy (based on the weapon being used.)

If this number is equal to or higher than the Evasion of the body area being targeted (based upon the armor protecting that area) then the attack is a hit.

If the attack hit, the defender can roll to try to deflect the hit to a different body area. (Attempting to deflect the hit is a good idea even if the defender doesn't need to "move" the hit... because the roll gives the defender a chance for a block - see "Blocks.")

Deflection

A successful Deflection allows the Defender not the Attacker to declare which body area takes the hit.

The Defending Duelist rolls 2d6 and adds an amount to the roll equal to the Deflection value of the targeted area.

If this number is equal or higher than the Power of the weapon making the attack then the damage can be deflected.

A Duelist with a Shield can attempt a second deflection action after the first one fails but must give up their next attack action to do so. If this deflection succeeds the attack is redirected as normal.

A Duelist with a Shield can attempt a second deflection action after the first one succeeds but must give up their next attack action to do so. If this deflection succeeds the attack is blocked.

Blocks

If doubles are rolled on a Deflection test AND the deflection is successful, the hit is blocked entirely and no wound is suffered from that deflected hit at all.

If a Duelist with a shield rolls doubles when attempting to block with their shield (following a successful deflection) AND the block is a success, the Duelist doesn't lose their next attack action, and can take their next turn normally.

Critical Attacks

If doubles are rolled on an attack, AND the attack is a successful hit, the defender must roll 2 separate Deflection tests and suffer wounds from two hits from the single blow.

Wound Levels and Body Areas

Each body area can suffer a certain number of hits before being disabled. If an area is disabled the Duelist is defeated and the duel is over.

Each successful hit against a body area may decrease the skill of the duelist in combat.

Head - The head can suffer two hits before becoming disabled. The first hit reduces Accuracy tests by -2.

Chest - The chest can suffer four hits before becoming disabled. Each hit after the first reduces Power tests by -1.

Arms - The arms can suffer 3 hits before becoming disabled. Each hit reduces Deflection tests by -1.

Legs - The legs can suffer 3 hits before becoming disabled. Each hit reduces Evasion tests by -1.

Instant Kills

If any one body area suffers the wounds of two hits from a single blow, that area is immediately disabled and the duel is over.

This can happen after a successful critical attack if the defending Duelist fails to deflect either of the two hits from the attack over to a different body area.

Duel Blade

Duelist Record

Weapon

Main Hand	Accuracy	Power
_____	_____	_____
Off Hand	If using a shield or parrying weapon reduce Accuracy by -1	
_____	_____	

Armor

Head	Evasion (+1)	Deflection (-1)
_____	_____	_____
Chest	Evasion (-1)	Deflection (+1)
_____	_____	_____
Arms	Evasion	Deflection
_____	_____	_____
Legs	Evasion	Deflection
_____	_____	_____

Wound Levels

Head (apply wound penalties to **Accuracy** tests)

-2 (total)

Chest (apply wound penalties to **Power** tests)

-0 (total) -1 (total) -2 (total)

Arms (apply wound penalties to **Deflection** tests)

-1 (total) -2 (total)

Legs (apply wound penalties to **Evasion** tests)

-1 (total) -2 (total)

Wins

Loses