"Tous pour un, un pour tous"

By Savvy and Steel

A Gentleman's Life in 17th Century Europe

All For One

Well, you know the rest.

By Savvy and Steel takes the player back to 17th Century Europe. Everyone's heard of the Three Musketeers and the Cardinal's Guard, and yes, *By Savvy and Steel* will work for that, but we've taken it a bit farther. How far? Glad you asked!

Instead of tying you into Paris of the Musketeers we let you travel the countryside in a generic country called *Edenstein*. It's based on the Europe of the 17th Century and it could be France or England if you want, but it doesn't have to be. You have the choice, it's your story!

In *By Savvy and Steel* you can choose to be a Guardsman, Rogue, or Civilian. Civilian? Yes, you probably won't want to be a Civilian but you could be if you wanted to. So why are they there? Because it's not all about dueling every day, in *By Savvy and Steel*, it's about the adventure and Civilians make for good story lines. Maybe you have to rescue a kidnapped daughter of a wealthy Noble. Or maybe you've decided to be a Highwayman and rob coaches. It's all about the story and that's what *By Savvy and Steel* is about, the story, your story. In *By Savvy and Steel* you'll find:

- A complete area to adventure in.
- Multiple scenarios.
- A variety of Classes for you to play.
- A fun and interactive Dueling system (well it is in the Musketeers time period!).
- A light book keeping campaign to track your character's progress and link your adventures together.

You've received a message from the King. He requires your services but there's still time for a mug of ale if you hurry. As you enter the Drunken Stallion, a foot is extended and causes you to trip into another man. With a curse he turns on you and tries to slap your face. You grab his hand, and he pulls away. You see him grab the hilt of his sword.

"You sir, are an oafish pig and I demand an apology or satisfaction! ", he shouts. The tavern is suddenly quiet. Which will it be? Do you risk looking foolish in front of all, or do you accept his challenge. And who was it that tripped you? Welcome to …

By Savvy and Steel

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A Gentleman's Life in 17th Century Europe

"Tous pour un, un pour tous"

WRITTEN BY ED TEIXEIRA

ARTWORK BY PAUL KIME

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PROLOGUE

"And whatever happened to your youngest, dear?" asked the elder tradesman. "What was his name? William?"

The mature woman's eyes lit up at the mention of her son. "Billy?" She said with a smile. "Billy's gone to Edenstein to seek his fortune I believe. Something about a man of his birth not allowed a fair chance in life. Pish posh! It never bothered me. Now if you'll buy me a drink we'll be on our way to a right, fine, evening."

As the tradesman went off to the bar, Irene wondered whatever happened to her youngest boy, Billy.

INTRODUCTION

By Savvy and Steel is a game of high adventure in the 17th Century, the time of Dumas's Three Musketeers.

Players assume the role of a 17th Century European Gentleman skilled in the social graces as well the fine art of dueling. Both will serve you well as you travel in the country of Edenstein, an ImagiNation [(1)] set in 17th Century Europe.

Your goal is to rise in Fame and Fortune using both your savvy and steel to achieve your ends. So without further ado, let's get started!

(1) ImagiNation is the term used to describe a fictional nation set in a specific time period. The nation functions as if it had existed and is patterned after a historical counterpart. Using ImagiNations allows for players to write their own stories and history without being restricted by reality.

BOOKKEEPING OR LACK OF

As a 17th Century Gentleman you would *hire* a bookkeeper, not be one. So in that tradition, we have made bookkeeping in *By Savvy and Steel* more on the lighter side. It's all about playing the game!

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop box* at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Forum link below for answers to your questions.

http://site.twohourwargames.com/forum/index.php

It's a very active forum and you can expect an answer within 24 hours.

Now let's get started.

NEEDED TO PLAY

You will need a few things to play *By Savvy and Steel.* They are:

- Six-sided dice, also called d6. It is best to have at least six of them and the more you have, the quicker games will play.
- One measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice. Note that the rules are written for 28mm and if using a different scale adjust all distances accordingly, but only if you want to.
- Something to represent buildings and other terrain features.
- Something to represent a figure that needs to reload its weapon. Cotton balls work great for this.
- A flat surface at least 3'x3' but you can play with a larger one if desired.

DICE

During the game you will be asked to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2d6

PASSING DICE

To *pass dice* roll 2d6 and compare each die score individually to the *Target Number*. The Target Number can be *Reputation* (page 5) or something entirely different.

- *If the score is equal or lower* than the Target Number the d6 has been passed.
- *If the score is higher* than the Target Number the d6 has not been passed.
- You can pass 2d6, 1d6, or 0d6 when the dice are rolled in this manner, regardless of the number of d6 you may actually roll.
- Isn't passing 0d6 like failing 2d6? No, because we are counting the number of passed dice.

Example - The Charge into Melee Table (page 24) is used by rolling 2d6 versus the Rep of the figure. That means Rep is the Target Number. The Guardsman has a Rep of 4. I roll 2d6 and score a 5 and 2. The Guardsman has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: A Gentleman is dueling and rolls a total of 6d6. He scores a 1, 2, 2, 3, 5, and 6. He has scored 4 successes.

POSSIBILITIES

Sometimes numbers will appear in parenthesis (1 - 2). Immediately roll 1d6. If that number is scored, that event has happened.

Example – I have met a female Commoner character. There is a chance (1 - 2) that she is armed with a dagger. I roll 1d6 and score a 2. She is armed with a dagger.

READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

Example – On the Terrain Generator Table (page 38) I roll a 3 and a 6 for a total of 9.

1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- (1 - 2) = 1
- (3 - 4) = 2
- (5 - 6) = 3

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 to roll. When a word such as *Rep* appears that means 1d6 for each point of whatever word. If an "X" appears, this means no d6 are rolled.

Example –Captain Pink declares a charge on a scoundrel. Looking on the Charge into Melee Table in the upper left hand corner I see a 2. This means Billy will roll 2d6 when taking that Reaction Test.

FIGURES AND TERRAIN

There are lots of figures that can be used with *By Savvy and Steel*. There aren't any official figures so play with whatever you have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *By Savvy and Steel*. If you don't have figures, you can find them in gaming, toy and dollar stores, at conventions, or online.

Finding terrain can be handled the same way or you can build them from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Forum and asking your questions there.

http://site.twohourwargames.com/forum/index.php

BASING FIGURES

The easiest way to base figures for *By Savvy and Steel* is one foot figure on a round or square base. Whatever size bases you decide to use be sure to use them consistently.

DEFINING FACING

Charging onto or shooting to the rear of an enemy depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker <u>must begin and end its movement</u> behind the rear facing of the target.

- The front facing is defined as 180 degrees to the front of the figure. Any figure, building, or terrain feature within this facing is considered to be In Sight.
- The rear facing is defined as 180 degrees to the rear of the figure. Any figure, building, or terrain feature within this facing is considered to be Out of Sight.
- The following illustration helps to define the front and rear facings.
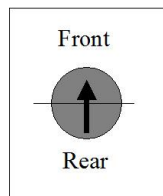
TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book. When reading a section it is recommended that you review the table in question. You will usually use two or three tables during your games and some, like the Ranged Combat Tables can be easily memorized.

WHY SO MANY?

Tables help to tell the story. Your *By Savvy and Steel* games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want to play a campaign then use the additional tables that are provided. *By Savvy and Steel* is like a toolbox. You may not need all the tools but they are there when you do!

STEP BY STEP STAR

Here's a step by step list of how to create your Star and get him going in the game. You can follow it now or, which I recommend, come back to it after you've finished reading most of the rules. In either case, here's how we do it:

- Your character is a Star (page 4).
- Choose his Reputation (page 5).
- Determine his Birthright (page 5).
- Determine his Social Standing (page 7).
- Determine his Age (page 7).
- Choose his Nationality (page 8).
- Determine his Attributes (page 8).
- Choose his Class (page 9).
- Get your Weapons (page 10).
- Choose your Items (page 44).
- Recruit your Group (page 10).
- Start with your Fame by Birthright (page 6).
- Consult the Campaign Map (67).
- Decide in which specific Area you want to begin your career (page 67).
- The game starts in January 1625 (page 43).

DEFINING CHARACTERS

By Savvy and Steel is played with individual figures referred to as *characters*. Characters and figures are used interchangeably in the text of the rules so don't sweat it!

Characters are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What is its *Birthright*?
- What is its *Social Standing*?
- What is its *Age*?
- What *Nationality* is it?
- Does it have *Attributes?*
- What is its *Class?*
- What type of *Weapons* does it have?

STARS AND GRUNTS

There are two types of characters in Two Hour Wargames. They are *Stars* and *Grunts.*

Stars – Characters that represent you, the player. We suggest your Star begin with a Rep of 5.

Grunts – These are the *non-player characters* (NPC) that do not represent a player. *NPCs are controlled by the game mechanics whether they are fighting with or against you.* All Grunts are generated using the NPC Class lists (page 65).

STAR ADVANTAGES

As a Star in *By Savvy and Steel* you have four important advantages. Use all, some or none as you see fit. They are:

- Star Power
- Larger Than Life
- Cheating Death
- Free Will

STAR POWER

Star Power is the ability to reduce damage. Here's how we do it:

- Stars begin each game with Star Power equal to their Rep. So if you're a Rep 5 you get 5 Star Power dice.
- Whenever a figure with Star Power takes damage of any type it will roll their current number of Star Power dice. Read each d6 as rolled:
  - Any result of 1, 2, or 3 reduces the damage by one level.
  - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
  - Any result of 6 means the damage stays but that die is removed from the figure's Star Power for the rest of the Encounter.

Damage is reduced in the following ways:

- An Obviously Dead (page 20) result becomes an Out of the Fight (page 20) result.
- An Out of the Fight result becomes a Stunned (page 20) result.
- A Stunned result becomes a Carry On (page 20 result.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by ranged fire. He takes an Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

The results are 2, 2, 3, 5, and 6.

He uses the first 2 rolled to reduce the Obviously Dead result to an Out of the Fight result. He further uses the second 2 to reduce this result to Stunned. Next he uses his last success, the 3, to reduce the Stunned to a Carry On result. He still must take the Received Fire Test (page 19) but has suffered no damage.

The 5 has no effect and the 6 means the d6 is discarded and the Star has only 4 Star Power dice for the remainder of the Encounter.

The Star has effectively reduced his damage from Obviously Dead to Carry On.

LARGER THAN LIFE (LTL)

By Savvy and Steel can be used to capture the *cinematic flavor* of action movies where the Star is a *larger than life* character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star. The worse result a Star could receive would be Out of the Fight.

Example- Grant, a Soldier Star (Rep 5), is shot by a Highwayman (Rep 4). The Highwayman scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is using his Larger than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied after Star Power is used.

CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety.

When a player chooses to *cheat death* his Rep is immediately reduced by one level.

Example - A Gentlemen Star (Rep 5) is shot by a jealous husband (Rep 5). The husband scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.

Note that Cheating Death is applied after Star Power is used.

FREE WILL

Each time a Star must take certain Reaction Tests he can *choose which of the three possible results he wants to do without rolling dice.* These are the following tests and are noted with an asterisk (*) next to them on the Reaction Tests:

- Received Fire (page 19).
- Man Down (page 19).

Free Will *does not* apply to the following three Reaction Tests.

- In Sight Test (page 15).
- Charge Into Melee (page 24).
- Recover From Knock Down (page 19).

Example - Sergeant Picard (Rep 5) is shot at by a Highwayman. He is a Star so can choose his reaction on the Received Fire Test. He looks on the Reaction Tests and chooses to pass 2d6. As he is within range with a loaded weapon he fires.

Later Sergeant Picard is hit by musket fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Stunned. He can now use his Star Power (page 4) to try and reduce his Stunned result to Carry On and remains standing but he would have to take the Received Fire Test instead.

REPUTATION

Reputation or Rep represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are three possible starting levels of Reputation used in *By Savvy and Steel*. They are:

- **Reputation 5** - These are people of numerous successful confrontations that exude confidence.
- **Reputation 4** - These are reliable folk of some experience and confidence.
- **Reputation 3** – These are people of unknown quality with a lack of confidence.

OTHER REPUTATIONS

These are the three main reputations you will find in your Encounters but there are ways to increase and decrease Reps by your successes or failures during Encounters (page 50).

In addition, you may encounter characters with higher or lower Reps than the major three, but this will be scenario driven.

BIRTHRIGHT

In 17th Century Europe who your parents were and what social level you were born into could affect you for life. The same holds true in Edenstein. Here's how we do it:

- Roll 2d6; read the results as rolled and add the scores together.
- Consult the Birthright Table and go down the left hand column to the total that you rolled.
- Go across to see where you started your life.
- Apply the results as instructed.

As an alternative, choose your Birthright.

2	BIRTHRIGHT
	(Adding the scores)

#	BIRTHRIGHT
2	Noble
3	Gentleman
4	Commoner - Merchant
5	Commoner -Townsfolk
6	Commoner - Pig Farmer
7	Commoner - Farmer
8	Commoner - Dairyman
9	Commoner - Townsfolk
10	Commoner - Orphan
11	Gentleman
12	Noble

BIRTHRIGHT

Your Birthright determines what your starting Class is but this can change as you grow in Fame.

NOBLE

Congratulation, you were born to a Noble father. Let's see how that affects you:

- You start with a Fame of 20.
- Roll 1d6 to see the number of children born to the man.
- If you are an only child (the oldest) add 10 to your Fame.
- There is a chance (1) that you are the oldest if there is more than one child in the family. If you are add 10 to your starting Fame.
- There is a chance (1 – 2) that you are illegitimate and the result of an indiscretion. And everyone knows it, subtract 10 from your starting Fame.
- You begin life with a Level 7 Favor.

GENTLEMAN

Congratulation, you were born to a Gentleman. Not as good as a Noble but still very good! Let's see how that affects you:

- You start with a Fame of 8.
- Roll 1d6 to see the number of children born to the man.
- If you are an only child (the oldest) add 5 to your Fame.
- There is a chance (1) that you are the oldest if there is more than one child in the family. If you are add 5 to your starting Fame.
- There is a chance (1 – 2) that you are illegitimate and the result of an indiscretion. And everyone knows it, subtract 3 from your starting Fame.
- You begin life with a Level 6 Favor.

MERCHANT

Your father was a Merchant. Not as good as a Gentleman but better than a Pig Farmer. Let's see how that affects you:

- You start with a Fame of 5.
- Roll 1d6 to see the number of children born to the man.
- If you are an only child (the oldest) add 3 to your Fame.
- There is a chance (1) that you are the oldest if there is more than one child in the family. If you are add 3 to your starting Fame.
- There is a chance (1) that you are illegitimate and the result of an indiscretion. And everyone knows it, subtract 2 from your starting Fame.
- You begin life with a Level 4 Favor.

TOWNSFOLK

Your father made an honest living with a humdrum life inside the city. Not so bad, he could have been a Pig Farmer. Let's see how that affects you:

- You start with a Fame of 3.
- Roll 1d6 to see the number of children born to the man.
- If you are an only child (the oldest) add 2 to your Fame.
- There is a chance (1) that you are the oldest if there is more than one child in the family. If you are add 2 to your starting Fame.
- There is a chance (1) that you are illegitimate and the result of an indiscretion. And everyone knows it, subtract 2 from your starting Fame.
- You begin life with a Level 2 Favor.

FARMER, DAIRYMAN & PIG FARMER

Your father made an honest living outside of the city. Not so bad, he could have been a pig farmer. *Oh wait; he may have been a Pig farmer.* Let's see how that affects you:

- You start with a Fame of 0.
- Roll 1d6 to see the number of children born to the man.
- If you are an only child (the oldest) add 1 to your Fame.
- There is a chance (1) that you are the oldest if there is more than one child in the family. If you are add 1 to your starting Fame.
- There is a chance (1) that you are illegitimate and the result of an indiscretion. And everyone knows it but nobody cares.
- You begin life with a Level 1 Favor. Maybe it's your Mother's ointment or perhaps a wheel of cheese.

ORPHAN

You were found on the doorstep of the local orphanage. At least it was in the city. Let's see how that affects you:

- There isn't much known about you except for your age. Your starting Fame is -5.
- You have no Favors.

SOCIAL STANDING

Social Standing is a measure of where the character stands in the eyes of 17th Century Europe. Social Standing reflects how easily the character can move through life. A number is assigned for the perceived value of the character with the higher the number the easier life will be. Here's how we do it:

- Your Birthright establishes your Social Standing.
- Your successes in life can increase your Social Standing.
- Your failures in life can decrease your Social Standing.
- Social Standing can be tied into Favors (page 37).
- The higher your Social Standing the more powerful you are.
- Your Social Standing will rise and fall depending upon your Fame (page 41). Consult the Social Ladder Table during your career to adjust your Social Standing as your Fame changes.

Here is the Social Ladder Table. Good luck on your climb to the top!

X	SOCIAL LADDER	
	(Adding the scores)	

SS	CURRENT SOCIAL EQUIVALENT	FAME
1	Farmer, Dairyman, and Pig Farmer	Up to 5
2	Townsfolk	6 to10
3	Respected Townsfolk / Soldier	11 to 20
4	Merchant	21 to 30
5	Wealthy Merchant/ Military Officer	31 to 40
6	Gentleman	41 to 100
7	Knight	101 to 150
8	Baron	151 - 200
9	Count	201 - 300
10	Duke	301 - 490
14	Cardinal	491 - 499
15	King	500 +

AGE

You'll start your career as a young twenty something fellow. How young? Here's how we do it:

- Your career starts in the year 1625, we use January but you can choose any month you like. This month is your birth date.
- Roll 1/2d6 and add the result to 19. This is your starting age.
- Track your age, year by year, and refer to the Effects of Age Table as you grow older.
- Adjust your Rep accordingly if needed.

X	THE EFFECTS OF AGE	
AGE	MAXIMUM REP	MINIMUM REP
20-29	6	4
30 - 39	5	3
40 - 49	4	3
50+	3	2

NATIONALITY

In *By Savvy and Steel* you can choose to be from one of two places. Here are your choices:

- Edenstein.
- Somewhere else.

If you are from somewhere else you are a Foreigner and will count a -1d6 when taking an Opposed Challenge (page 36) with someone from Edenstein.

ATTRIBUTES

Attributes are used to further define the different characters found in *By Savvy and Steel*. Attributes really make your characters unique but if you desire a simple skirmish game do not use them.

Use Attributes as you see fit. For example you might use them just for your Star, or for your Star's group, or for every figure in your games. Or maybe just use the Class Attributes (page 9). Here's how characters gain Attributes:

- All characters will have two attributes.
- Stars roll for their first Attribute.
- Stars choose their second.
- Grunts have their first assigned by Class (page 9).
- Then roll for their second.
- To determine an Attribute roll 1d6 and read the result as rolled. This tells you which Attribute Table to use.
- Next roll 1d6 and read the result as rolled. This tells you what Attribute on that table you have gained.

1 + 1	ATTRIBUTES
	(Read results as rolled)

1 - 2	ATTRIBUTE
1	*Slow:* Rolls 2d6 when taking the Fast Move Test but only counts the highest passing d6. Opponent gains a +1d6 versus you on the En Garde Table.
2	*Slow to React:* Counts a -1d6 when taking the In Sight Test. Opponents gain a +1d6 versus you on the Dueling and taking Control Tables
3	*Runt:* Counts a -1 to their Power on the Killing Stroke Table. Counts a -1d6 in melee.
4	*Greedy:* The possibility of gaining loot will delay the greedy character for 1d6 turns of Activation. A Leader can cut this short by moving to within 1".
5	*Shortsighted:* Opponents gain a +1d6 versus you on the En Garde Table.
6	*Timid:* Opponents gain a +1d6 versus you on the En Garde, Dueling, and Taking Control Tables.

3 - 4	ATTRIBUTE
1	*Quick Reflexes:* Counts a +1d6 on the Dueling Table.
2	*Steady:* Counts a +1d6 on the En Garde Table.
3	*Fast Loader:* May fire on the same Activation phase as when reload.
4	*Initiative:* Counts one Rep higher for Activation purposes when operating alone.
5	*Fast:* Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test counting all three.
6	*Wary:* Counts a +1d6 when taking the In Sight Test.

5	ATTRIBUTE
1	*Vicious:* Counts a +1d6 on the Taking Control Table when in control. Count a +1d6 in melee as well.
2	*Trickery:* Able to use a hat or other device during a Duel to count a +1d6 on the En Garde Table.
3	*Sicilian Style:* Allowed to Duel with a dagger counting a +1d6 on the Dueling Table.
4	*Rage:* Counts a +1d6 on the En Garde and Taking Control Tables.
5	*Resolute:* Never count less than 1 success on the Dueling and Taking Control Tables.
6	*Agile:* Counts a +1d6 on the En Garde Table.

6	*ATTRIBUTE*
1	***Slippery:*** Counts a +1d6 on the Taking Control Table only when not in control. Count Rep at one higher than actual for taking the Fast Move Test.
2	***Charismatic:*** Counts a +1d6 when taking a Personal Challenge.
3	***Hard as Nails:*** Once during each Encounter the character will treat its *first* Obviously Dead or Out of the Fight result as a Knock Down result instead. This is done before using Star Power.
4	***Resilient:*** Once during each Encounter the character will treat its first Out of the Fight result as a Stunned result instead. Counts a +1d6 on the Wounded Table.
5	***Nerves of Steel:*** Treat Duck Back as if Carry On.
6	***Lucky Bastard:*** Can change a result of Obviously Dead to a Carry On result but only once in the life of the character. Once during a Duel may re-roll on the Killing Stroke or Wounded Table.

Example - My Star rolls 1d6 and scores a 2. He then rolls another d6 and scores a 4. He has gained the Greedy Attribute.

I decide to take Slippery for my second Attribute.

I recruit a Grunt from the Rogue Class. I choose a Pick Pocket. He gets the Wary Attribute.

I then roll 1d6 and score a 5 then a 4. He also has Quick Reflexes.

CLASS

After you have determined the previous characteristics about your character you will have a pretty good picture of its strengths and weaknesses.

We divide the characters by Class in *By Savvy and Steel* to further define who they are. Class has two features:

- The first is a common Attribute that is given to every character of that Class.
- The second is characters of different Classes will react a bit differently when thrown into stressful situations. This is reflected on the Reaction Tests (page 68).

Here are the Classes used in *By Savvy and Steel.* Note that Mistresses can come from any Class but use the Mistress list for generation (page 66).

COMMONER

Townsfolk, merchants, famers and such fall into the Commoner Class and use the Commoners list (page 65) when generating NPCs.

- ***Commoners*** *have the Runt Attribute, not so much based on size, but rather a lack of martial prowess.*

GENTLEMAN

These men can come from all walks of life, with a bit of work, but share the same goals and a sense of freedom. That and no obvious means of support, but that's another story. Gentlemen are in a Class all of their own and use the Gentlemen list (page 65) when generating NPCs..

- ***Gentlemen*** *have the Initiative Attribute.*

MILITARY

Soldiers, militia men, seamen and the local Watch are all members of the Military Class and use the Military List (page 65) when generating NPCs. Their goal is to protect King and country.

- ***Military*** *have the Fast Loader Attribute.*

NOBLES

Nobility and government officials fall into the Noble Class and use the Noble list (page 66) when generating NPCs.

- ***Nobles*** *have the Greedy Attribute while their younger daughters are Charismatic.*

ROGUE

Robbers, thieves, pick pockets and highwaymen all fall into the Rogue Class and use the Rogues list (page 66) when generating NPCs. Their goal is to gain Fortune at the expense of others.

- ***Thieves and Pick Pockets*** *have the Wary Attribute.*
- ***Robbers and Highwaymen*** *have the Vicious Attribute*

WEAPONS

Characters will be armed as follows:

- Unarmed.
- Dagger.
- Sword.
- Pistol.
- Musket.

Players are encouraged to count the figure to be armed with the weapons it has.

Example – I choose three figures. One has a pistol, one a sword and pistol, and the third a musket. I decide to play the figures with the weapons that they have.

WEAPON COMBINATIONS

Some characters may be armed with Pistol and Sword. This is listed as "both" on the NPC lists (page 65).

Characters with the Sicilian Style Attribute (page 8) will be armed with Sword and Dagger. This is listed as "Sicilian" on the NPC lists (page 65).

STOP!

Here's a quick need to know.

By Savvy and Steel is a figure based game about Stars and Grunts.

Stars represent you, the player, and have four advantages over Grunts. What are they?

Stars should start with a Rep of 5.

If I roll a 5 on the Birthright Table who was my father?

Social Standing is a game mechanic to measure success and failure. Social Standing allows for Favors.

How many Attributes will each character have?

How is a Star getting Attributes different than Grunts?

What's a Foreigner and what penalty does it have?

Grunts have their weapons assigned by their NPC list (page 65) while Stars can choose what they want.

YOUR GROUP

In *By Savvy and Steel* the game revolves around you and the other characters that make up your group and those of your opponents. Let's define the group

- All have a Leader. In your group you are the Leader. In the opposing side there will be one NP Star Leader.
- All have non-Star members are called Grunts.

Example –Billy Pink goes into the Drunken Squid to Carouse. He takes Reynaldo and Harvey, both members of his group with him. Once arriving at the Squid they meet two of Billy's old friends, Lady Char and Sooze. The five now go to the Red Octopus Tavern and the Carouse Encounter continues.

RECRUITING YOUR GROUP

You start the game alone. Unlike other THW games you *really* start your career alone and must recruit Grunts. Here's how we do it:

- Go Carousing (page 51) and Recruit Grunts (page 52).
- You cannot recruit Grunts with a higher Rep than yours.
- You can recruit one Grunt for each point of Rep that you have.

WHO ARE THEY?

Like all Non-Player Characters (Grunts) your recruits will come from the appropriate NP Class list (page 65).

AVAILABILITY

When you go on Encounters (page 50) members of your group may be able to accompany you. Here's how we do it:

- Decide what Encounter you will go on.
- Roll 1d6 versus the Rep of each group member you wish to accompany you.
  - If pass 1d6 the group member will accompany you.
  - If pass 0d6 the group member has another engagement and cannot accompany you.
- If you are in the Military roll 2d6 for each Military group members. If one or more d6 are passed the group member will accompany you.

GENDER

If desired you can recruit female characters as well as male.

GROUPS

During the game, a *group* is any number of figures that operate together over the course of a turn. *The smallest number of figures in a group is 1; there is no maximum number of figures in a group.*

At the start of the Encounter each side deploys their figures into groups. Figures that start the turn in the same *group* will activate at the same time.

GROUP REP

Figures in a group can have different Reps.

GROUP COHESION

Groups will activate based on the Rep of their Leader. This can be either a Star or Temporary Leader (page 12). For figures to be in the same group they must:

- Remain within 4" of one or more figures in the group.

- Have a LOS to one or more figures in the group and/or be in LOS of one or more figures in the group.

If any of the above two requirements no longer apply, then the figures are in separate groups. *Characters must be in Carry On status (page 20) to continue the group.*
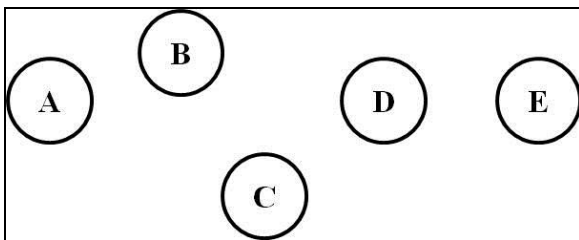
In the picture above we see a 5 figure group. All of the figures are within 4" of another figure, have LOS and are in Carry On Status..
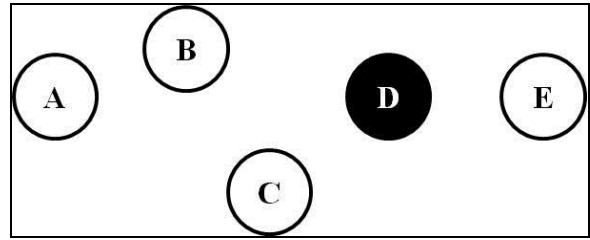
In this picture one member of the group (D) has been hit and is no longer functioning. This could be Stunned, Out of the Fight, or Obviously Dead but as he is not in Carry On status the link between figures is broken. There are now two groups (A, B, and C are one group while E is another) and they will activate separately.

SPLITTING UP GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at anytime during the turn when you are *active* or when forced to by a Reaction Test.

For activation purposes groups are defined at the *start* of the turn *before* Activation dice are rolled. You may combine groups during the turn to form a single group. These groups can now move, shoot, etc. as one group with the restriction that no figure may exceed their allowed movement.
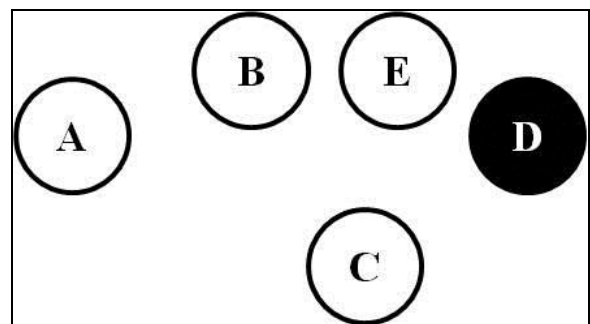
In the above picture E has activated and moved 4" to join the other group (A, B and C). E can now move the remainder of its movement, including a Fast Move, taking A, B, and C with him. D could be carried by one of the figures but cannot move on his own.

LEADERS

There are two types of Leaders in *By Savvy and Steel*.

- *Star Leaders.* This is you and non-player Star Leaders.
- *Temporary Leaders.* These are the figures with the highest Rep in a group when it is not lead by a Star.

Example –Billy Pink is the Star of a small group of Gentlemen. He decides to move off by himself to out flank a group of scoundrels while the group moves forward. This effectively splits the group into two. The other group consists of three Grunts, one Rep 4 and two Rep 3s. The Rep 4 is the Temporary Leader of that group.

STAR LEADERS

Star Leaders have two functions in *By Savvy and Steel*.

- They determine when the group will activate based on its Rep.
- They are allowed to use Leader Die.

TEMPORARY LEADERS

Temporary Leaders have one function in *By Savvy and Steel*.

- They determine when the group will activate based on *its* Rep.

Example – Continuing the previous example Billy Pink is a Star Leader (Rep 5) while Clifton is the Temporary Leader (Rep 4) of the other group.

LEADER DIE

A Leader Die represents the ability of the Star Leader to lead his men, to inspire them to greater effort, and to guide them through tough situations. The Leader Die is an off color d6 that is rolled in addition to the 2d6 rolled for the group. The result of the Leader Die is used to influence the 2d6 rolled by the group. Here's how we do it:

- To use the Leader Die roll 1d6 and compare the result to the Rep of the Leader.
  - If the score is equal or less than the Rep of the Leader you have passed 1d6.

- If the score is higher than the Rep of the Leader you have not passed.
- If the Leader Die is passed all the figures in the Leader's group will add one passed d6 to their own results.
- The Leader Die is rolled even if the Leader does not qualify for the Reaction Test.

Example – Captain Pink (Rep 5) is the Leader of a group of Soldiers composed of himself and two Grunts, one Rep 4 and one Rep 3. They run into a group of Highwaymen and two of them come under fire. After all In Sight actions are resolved, the two Grunts that came under fire must now take the Received Fire Test (page 19). Billy does not have to take the test as he was not fired at but is allowed to add his Leader Die.

I pick up 1d6 for my Leader Die and add it to the 2d6 that I will roll for the group. I roll the d6 and compare the Leader Die to Billy's Rep. I score a 4 meaning that I have passed, based on Billy's Rep, and can now add this pass 1d6 result to however many d6 the Grunts pass.

The other 2d6 rolled for the group come up 4 and 5. The Rep 3 passes 0d6. He adds the passed 1d6 from the Leader Die for a net of pass 1d6.

The Rep 4 Grunt passes 1d6. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.

Note that because the two Grunts passed different numbers of d6 they may behave differently.

STOP!

How many inches between figures can there be and still be a group?

What's a Leader Die? How is it used? Who can use it?

How do you recruit Grunts to your group? Remember that the maximum number of Grunts you can recruit is equal to your Rep. You cannot recruit Grunts higher than your own Rep.

RULES OF WAR

Now let's go over the rules in *By Savvy and Steel* as you will be exposed to them.

TURN SEQUENCE

By Savvy and Steel is played in turns with each turn divided into two phases of *Activation*, one per side.

Simply put a turn starts with activation dice being rolled and ends when all eligible groups have activated and all of their actions and forced reactions have been completed.

Activation means that the active player can activate (move and other actions) his groups. Although Encounters can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors.

Example - I choose a blue d6 for the Militia and a red d6 for the Highwaymen.

- At the start of the turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) neither side will activate and this does not count as a turn. Simply re-roll. If playing with PEFs (page 47) you may have generated one!
- If the die scores are not doubles then read each die individually. The higher score determines which side will activate first.

Example - The two dice are rolled and a Blue 5 and a Red 4 are rolled. The Militia scored higher so they can activate their groups first.

- Only groups led by a Leader with a Rep equal to or higher than their activation die score can be activated.
- Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example: A Blue 5 and a Red 4 were rolled. The Blue d6 scored higher so Blue activates first. Blue can only activate groups that are led by a Rep 5 or higher Leader. Blue has a group with a Rep 4 Temporary Leader, it cannot activate but don't worry as you can always react.

- After the first group has completed all its actions and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated the other side can activate one group at a time based on the result of its activation die roll.

Example: A Blue 5 and a Red 4 were rolled. I have finished activating all the eligible Blue groups that I wanted to. It is now the Red sides turn. Red can only activate groups that are led by a Rep 4 or higher Leader.

- After both sides have activated all of the eligible groups that they want to and all reactions have taken place, the turn is over and activation dice are rolled again, signifying the start of the new turn.

This system will mean that many times lower Rep figures will not be able to activate. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. *This may be different than traditional rules but is much more effective.*

Let's start with actions.

ACTIONS

When a figure is *active* it can voluntarily do one of the following actions.

- Move up to full distance and fire at any time during its move, after any In Sight Test (page 15) has been completed. It can always fire once when active, called active fire, whether it has fired in reaction or during the In Sight resolution, if its weapon is loaded.
- Stay in place, changing the way it is facing if desired, and active fire.
- Charge into Melee (page 24).
- Reload a weapon.

In addition the figure can perform this action as well.

- Exchange or pick up dropped weapons or Items, theirs or those belonging to other characters, but cannot fire them at that time.

MOVEMENT

In this section we explain the rules for moving. Normal movement is as follows:

- *On Foot* – 8" unless have Attribute that differs.
- *Mounted* – 16" on horseback.
- **Coach or Carriage** – 12" on road.

MOUNTING AND DISMOUNTING

Figures may mount onto to dismount from a horse or Coach/Carriage in the following way:

- Must be active.
- Takes half turn of Activation to mount or dismount.
- Figures can move up to half normal or Fast Move and mount.
- Figures can dismount and move up to half normal or Fast Move.

FAST MOVEMENT

A group can attempt to *fast move*. Remember that a group is one or more figures. Here's how we do it:

- Declare the intent of the group that wants to fast move.

- Roll one set of 2d6 and compare each die score individually to the Rep of each figure.
- For each d6 passed, the figure is allowed to add half its normal movement.
- Coaches may not Fast Move unless on a road.
- If the fast move distance is not far enough for the player to reach cover he can drop prone at the end of his movement.
- Figures can choose to move less than their total fast move yet still count as fast moving.

Example – A group of three figures want to fast move. I roll 2d6 for the group and compare the results to each figure individually. Here's how the group will move.

The Rep 5 Leader passes 2d6 and may add up to 8"to his normal movement of 8".

The Rep 4 Grunt passes 1d6 and may add up to 4" to his normal movement of 8".

The Rep 3 Grunt passes 0d6 and may add up to 0"to his normal movement of 8". He still counts as fast moving.

Fast movement may be attempted regardless of how close the enemy is and at any time during the turn. If attempted after the figure has partially moved add the additional fast move distance to the remaining distance.

Example - Captain Pink moves 6" into sight of a PEF. The PEF is resolved and is a group of five enemy Soldiers Billy scores higher on his In Sight and he decides to run for it. He takes the Fast Move Test and scores an additional 8" of movement to add to his remaining 2". Billy moves 10" towards cover.

GOING PRONE

Characters may go prone at various times during the game. Here's how we do it:

- Active characters may voluntarily go prone at any time during their turn.
- Active characters that choose to go prone can fire immediately after going prone.
- A character forced to go prone by a reaction result cannot fire when going prone.
- To regain its feet takes 4" of movement. If wishing to fast move after regaining its feet the character will roll only 1d6.

INVOLUNTARY MOVEMENT

Sometimes a figure may be forced into Involuntary Movement or Actions by the results of a Reaction Test. Let's cover each one in detail.

CARRY ON

The tester carries on and can act when active and react when called upon.

CHARGE

The tester and target take the Charge Into Melee Test (page 24).

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until next active or if caused by a subsequent Reaction Test. *Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.*

FIRE

The tester must fire at the figure that caused the Reaction Test. If a figure cannot fire it will behave as directed by the Reaction Test.

RUN AWAY

The running away figure is immediately removed from the table. Those that cannot Run Away, such as when having their backs to impassable terrain or surrounded by enemies with less than a 2" gap between them, will surrender instead.

RUSH SHOT

The figure must fire but counts the *rushing the shot* penalty.

STOP!

Grab two d6 of different colors. Grab two figures from opposing sides and place them on the table 12" from each other. One side will use one colored d6 while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which side scored the higher number? Can that figure activate? Did you roll *doubles*? If so what happens?

Take a Fast Move Test. If you rolled a 3 and a 6 how far can the figure move?

After you have done these actions it's time to move on to the next section, In Sight.

IN SIGHT

The In Sight Test is a Reaction Test taken differently than the others. First let's explain the difference between being In Sight and not being In Sight.

IN SIGHT OR NOT

Figures are *always* in sight or not.

A figure is in sight when:

- An enemy figure can trace a *line of sight* (page 21) to that figure. This still applies even if that figure is *in cover or concealed or both.*

A figure is not in sight when:

- It cannot be seen because of intervening terrain. Figures in Duck Back behind cover also fall into this category.
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night.
- It cannot be seen due to a friendly figure in the way.

TRIGGERING AN IN SIGHT TEST

Here's how an In Sight Test is triggered:

- Whenever a figure has an opposing figure enter into its LOS, and the opposing figure was not seen previously during this activation phase, the in Sight Test has been triggered.
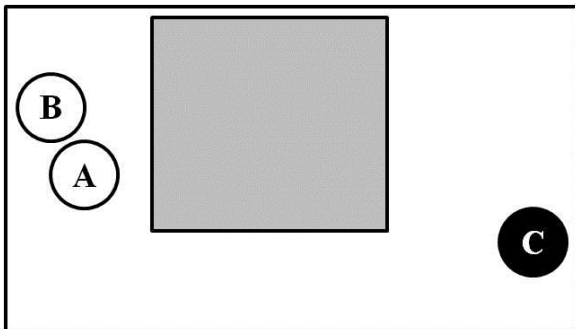
In the first picture the white side cannot be seen by the other side, "C".

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.
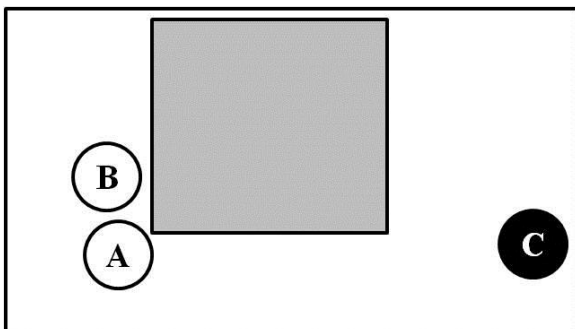
In the second picture white activates and figures "A" and "B" move forward. "A" comes into sight of "C" triggering the In Sight Test.

- Once the test is triggered the moving group is allowed to move all of its figures (whether they were involved in the In Sight or not) up to two additional inches. This movement could result in the figure going out of sight.
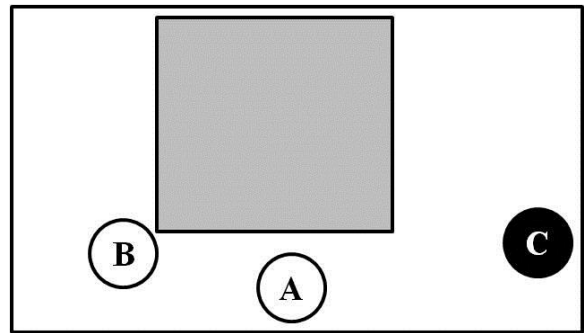
The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches before the test is resolved. Figure "A" moves closer to "C" while "B" moves to the edge of the house so "B" can see "C"; also putting "B" into sight of "C".

TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inchers *all figures* in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- Only the leaders of each group will take the In Sight. This represents the leader shouting a command to the group, such as "Fire!".
- The leader of both groups starts with1d6 per level of their Rep.
- Consult the In Sight Test.
- Modify the number of d6 each leader rolls by any applicable circumstances.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the leader reaches 0d6. At this time he counts as if scoring zero successes.
- Both leaders roll their modified d6 total looking for successes (score of 1, 2 or 3).
- Place a d6 with the number of successes scored, facing up, next to the leader figure. This is for ease of play. When all of the figures in the group have resolved their actions, remove the d6.
- The higher number of successes will act first, followed by the lower number of successes.
- If the number of successes is equal all of the actions are considered to be simultaneous.
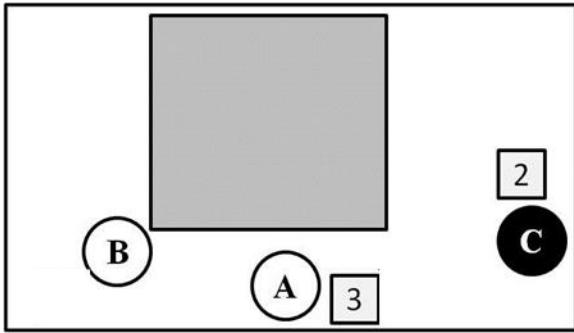
In the previous picture both leaders have rolled their d6 and counted their successes, scores of 1, 2, or 3. Each has placed a d6 next to them with the number of successes scored. The white side, "A" and "B", will act first (3 successes), followed by the black side, "C" (2 successes).

REP	IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
Slow to React	-1d6
Wary	+1d6
CIRCUMSTANCE	MOD
Active - Character is active and moved	-1d6
Concealed - Enemy is concealed	-1d6
Ducking Back - Figure is Ducking Back	(1)
Runaway - Character is Running Away	(1)

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

Once the order of In Sight actions is determined, by rolling successes, it's time to carry out the In Sight actions. Here's how we do it:

- Starting with the figures in the group that scored the most successes consult the In Sight Resolution Table. Determine the actions of all of the figures at the same time as they will be carried out simultaneously.
- Stars can choose to do one of the following actions.
  - Fire.
  - Charge into Melee.
  - Duck Back.
  - Finish Movement.
  - Run Away.
- Grunts will act based on the applicable situation.
- Note that different Classes of figures may behave differently than others.

IN SIGHT RESOLUTION

AVAILABLE ACTIONS
Stars can choose to Fire, Charge into Melee, Duck Back, Finish Movement or Run Away as desired.
Grunts will act based on the applicable situation.

SITUATION	ACTION
Weapon loaded and in range	**All -** Fire.
Otherwise	**Commoners -** Roll 1d6 versus Rep. • **Pass 1d6 -** If in range Charge into Melee. If not in range Duck Back. • **Pass 0d6 –** Duck Back. **Others -** If in range Charge into Melee. Otherwise halt in place.

Example - In the previous picture "A" & "B" go first. "B" looks down the Available Actions on the In Sight Resolution Table for what will apply. B" has a loaded weapon so will fire.

"A" looks down the Available Actions on the In Sight Resolution Table for what will apply. "A" only has a melee weapon so will Charge into Melee.

"B" fires and hits "C" who falls to the ground. "C" has lost his chance to act due to being hit.

"A" takes the Charge into Melee Test versus "C", who counts as passing 0d6. "A" passes 1d6 and moves into contact with "C".

LOSS OF ACTION

If a figure cannot perform an action when it is his turn he forfeits his action.

Example – "B" fires and hits "C" who goes down and is Stunned. "C" must forfeit his action.

ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight suddenly becomes involved in it. In this case a new In Sight is triggered.
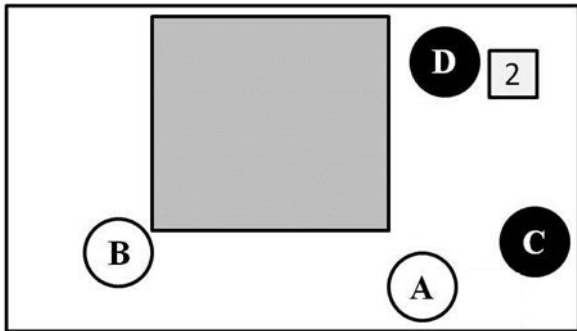
Example - Continuing the previous example, "A" acts and moves towards "C" and now comes into the sight of "D". This triggers a new Insight.

"D" scores 2 successes while "A" scores 1. "D" will act first and as he has a loaded weapon he fires and hits "A".

COMPLETED IN SIGHTS

Once *all* figures that have taken the In Sight Test have completed or forfeited their actions, appropriate Reaction Tests are taken and the active side continues its part of the turn.

MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, figures in the moving group that triggered the test can continue their remaining movement. This movement could trigger a new In Sight Test

REACTION

This section covers the heart of Two Hour Wargames. It is called the *Reaction System*. Figures will take Reaction Tests during the game when called upon as circumstances arise. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress. Here's a list of the Reaction Tests in *By Savvy and Steel:*

- In Sight.
- Charge Into Melee (page 24).
- Received Fire (page 19).
- Man Down (page 19).
- Recover From Knock Down (page 19).

All of the tests are grouped in the rear of the book.

EXCEPTIONS

Reaction Tests are taken when called for with the following two exceptions:

- When figures roll on the Charge Into Melee Table (page 24), they may be directed not to take Reaction Tests.
- All Reaction Tests that are usually called for by any action taken during the In Sight process are not taken until after all figures have acted.

Example – Gentleman Pink and a Highwayman come into sight and take the In Sight Test. Billy scores more successes so acts first. He fires at the Highwayman and misses. Normally this would cause a Received Fire Test to be taken but all Reaction Tests are postponed until the In Sight is fully resolved. The Highwayman can now act and will charge. Both figures now take the Charge into Melee Test.

HOW TO TAKE A REACTION TEST

The In Sight and Charge Into Melee Tests are taken in their own ways and are covered elsewhere. The other three Reaction Tests are taken differently. Here's how we do it:

- Determine which figures in the group must take the test or tests.
- If taking the Man Down or Received Fire Test start with one set of 2d6 for the group.
- If taking the Recover From Knock Down Test roll 2d6 for each individual figure taking the test.
- Add 1d6 if the figure is in cover and taking the Received Fire or Man Down Test. This may require the use of an off color d6 as it will only apply to those actually in cover.
- Add the Leader Die if applicable.
- Roll the modified number of d6.
- Apply the results of each d6 to the Rep of each figure individually.
- Determine how many d6 each figure passed.
- Consult the appropriate test and immediately carry out the result.

Example - Three soldiers are in the same group. One is a Rep 5, one a Rep 4 and the third is a Rep 3 leader. The Rep 4 soldier is shot at and hit. The Rep 5 soldier and Rep 3 soldier now must take the Man Down Test.

I roll 2d6 for the group and score a 4 and a 6. I roll 1d6 for the Leader Die and score a 4 versus the leader Rep of 3, so pass 0d6 on that roll.

The Rep5 soldier passes 1d6 (the 4) while the Rep 3 leader passes 0d6. Looking on the QRS under the Man Down Test, Military, the leader Runs Away while the soldier Ducks Back.

The Rep 4 soldier now takes his Recover from Knock Down Test and rolls a separate 2d6. He scores a 3 and 5, passing 1d6, so goes Out of the Fight.

RECEIVED FIRE

Whenever a figure is shot at and is not hit, it will take the Received Fire Reaction Test. More than one figure firing at the *same target at the same time* will cause only one Received Fire Test to be taken.

Example – Captain Billy is fired on by two Soldiers. One misses but one scores an Out of the Fight result. Billy rolls his Star Power d6 and scores two successes, reducing the damage to Carry On. As Billy has not been hit he takes the Received Fire Test, only once even though

he was fired at twice. Being a Star he chooses his reaction, passing 2d6, and returns fire.

MAN DOWN

Each time a figure sees a friendly figure within 4" get Knocked Down and Stunned, Out of the Fight, or Obviously Dead it will take the Man Down Test.

Example – Captain Billy fires his pistol at one of the Soldiers and scores an Out of the Fight result.

The other Soldier is 3" from his friend so takes the Man Down Test. He rolls 2d6 and passes 1d6. Looking under the Man Down Reaction Test the Soldier Ducks Back.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Downed from a Ranged Combat or Melee result it will take this test.

Example – Sir Jim Bob Joe is hit by musket fire and Knocked Down. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2. Jim Bob Joe is now Out of the Fight.

MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of d6 are rolled for the figure and the results applied to *all* the tests with the *worst* result being counted.

Example - Three Edenstein soldiers fire at three French Soldiers. One hit is scored. The remaining French Soldiers now roll 2d6 as a group and applied individually versus their Reps. The results are applied to the Man Down Test and the Received Fire Test. The French must take the worse result.

REACTION TEST RESULTS

The result of taking a Reaction Test can cause the figure's status to change for the worse. Here are the Reaction Test results from best to worst:

- Charge.
- Carry On.
- Duck Back.
- Run Away.

STATUS AND ACTIONS

The Reaction Tests can change the status of a figure and force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

CARRY ON

The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Duck Back.
- Obviously Dead.
- Out of the Fight.
- Run Away.
- Stunned .

CHARGE

If able to reach 6" from an enemy both will go to the Charging Into Melee Table *(page24).*

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures that Duck Back and reach cover cannot see or be seen by the cause of the test but those that drop in place prone can.

COMMONER BROWN TROUSERS RULE

Commoners do not like danger. When they score a result of Duck Back they like being safe. To reflect this we have the Commoner Brown Trousers rule. Here's how we do it:

- The next time a Commoner activates after scoring a result of Duck Back roll 1d6 versus its Rep.
- If it passes 1d6 it will Carry On.
- If it passes 0d6 it will remain in Duck Back.

FIRE

The figure fires his weapon.

OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT

The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

RUN AWAY

The figure has quit the Encounter and is removed from the table. If there is an enemy figure within six inches it will surrender instead and can be captured (page 22).

RUSH SHOT

The figure immediately fires counting the Rushed Shot penalty.

STUNNED

The figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired.

STOP!

Take out two opposing figures, one Militia and one Highwayman, and place them 12" apart. Both are Rep 4.

Roll activation. Who goes first? Did you roll *doubles*? If you did what happened.

Assume that the active figure has fired at the inactive figure and has missed. What Reaction Test is taken? Review the three different results for the test when passing 2d6, 1d6, and 0d6. Now review the results for the other Classes. What are the differences, if any? What Class was the Militia? The Highwayman?

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

RANGED WEAPONS

There are two ways to inflict damage in *By Savvy and Steel*. The first way is through shooting and the other is through melee (hand-to-hand combat). Shooting can be dicey as it takes time to reload while with melee there's no waiting!

Each weapon is classified by type and in some cases weapons have been lumped into broader categories. If you do not see your weapon listed simply use the one that is closest to it. Weapons are defined by four characteristics:

TYPE – The type of weapon.

RANGE – The range listed for every weapon is its effective range or the range that the firer feels he has a reasonable chance of hitting the target.

IMPACT – The damage a hit from the weapon may do. The greater the Impact number, the greater the chance of the weapon doing damage.

RELOAD – The procedure used to reload the weapon after it has been fired.

WEAPONS TABLE

TYPE	RANGE	IMPACT	RELOAD
Dagger	4	2	Must be retrieved.
Musket	18	3	One turn of activation.
Pistol	6	2	One turn of activation.
Sword	2	3	Must be retrieved.

RELOADING

Ammo in *By Savvy and Steel* is unlimited but all Ranged Weapons must be reloaded after they have been fired. Here's how we do it:

- Daggers and Swords, after thrown, can be thrown on the same active phase that they are retrieved.
- Muskets and Pistols, when fired, cannot be fired until the character has spent one full turn of activation stationary and reloading the weapon. This is all the character can do and if interrupted the weapon is not reloaded. See Fast Loader (page 8).

SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in *By Savvy and Steel*.

LINE OF SIGHT

To shoot something you must first be able to see it. Here's how we do it:

- *Figures can only see things through their front facing* (page 3).
- A straight line from the shooter to the target is called a Line of Sight or LOS.
- Line of Sight extends across the whole table and is only blocked by friendly figures, terrain, buildings, and weather.
- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods or rough terrain is reduced to 12" in the daytime and 6" at night. If at the edge of the woods then the figure may see and be seen from outside the woods.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

TARGET SELECTION

A figure may fire at only one target.

FIRING A WEAPON

Shooting can occur when the figure is active or in reaction. Here's how we do it:

- First establish a LOS between the shooter and the target figure.
- Roll 1d6 and add the score to the shooter's Reputation.
- Consult the Ranged Combat Table. There is no need to test for any modifiers prior to rolling as the modifiers are already built into the table.

1   RANGED COMBAT

(1d6 + Rep)

#	RESULT
7 or less	**SHOOTER MISSED**
8	**SHOOTER MISSED IF** • Rush Shot. **TARGET WAS MISSED IF** • Charging. • In Cover. • Prone. • Moved Fast. **OTHERWISE – HIT.**
9	**SHOOTER MISSED IF** • Rush shot. **TARGET WAS MISSED IF** • In Cover. **OTHERWISE –HIT.**
10+	**SHOOTER HITS TARGET**

- *Missed* – The target is missed but must take a Received Fire Test.
- *Rush Shot* – The target is missed as the shooter is rushing his shot.
- *Moving Fast* – The target is missed because it or the shooter is *fast moving*.
- *Charging* – The target is missed because it is charging the shooter.
- *In Cover* - The target is missed because it is in cover.
- *Prone* - The target is missed because it is prone.
- *Hit* – The target is hit. Roll for damage.

Example – Captain Billy Pink fires his Pistol at a French Soldier who is in cover. Billy rolls a 4. The score is added to his Rep of 5. This results in a score of 9 which is a miss because the Soldier is in cover. The Soldier must take the Received Fire Test.

DETERMINING DAMAGE

When a hit is scored the shooter must roll on the Ranged Combat Damage Table. Here's how we do it:

- Roll 1d6 and compare the score to the Impact of the weapon.
- Read the result in the left hand column of the Ranged Combat Table then go across to the resulting damage.

1   RANGED COMBAT DAMAGE

1d6 per each hit

SCORE	RESULT
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knocked Down Test.

Example – Captain Billy Pink has hit the Soldier with his pistol. Billy rolls 1d6 and scores a 3. This is higher than the Impact of 2 so the Soldier is knocked down and must take the Recover From Knock Down Test. The Soldier immediately takes the test, passes 2d6 and is Stunned.

AUTO-KILL OR CAPTURE

If an active figure comes into physical contact with a Stunned or Out of the Fight figure he may choose to automatically dispatch or capture the figure (tie up, etc.).

Example – Billy Pink activates and runs up to the Stunned Soldier and chooses to capture him.

SURRENDER

Characters that Run Away (page 20) may sometimes surrender instead. The surrendering figure can be captured or dispatched as desired.

COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different.

- *Concealment* makes you harder to see. Concealment does not stop a bullet. Concealment comes into play when taking the In Sight Test.

- *Cover* stops a bullet from hitting parts of your body so makes it harder to be hit. Cover comes into play on the Ranged Combat Table.

So how do you tell which is which? We've put together a short list that answers the question. Players should match the terrain on the table with the type that best resembles it on the Cover or Concealment List *before* the game begins.

#	COVER OR CONCEALMENT	
TYPE	**RESULT**	
Buildings, inside	Stationary figures inside of buildings are in cover and concealment. Moving figures inside buildings are concealed.	
Crowd [1]	Figures inside crowds are in cover when stationary and in concealment when moving.	
Coaches, Inside of	Figures inside coaches are in concealment.	
Coaches, Behind	Figures behind coaches are in cover.	
Woods	Figures inside woods are in cover and concealment when stationary and in concealment when moving.	

(1) If the target has two or more figures within 1" to the left and right of it and is stationary he counts as being in a crowd. If fired at while in a crowd and a result of miss due to cover is scored one of the figures next to the target, at random, has been hit. Roll for Damage to the new target.

Example – Militiaman Jim Bob Joe is firing at a Thief who is between three Townsfolk. Jim Bob Joe scores an 8, missed due to cover. He rolls 1d6 for each of the Townsfolk next to the target and the one with the highest score has been hit. Jim Bob Joe now rolls for damage.

FIRING INTO MELEE

If you want to fire into an Evenly Matched melee treat it as if shooting into a crowd.

FIRING AT CARRYING WOUNDED

When firing at a character carrying a wounded character treat it as if shooting into a crowd.

FIRING TWO WEAPONS AT ONCE

It is possible to fire two pistols or muskets in any combination at the same time. This results in more firepower but at the cost of reduced accuracy. Figures doing so will count the Rushing the Shot penalty.

PITIFUL SHOT

Rep 3 or lower figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- The figure shoots his weapon and rolls a "six".
- If he cannot hit the target he is allowed to roll 1d6 versus its Rep.
- If he passes 1d6 he has hit the target. Any other score is still a miss and the target must take the Received Fire Test.

Example – Lady Char (Rep 2) fires at Highwayman Reed who is in cover. She scores a 6 but still cannot score a hit. She can use the Pitiful Shot rule and rolls another 1d6 and scores a 2. Reed has been hit.

STOP!

Before going any farther take two sides of two figures each and do the following:

Place each side 6" from each other.

Give them a variety of weapons.

Roll an In Sight Test.

Resolve the In Sight Test. Remember that only the leader of each group takes the test with the group acting when he does.

Have each figure shoot at each other with each of the different weapons.

Resolve damage for each hit. Roll Recover From Knock Down Tests as needed.

After all figures have completed their In Sight actions take any Received Fire or Man Down Tests.

MELEE

When figures come into contact via a Charge Into Melee Test they enter into melee.

HAND-TO - HAND WEAPONS

There are three classes of melee weapons. They are:

- *Unarmed (U) –* You do not have anything to fight with except fists and feet. Unarmed figures count a -1d6 in melee.
- *Improvised Weapons (IW) –* Improvised weapons are those that are not designed as weapons but will work in a pinch. Muskets, bottles and daggers count as improvised weapons.
- *Sword (SW) –* Any sword wielded with one hand. Sword armed figures count a +1d6 when in melee

CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. The test is only taken if the following circumstances apply:

- The test is taken by the leader of each group.
- The group can be active or inactive.
- The test can be taken at any time during the turn or due to a Reaction Test result. Chargers can declare a charge at any time during their turn even if the target of the charge was out of LOS at the start of the charger's turn. The charging group must have a clear LOS to the target group at the time it charges.
- The group must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.

Example - Four Edenstein Soldiers come into sight of two English Soldiers. Only two of the four Soldiers have LOS to the English. The two leaders of each group take the In Sight Test. The Edenstein Soldiers decide to Charge as their action. Both leaders take the Charge into Melee test.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- One or more figures in a group has LOS to a target and can move to 6" from the target, even if a fast move is required, the charge is declared.
- If the charger takes a fast move and comes up short it cannot melee and forfeits any active fire.
- Move the charger to 6" from the target.
- Each group rolls 2d6 versus the Rep of each involved figure.
- If charged by more than one figure the target applies their results against all of the figures individually.
- Determine how many d6 each figure has passed.
- Consult the Charge into Melee Table.
- Go down the left hand column to the number of d6 more that were passed.
- Go across to the column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.

2	CHARGE INTO MELEE	
	(Taken versus Rep)	
#D6 PASSED	**CHARGER**	**TARGET**
Pass more d6 than opponent	***Commoner*** targets will Flee. ***Others*** may not fire. ***Charger*** moves into melee. No Reaction Tests taken.	***Target*** fires. ***Charger*** moves into melee. No Reaction Tests taken. .
Pass same number d6 as opponent	***Target*** fires. ***Charger*** moves into melee. No Reaction Tests taken.	***Target*** fires. ***Charger*** moves into melee. No Reaction Tests taken.

FLEE

When a result of Flee is scored the target is trying to Run Away while the charger could catch it. Here's how we do it:

- Both figures roll 1d6 per point of Rep.
- Count the number of success scored by each character.

- If the charger scores the same or more successes as the target, the target has been caught and Stunned. It can now be captured or dispatched.
- If the target scores more successes it has successfully Run Away.

IN SIGHTS & CHARGE INTO MELEE

Figures that are the target of a charge do not forfeit their In Sight action.

Example - Two Soldiers activate and come into sight of Billy Pink. They all take their In Sight Tests and the two Soldiers go first. They charge Billy, both sides take the Charge Into Melee Test and Billy is allowed to fire. He shoots and kills one Soldier. The other continues its charge and the two go to melee. After melee Billy can now carry out his In Sight Action.

MELEE COMBAT

Any charger that passes the Charge Into Melee Test is moved into contact with the target. Now it's time to melee.

- Go to the Melee Combat Table.
- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable Attribute, Melee Weapon or Circumstance.
- Each figure rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- Compare the number of successes scored by each figure.
- If both sides score the same number of successes then they are Evenly Matched. The figures remain in melee and when active may either break off the melee or continue the melee.
- If one figure scores more successes he rolls 1d6 and consults the Melee Damage Table.

MULTIPLE FIGURE MELEES

A figure may be meleed by more than one figure. Here's how we do it:

- Up to two figures can melee to the front and two to the rear.
- The side with more figures decides in what order his figures will attack.
- Every time a figure suffers a result of Evenly Matched those attacking him will get a +1d6 bonus. If the figure is Evenly Matched against two enemies the next attacker would receive a +2d6 bonus.

REP	MELEE COMBAT
	(Looking for successes)

ATTRIBUTE	MOD
Runt	-1d6
Vicious	+1d6
MELEE WEAPON	**MOD**
Unarmed	-1d6
Improvised weapon	0d6
Sword	+1d6
CIRCUMSTANCE	**MOD**
Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee. Count each result.	+1d6
Following Up – Following up a pushed back opponent	+1d6
Prone - Attacking a prone enemy	+2d6

1	MELEE DAMAGE
	(Read result as rolled)

# SUCCESSES	RESULT
Score more successes	*Roll 1d6* versus the number of successes scored more than opponent. *"6": Push Back.* Opponent pushed back 2" directly away from the winner. If winner is not Evenly Matched it follows up and remains in contact. Immediately fight another round of melee with the winner counting a +1d6 Following Up bonus. *"1":* Opponent Obviously Dead. *Equal to successes more but not "1":* Opponent Out of the Fight. *Score higher than more successes but not "6":* Opponent knocked down and immediately takes Recover From Knock Down Test.
Score same number	*Evenly matched.* Remain in melee and when active may either break off the melee or continue the melee.

Example – Lt. Billy (Rep 4) is in melee with a rival Soldier (Rep 3).

Billy starts with 4d6 for Rep and adds the following modifiers: +1d6 for using a sword. He rolls 5d6 and scores a 1, 2, 2, 3, and 5 for four successes.

The Soldier starts with 3d6 for Rep and adds the following modifiers: +0d6 for an Improvised Weapon, a musket, rolls 3d6 and scores a 1, 2, and 4 for 2 successes.

Billy scores two more successes than the Soldier and consulting the Melee Results Table rolls 1d6 versus the number of successes he scored more. He scores a 2 and has knocked him down and Out of the Fight.

If they had scored the same number of successes the two would be locked into melee. If there had been a second Soldier attacking Billy the melee would be immediately resolved with the Soldier counting a +1d6 for Billy being Evenly Matched.

STOP!

Before going any farther take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee.

BREAKING OFF MELEE

Anytime a Star, who is still in melee from a result of Evenly Matched, becomes active it may choose to end the melee by moving at least 2" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation and ends its turn facing the enemy.

GRUNTS BREAKING OFF MELEE

Anytime a Grunt that is still in melee, from a result of Evenly Matched, becomes active it must test to see if it will choose to end the melee by moving 1+1/2d6" away

from the enemy. It will do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation and ends its turn facing the enemy.

Here's how it's done:

- The Grunt rolls 1d6 versus its Rep.
- If it passes 1d6 it remains in melee.
- If it passes 0d6 it breaks off the melee.

Example – Captain Charles (Rep 4) and Smedley (Rep 5), both Grunts, are in melee having scored a result of Evenly Matched. Smedley activates first and must check to see if he continues the melee. Smedley rolls 1d6 and scores a 6, breaking off the melee. He moves 4" away (1+1/2d6") and ends facing the enemy.

RETRIEVING WOUNDED

Players can attempt to recover their wounded during the Encounter. Here's how we do it:

- Figure moves into contact with the wounded figure.
- Figure picks up the wounded figure, reduces its remaining movement by 2", and may move its remaining distance.
- Figures carrying wounded can take the Fast Move Test but will only count the result of the best 1d6.
- Figures can fire weapons when retrieving wounded figures but will count the Rush Shot penalty.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.

AFTER THE BATTLE

After every Encounter each Out of the Fight and Run Away must see what has become of them. Prisoners need not be checked unless desired. Here's how we do it:

- Roll 2d6 versus the Rep of the figure.
- Determine how many d6 are passed.
- Consult the After the Battle Recovery Test and carry out the results.
- This is different than the one used for Dueling (page 34).

2	AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

# D6 PASSED	RESULT
2	All return at normal Rep.
1	Out of the Fight returns at normal Rep. Those that Ran Away will return at -1 to Rep.
0	Out of the Fights die. Runaways never return with those at sea being "lost".

Example – Lady Char (Rep 3) went Out of the Fight and after the game I roll 2d6 to see what happened to her. I roll a 4 and 2 passing 1d6. Lady Char comes back at a Rep of 3.

Colonel Jim Bob Joe (Rep 4) ran away and after the game I roll 2d6. I roll a 5 and 3 passing 1d6. Jim Bob Joe comes back but at a Rep of 3.

STOP!

Place two figures in melee. Roll Activation. Did you roll *doubles*? What happened?

Determine if the active figure will Break Off the Melee. How is this done if it is a Star? If the figure is a Grunt?

Now roll twice on the After the Battle Recovery Table for a Rep 4 Runaway and a Rep 3 Out of the Fight figure.

That's it; you've finished the tabletop rules. If you've done the exercises you should have a pretty good grasp of how the rules are played.

Now let's cover the favorite pastime of gentlemen, Dueling.

DUELING

Feel free to substitute the Dueling procedure for the Melee procedure (page 24) if desiring a more detailed game.

"IT'S WHAT GENTLEMEN DO."

Dueling occurs when one of the Gentlemen involved perceives himself to have been *slighted*. There are two types of duels:

FORMAL DUEL

The Formal Duel takes place if both Duelists have the Social Standing of Gentlemen or higher.

It will have a set time and place with a friend of each Duelist present as a *second*. The duty of the second is to get the Duelist to medical treatment should he be injured. *This is important!*

Termination of the duel is "first blood" (loss of Stamina) but is some cases (1) this can be modified *to the death.* However, if one capitulates during the duel and the other Duelist kills him this is murder and will be tried in court (page 46).

Formal Duels are known well ahead of time throughout the Area. Any Fame (page 41) gained in a Formal Duel is doubled.

IMPROMPTU DUEL

The Impromptu Duel takes place if *both* Duelists do not have the Social Standing of Gentlemen or higher.

An Impromptu Duel takes place on the spot without any planning. Perhaps someone trips in to you and causes you to spill a drink upon yourself. This could cause an Impromptu Duel to take place.

Once blood has been drawn the point of honor has been satisfied and the Duelists are free to go on with their lives.

HOW DID IT GET TO THIS?

Most Duels will result from an actual or perceived *slight* in public or not. Duels can happen during almost any Encounter where an Opposed Challenge is taken.

A Duel can be initiated by the player or by a Grunt. When a *slight* occurs the player has two choices while Grunts have only one. Here's how we do it:

- The player can choose to go straight to a Duel.
- The player can choose to take the You Slight Me, Sir Test.
- The Grunt must take the You Slight Me, Sir Test.

TAKING THE TEST

A slight has occurred and the You Slight Me, Sir Test is taken. Here's how we do it:

- Consult the You Slight Me, Sir Test.
- Each side starts with 1d6 per point of Rep.
- Modify the number of d6 if needed.
- Roll the modified number of d6 looking for successes, score of 1, 2 or 3.
- Modify the number of successes scored by any applicable Circumstances.
- Carry out the results.

REP   YOU SLIGHT ME, SIR!

(Looking for successes)

CIRCUMSTANCE	MODIFIER
If the NPC is your "Hated enemy" you will count…	2 successes less
If you refused a Duel in the past you will count …	2 successes less
Foreigner – If the player is considered a Foreigner by the opponent.	-1d6

# SUCCESSES	RESULT
Score more than NPC	You demand an apology from the NPC. Roll 1d6 versus its Rep: • Pass 1d6 the NPC challenges you to a Duel. Have at it! • Pass 0d6 and the NPC apologizes and becomes your "hated enemy".
Score same number	Cooler heads prevail and separate you two. The NPC counts a +1d6 when taking future tests against you.
Score less than NPC	He demands an apology from you: • If you refuse he challenges you to a Duel. Have at it! • If you apologize and refuse to duel, you will always count 2 successes less when taking this test again.

REFUSING A DUEL

If you refuse a Duel you will count 2 successes less every time you take the You Slight Me, Sir Test.

However, if you are not at full Stamina (not recovered from wounds) you can refuse with honor and not take the penalty.

SETTING UP THE DUEL

If a Formal Duel, the time and place is set as the player desires, but no later than the following day.

If an Impromptu Duel then have at it, taking it outside if in a public building.

ESTABLISHED RULES

In Dueling we introduce some new rules but some of the previously learned rules still apply. They are:

- Star Advantages.
- All dice procedures.
- Attributes as they apply to the Dueling Tables (page 73). We've condensed them here and they also appear on the appropriate Dueling Table.

1 + 1	**ATTRIBUTES**
	(Read results as rolled)

ATTRIBUTE
Agile: Counts a +1d6 on the En Garde Table.
Lucky Bastard: Once during a Duel may re-roll on the Killing Stroke or Wounded Table.
Quick Reflexes: Counts a +1d6 on the Dueling Table.
Rage: Counts a +1d6 on the En Garde and Taking Control Tables.
Resilient: Counts a +1d6 on the Wound Table.
Resolute: Never count less than 1 success on the Dueling and Taking Control Tables.
Runt: Counts a -1 to their Power on the Killing Stroke Table.
Shortsighted: Opponents gain a +1d6 versus you on the En Garde Table.
Sicilian Style: Allowed to Duel with a dagger counting a +1d6 on the Dueling Table.
Slippery: Counts a +1d6 on the Taking Control Table only when not in control.
Slow to React: Opponents gain a +1d6 versus you on the Dueling and taking Control Tables
Slow: Opponent gains a +1d6 versus you on the En Garde Table.
Steady: Counts a +1d6 on the En Garde Table.
Timid: Opponents gain a +1d6 versus you on the En Garde, Dueling, and Taking Control Tables.
Trickery: Able to use a hat or other device during a Duel to count a +1d6 on the En Garde Table.
Vicious: Counts a +1d6 on the Taking Control Table when in control.

Now let's cover the new rules that apply to Dueling starting with Stats.

STATS

Every character has Dueling Stats. Why? In case you wish to run Bare Knuckle Brawls or Cat Fights!

Stats further define the Duelist. Stats reflect the Duelist's mental and physical abilities. Each Stat is assigned a number with the higher the number the better the ability.

There are five Stats. They are:

- *Swordplay (Swd)* – How skilled the Duelist is with a sword. Duelists start each duel with Swordplay Dice (page 30) equal to their Swordplay Stat. The Swordplay Stat is used on the En Garde, Dueling and Taking Control Tables. During the course of a duel Swordplay Dice are removed. These can be recovered during the duel.
- *Aggression (AGG)* - How aggressive the Duelist is during the duel. The Aggression Stat is used on the En Garde and Taking Control Table.
- *Quickness (QWIK)* – How quickly the Duelist moves during the duel. The Quickness Stat is used on the Dueling Table.
- *Power (POW)* – How powerful the Duelist is with his sword strikes. The Power Stat is used on the Killing Stroke Table.
- *Stamina (STAM)* – How much damage the Duelist can take before capitulating. The Stamina Stat is used on the Wounded Table.

STARTING STATS

Players build their Duelists using Stats. Here's how we do it:

- Your Stamina is equal to your Rep.
- The rest of the Stats are assigned numbers in the following way:
    - The second Stat is also equal to Rep.
    - The third Stat is one less than Rep.
    - The fourth Stat is two less than Rep.
    - The fifth and final Stat is three less than Rep.
- Regardless of the previous formula a Stat can never be lower than 1. So a Rep 3 Duelist would be 3, 3, 2, 1, and 1.
- Females cannot start with Power over 3.
- Females cannot start with Quickness under 3.

DURING YOUR CAREER

There are two rules that concern Stats during your career. They are:

- 30 is the maximum combined total of Stats that a Duelist can have.
- 5 is the maximum the Stamina Stat can ever be.
- 7 is the maximum the other Stats can be.

FLUCTUATING STATS - GOING UP

Stats can go up and down during a Duelist's career. Here's how we do it:

- At the end of your third and *all* subsequent wins you have a chance to improve one Stat.
- Declare which Stat you wish to improve.
- Roll 1d6 and consult the Increase Stat Table.

1	INCREASE STAT TABLE
	(Read the result as rolled)

SCORE	RESULT
Higher than Stat or a "6"	Increase the current Stat by one point.
Equal or less than Stat	Stat is not increased.

FLUCTUATING STATS - GOING DOWN

After *every* loss there is a chance that one Stat may drop down one level. This can be a reflection of injury, poor training, or even a temporary lack of desire. Here's how we do it:

- Roll 1d6 for each Stat.
- The high score is the Stat at risk. Re-roll any ties.
- Roll 1d6 and consult the Decrease Stat Table.
- If the Stat goes down do not worry as you can always increase it by winning.

1	DECREASE STAT TABLE
	(Read the result as rolled)

SCORE	RESULT
1	The Stat is reduced by one point.
2 to 6	Stat is not decreased.

SWORDPLAY DICE

Swordplay Dice is the number of d6 that a Duelist starts with when on the En Garde, Dueling, and Taking Control Tables. Here's how we do it:

- Duelists start with Swordplay Dice equal to their Swordplay Stat.
- They may lose Swordplay Dice based on a result on a Dueling Table.
- Lost Swordplay Dice can be recovered when returning to the En Garde Table (page 73).

RECOVERING SWORDPLAY DICE

When returning to the En Garde Table the Duelist can recover lost Swordplay Dice. Here's how we do it:

- Roll 1d6, for each missing Swordplay Die, versus the current Stamina Stat of the Duelist.
  - If the d6 is passed the Swordplay Die is recovered.
  - If the d6 is not passed, the Swordplay Die is not recovered.

BONUS DICE

Bonus Dice are additional d6 that each Duelist receives prior to the start of each duel. Here's how we do it:

- Stars can choose to use them anytime during the duel.
- Grunts must roll all their current Bonus Dice *before* they roll on a table. Each table tells you the score needed to be rolled by the Bonus d6 to see if it is used that turn.

Example – The Guardsman Oscar Braun has 5 Bonus Dice. The duel has moved to the Taking Control Table. Oscar Braun is a Grunt so must roll all of them to see if he will use any of them. On the Taking Control Table the Target Number for using Bonus Dice is "1" or "2". He rolls all five and scores a 1, 2, 4, 4, and 5. Oscar Braun will use 2 Bonus Dice this turn. He adds the 2d6 Bonus Dice to the 7d6 he would roll from his Swordplay and Aggression Stats for a total of 9d6.

- Bonus Dice are rolled just like a Stat die on the appropriate table. This means it could be used to look for successes or against a Target Number.
- Once it is used it is discarded and not recovered.

Example – Oscar Braun uses the 2 Bonus Dice on the Taking Control Table. He rolls them looking for successes, a score of 1, 2 or 3. Later he rolls 3 Bonus Dice on the Killing Stroke Table. He rolls them versus the Target Number of 2, his Power Stat. After each use he discards the Bonus Dice.

HOW MANY BONUS DICE

Each Duelist receives Bonus Dice equal to his Aggression Stat plus twice his Stamina Stat.

Example – The Scoundrel Gomes has an Aggression Stat of 5 and a Stamina Stat of 5. He starts each duel with 15 Bonus Dice.

REVEALING BONUS DICE

The number of Bonus Dice a Duelist will use at any given time can be strategic and critical. But when are they revealed? Here's how we do it:

- When playing solo against the game the player decides how many d6 he will use. The Grunt then rolls to see how many it will use.
- When playing head to head one player places a d6 on the table in front of him with the number of Bonus Dice he will use, face up so it can be read. Be sure to cover it from the other player. The other player then says how many Bonus Dice he will use and the hidden d6 is revealed.

STOP!

There are five Stats that make up your Duelist. Swordplay, Aggression and Quickness are used by rolling successes (page 2).

Power and Stamina are used as Target Numbers (page 2).

If you win a duel your Stats can improve but the Stamina Stat can never exceed 5.

If you lose your Stats can go down.

Swordplay Dice are lost as the Duelists move from table to table but can be recovered when returning to the En Garde Table.

Each Duelist receives Bonus Dice equal to their Aggression plus twice their Stamina.

Dueling Stats are used for Bare Knuckle Brawling and Cat Fights.

TRACKING THE DUEL

The positions of the Duelists must be tracked during the duel. Here's how we do it:

INITIAL PLACEMENT

At the start of the duel place the figures in front of each other one inch apart. They will remain that way until the duel is finished.

MOVING DURING THE DUEL

When the Duelists are required to move backwards one or two inches, move them both, keeping them one inch apart.

When dueling with terrain on the table if a duelist contacts a wall or similar simply turn him so he has room to move backwards needed.

THE DUELING TABLES

There are five Dueling Tables used in *By Savvy and Steel* Duelists are directed from table to table during the duel using different Stats on each table. They are:

EN GARDE TABLE

The duel begins with both Duelists on the En Garde Table. This represents the Duelists feeling each other out and looking for openings in their opponent's defense.

The Swordplay and Aggression Stats are used on the En Garde Table.

From the En Garde Table the Duelists will go to the Dueling Table or remain on the En Garde Table.

Returning to the En Garde Table allows the Duelists to attempt to recover Swordplay Dice (page 30).

DUELING TABLE

The Dueling Table represents the Duelists actually fencing and trying to gain an advantage.

The Swordplay and Quickness Stats are used on the Dueling Table.

From the Dueling Table the Duelists will go to the Taking Control Table, return to the En Garde Table, or stay on the Dueling Table.

TAKING CONTROL TABLE

The Taking Control Table represents one Duelist having taken control and can potentially cause injury to his opponent.

The Swordplay and Aggression Stats are used on the Taking Control Table.

From the Taking Control Table the Duelists will go to the Killing Stroke Table, Dueling Table, return to the En Garde Table, or stay on the Taking Control Table.

KILLING STROKE TABLE

The Killing Stroke Table represents a Duelist landing a damaging strike to its opponent.

The Power Stat is used on the Killing Stroke Table.

From the Killing Stroke Table the Duelists will go to the Wounded Table, or return to the Taking Control Table.

WOUNDED TABLE

The Wounded Table represents what happens when the Duelist has suffered a wound.

The Stamina Stat is used on the Wounded Table.

From the Wounded Table the Duelists will return to the En Garde Table or the Duelist loses the duel.

CONTINUE ON

The Continue On Table measures the Duelist's desire to continue the duel after being wounded.

The current Stamina Stat is used on the Continue On Table.

From the Continue On Table the Duelists will return to the En Garde Table or the Duelist capitulates, ending the duel.

EXPLANATIONS

There are some modifiers and entries on the Dueling Tables that need to be explained. They are:

- On the Defensive.
- Going for the Kill.
- Zero Swordplay Dice.

Let's go over each in more detail.

ON THE DEFENSIVE

On the Defensive represents the Duelist going purely defensive. This is *usually* when his opponent will be rolling significantly more d6 on the upcoming Dueling Table. Here's how we do it:

- Before rolling on the Dueling or Taking Control Tables the player declares he is *going defensive.*
- Grunts will *go defensive* when their opponent will be rolling three or more d6 than the Grunt. This is determined after all Bonus Dice are allocated by both Duelists.
- When *going defensive* the Duelist is allowed to count a result of "4" as a success.
- When *going defensive* the Duelist cannot count more successes than its opponent regardless of the actual number of successes it may roll. Any result of scoring more successes is reduced to a "Same as opponent" result.

Example – I am playing a solo duel and the Scoundrel Gomes is rolling 8d6 on the Taking Control Table. His Grunt opponent will be rolling 6d6. I choose to use 3d6 Bonus Dice. This gives Gomes 11d6. The Grunt rolls and will use 2d6 Bonus Dice for a total of 8d6. As Gomes is rolling 3d6 more than the Grunt he automatically covers up.

The dice are rolled and Gomes scores 1, 2, 3, 2, 2, 4, 4, 5, 6, 4, and a 5 for five successes. The Grunt scores 1, 2, 3, 3, 4, 4, 5, and 6 for six successes, more than Gomes. But as the Grunt was covering up, the result is changed to scoring the same number of successes.

GOING FOR THE KILL

When a Duelist takes control by going to the Taking Control Table he can choose to *go for the kill.* Here's how we do it:

- The Duelists are on the Taking Control Table.
- The Duelist has won on the previous table and is *in control.*
- A player can declare he is *going for the kill.*
- A Grunt will roll 1d6 versus its Power. If passing 1d6 he will *go for the kill*, if passing 0d6 he will not.
- The *opponent* being *targeted for the kill* will count +2d6 on the Taking Control Table.
- The Duelist that was successful *going for the kill on* the Taking Control Table will count +1d6 on the Killing Stroke Table.

Example – The Scoundrel Gomes is in control on the Taking Control Table. He will be rolling 10d6. His opponent will be rolling 4d6. Gomes declares he is going for the kill and his opponent counts +2d6 so will roll 6d6.

Gomes wins and the Duelists move to the Killing Stroke Table. Gomes now counts +1d6 and rolls 3d6 instead of 2d6 counting the best two results.

ZERO SWORDPLAY DICE

During the duel Duelists may be directed to lose 1d6 Swordplay Dice. Here's how we do it:

- The number of Swordplay Dice a Duelist has at the start of the duel is equal to its Swordplay Stat.
- The Duelist loses on a Dueling Table and is directed to -1d6 Swordplay Dice.
- When the Duelist reaches zero Swordplay Dice his opponent will count +1d6 when rolling on the Dueling or Taking Control Tables.

DUELING SEQUENCE

Each duel will last an unlimited amount of time. Each duel uses the following sequence:

- The duel starts with the Duelists one inch apart.
- Duelists roll on the En Garde Table.
- Bonus Dice are allowed.
- If directed to stay on the En Garde Table they immediately roll again.
- If directed to move to the Dueling Table the Duelists will do so.
- The Duelists continue to move from Table to Table, moving backwards when called upon, until they return to the En Garde Table.
- Returning to the En Garde Table allows the Duelists to roll 1d6 versus their Stamina to recover Swordplay Dice (page 30). They roll 1d6 for each Swordplay Die they are missing.

Example – Guardsman Braun has returned to the En Garde Table. He is missing 2d6 Swordplay Dice so rolls 1d6 for each one versus his current Stamina of 5. He scores a 3 and 6 so recovers 1 Swordplay Die.

ENDING THE DUEL

Unless fighting to the death there are two ways for the duel to end. They are:

- First blood is drawn, the first time a Duelist loses Stamina.
- The Duelist capitulates by failing the Continue On Test (page 75). Stars can choose their result on the Continue On Test without having to roll dice.
- The player capitulates at any time.

MULTI-PLAYER DUELS

Sometimes a Duelist may find himself fighting more than one opponent. This is usually when the players choose to substitute the Dueling procedure for the melee procedure. When this occurs only two opposing Duelists may fight one Duelist at the same time. Here's how we do it:

- All Duelists start on the En Garde Table.
- All Duelists roll d6 as if they were fighting only one opponent.
- The Duelist scoring the highest number of successes dictates what table all the Duelists will go to next.

- When the side with two Duelists suffers damage or loses Swordplay Dice it comes from the Duelist that scored the most successes.

STOP!

The Duelists move about as directed by the Dueling Tables. They could be directed to move backwards one or two inches.

Dueling is done by rolling a Stat driven number of d6 and comparing how successful each Duelist is.

Duelists can *go on the defensive,* counting a result of "4" as a success, but cannot count better than scoring the same number of successes as their opponent.

Going for the Kill on the Taking Control Table gives your opponent a +2d6 bonus but if you win you get a +1d6 bonus on the Killing Stroke Table.

Returning to the En Garde Table allows each Duelist to attempt to recover lost Swordplay Dice.

When fighting multiple opponents the Duelist with the highest number of successes determines which table all the Duelists will go.

When the side with two Duelists suffers damage or loses Swordplay Dice it comes from the Duelist that scored the most successes.

AFTER THE DUEL

After the Duel each Duelist must check to recover any lost Stamina. Here's how we do it:

- Consult the After the Duel Recovery Test.
- Star with 2d6.
- If the Duelist had a "second" he is allowed to roll 3d6 instead.
- Roll the modified number of d6 versus the current Stamina of the Duelist.
- Determine how many d6 are passed.
- Carry out the result.

2   AFTER DUEL RECOVERY

(2d6 versus the Duelist's current Stamina Stat)

CIRCUMSTANCE	MODIFIER
If you have a "second" present.	+1d6

# D6 PASSED	RESULT
2	Immediately recover half of lost Stamina rounded up. Remainder recovered normally.
1	Immediately recover one point of Stamina. Remainder recovered normally.
0	The Duelist dies of wounds.

RECOVERING STAMINA

If the Duelist doesn't recover all of its lost Stamina on the After the Duel Recovery Table it must see how long it takes to recuperate. Here's how we do it:

- Consult the Stamina Recovery Test.
- At the end of each month roll 2d6 versus the current Stamina of the Duelist.
- Determine how many d6 are passed.

2   STAMINA RECOVERY

(2d6 versus the number of lost Stamina points)

# D6 PASSED	RESULT
2	No Stamina recovered. Take the Stamina Recovery Test next month.
1	Recover one point of Stamina. Take the Stamina Recovery Test next month.
0	Stamina returns to the level before the Duel.

BRAWLING

The dueling mechanics can also be used for non-lethal brawling.

CHALLENGES

There may be times during the game when you want to do something out of the ordinary and not covered by an existing rule. You need to take a Challenge.

There are two types of Challenges. They are:

- *Unopposed Challenge* – Where the character is trying to accomplish something against an object. An example would be trying to open a locked chest. Or maybe it's a physical Challenge such as climbing a wall.
- *Opposed Challenge* - Where the character is trying to accomplish something against one or more other characters. An example would be the challenger is trying to slip past a guard. Or maybe trying to recruit a character.

Let's cover Challenges in more detail.

UNOPPOSED CHALLENGE

The unopposed challenge is taken against an object. Here's how we do it:

- Decide on *what* the Challenge is.

Example – I am being chased across a rooftop and have come to an alley. I want to leap over the alley onto the adjoining building.

- Decide what a *success* looks like.

Example – If I am successful I make it across and continue on.

- Decide what the *consequences* of failure will be.

Example – If I fail I fall and must take the Recover from Knock Down Test.

- Decide if the Challenge is easy, difficult, or neither. This is up to the players involved.

Example – I think the Challenge is difficult.

- Decide if the Challenger has an applicable tool that will increase his chance of success.

Example – I have a board to place across the alley.

- Consult the Challenge Test.
- Start with 2d6.
- Modify the Rep if the Challenge is easy or difficult or if the Challenger is using an applicable tool.

- Roll 2 d6 versus the modified Rep of the Challenger and determine how many d6 are passed.
- Check the Challenge Test and immediately carry out the result.

2	CHALLENGE TEST

(Taken vs. Rep)

A score of "6" is always a failure

CIRCUMSTANCE	MODIFIER TO REP
Difficult - Challenge is difficult	-1
Easy - Challenge is easy	+1
Tool – Have a tool that increases the chances for success.	+1

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the Challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the Challenge and may not try again.
0	Character fails and suffers consequences.

Example – Lady Char is at the balcony of her father's home. Captain Billy is waiting below with a wagon full of hay. Char wants to jump onto the wagon. To take the Challenge we decide what a success and what a failure looks like. If she succeeds she makes the jump unharmed. If she fails, she must take the Recover From Knocked Down Test counting an Out of Fight result as Stunned, and Obviously Dead as Out of the Fight. I think the Challenge is easy as the wagon is stopped right below the balcony.

Lady Char has a Rep of 4 and modifies it by +1 for the easy Challenge to a Rep of 5. I roll 2d6 and score a 1 and 6 passing 1d6. She halts at the balcony and isn't sure if she should try again. If she does she has to pass 2d6 as passing 1d6 will count as if passing 0d6. Char rolls a 3 and 4, passes 2d6, and lands safely in the wagon.

OPPOSED CHALLENGE

The opposed Challenge is taken against one or more characters. Here's how we do it:

- Decide on *what* the Challenge is.

Example – I want to find a place to stay in town for free.

- Decide what a *success* looks like.

Example – If I am successful I convince the lady at the tavern to let me stay at her place.

- Decide what the *consequences* of failure will be.

Example – If I fail she is offended and gets her boyfriend to fight me in a duel

- Decide if the Challenge is easy or difficult. This is up to the players involved.

Example – As I do not have any history with the lady I think this may be difficult.

- Decide if any of the listed Circumstances or Attributes will apply.

Example – I decide to bribe her by buying her a drink (1 Item).

- Consult the Opposed Challenge Test.
- Each character starts with 1d6 per point of Rep.
- Modify the number of d6 for each by any applicable Circumstances.
- Roll the modified number of d6 looking for successes, score of 1, 2, or 3. Determine how many successes each scores.
- Compare the number of successes scored by the player to the number scored by the NPC.
- Consult the Opposed Challenge Test and carry out the results.

REP	OPPOSED CHALLENGE TEST

(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Charismatic	+1d6

CIRCUMSTANCE	MODIFIER
Bribery – Give maximum of one Item to opponent.	+1d6
Cold Shoulder - If opponent gave you the cold shoulder in the past you receive this penalty.	-1 success
Enemy - If opponent is an Enemy you receive this penalty.	-2 successes
Favor - Character calls in a Favor.	+1d6 or more
Foreigner – If the player is considered a Foreigner by the opponent.	-1d6
Friend – If opponent is a Friend you receive this bonus.	+2 successes
Opposite - Opponent is an *opposite*	-1d6
Pleasant Response– If opponent gave you a pleasant response in the past you receive this bonus.	+1 success
Social Standing – If higher Social Standing than opponent. For each level higher than opponent.	+1d6

# SUCCESSES	RESULT
3 or more than opponent	*Swept off its feet.* The NPC becomes a Friend and gives you a Favor equal to its Social Standing. If you want to Recruit him he agrees.
1 or 2 more than opponent	*Pleasant response.* You and the NPC get along nicely. If you want to Recruit him he agrees.
Same number as opponent	*Exchange pleasantries but nothing more.*
1 or 2 less than opponent	*Bit of a cold shoulder.* Makes it obvious that the player should leave the NPC alone. If choose not to will *become belligerent.*
2 or more less than opponent	*Becomes belligerent.* If the NPC is equal or higher Social Standing go to the You Slight Me, Sir Table. If NPC is lower Social Standing becomes an Enemy. Swears at you and leaves.

ENEMIES AND COLD SHOULDER

In *By Savvy and Steel* you will have lots of interaction with NPCs. We've provided NPC Rosters (page 65) to keep track of them. They are tied into the results of the Opposed Challenge. We have four:

- Enemy.
- Cold Shoulder.
- Friend.
- Pleasant.

Be sure to move the NPCs as they change status and to note the Area where they reside.

MEETING THEM AGAIN

There is a chance that you will meet these NPCs again. Here's how we do it:

- When you run into a NPC Class check your NPC Rosters to see if you have previously met a character of the same Class and Area as them.
- If you do roll 1d6.
- On a score of "1" you have run into that NPC.
- If there is more than one NPC roll 1d6 for each and the high result is the NPC you have met.
- If there is a tie you have met all of those NPCs.
  - If they are Enemies or Cold Shoulders they will be in the same group and know each other.
  - If they are Friends or Pleasant they will be in the same group and know each other.
  - If they are of both groups the Friends and Pleasant will join you.
- In either case take an Opposed Challenge.

FAVORS

Fame has its perks and one of those is Favors. Favors can come from a variety of people and they can be used to influence a Challenge when taken versus another character. The Social Standing of who can deliver the Favor determines how effect it is. Here's how we do it:

- The Challenge is determined as to who is the opponent and any applicable Attributes and Circumstances are applied.
- The Challenger calls in a Favor from another character, usually a NPC.
- If the Character has an Enemy (page 37) their opponent may (1 - 3) call in Favors to add to the opponent d6 total.

- A Favor adds 1d6 per each point of difference between the Social Standing of the Favor giver and the opponent but never lower than one.
- Multiple Favors can be used but they are calculated separately, and then added together.

Example – Billy Pink is up for promotion in his regiment. He decides to call in a Favor from Sir Charles (SS 7) to use on the Military Officer (SS 5) involved. Billy would add 2d6 to his Challenge.

Billy also has a SS 4 Favor and SS 2 Favor as well.

He decides to add them so receives +2d6 more, as each is worth +1d6 even though the SS is lower than the Military Officer.

DANGERS OF FAVORS

Because Favors can be very powerful there is chance that they can insult the opponent. The opponent may dislike being put in the position of having to accept the influence by the person calling it in. Here's how we do it:

- After the Challenge has been completed roll 1d6 versus the difference in Social Standing of the Favor giver and the opponent.
- If pass 1d6 the opponent is now your Enemy (page 37).
- If pass 0d6 the opponent accepts the circumstances.

Example – Billy Pink has been promoted to a Military Officer in the previous Challenge. However, he may have offended the promoting Officer.

The difference in Social Standing between the Officer and the Sir Charles is 2. Billy rolls 1d6 and scores a 2. The promoting Officer is now Billy's Enemy.

SETTING UP THE TABLE

We recommend that you set up the table as you like with the terrain you may already have. But if needed you can use the following system to generate terrain for your adventures. Here's how we do it:

- Divide the table into nine roughly equal sections.
- Number each section from 1 to 9. See the following illustration that shows the corresponding number for each section of terrain.
- In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.
- We usually use a 3x3 foot table.
- The layout is used whether in a city or in the countryside.

1	2	3
4	5	6
7	8	9

PLACING TERRAIN - COUNTRYSIDE

After you've divided the table into nine sections it's time to see what the terrain will be like. Here's how we do it:

- Start in section 1.
- Roll 2d6, add the scores, and consult the Terrain Generator Table to see the type of terrain for that section.
- Do the same until all nine sections have been filled.
- Keep the terrain in section 5 as rolled.
- Group the remaining terrain types together by moving them into adjacent sections.
- The terrain piece or pieces should be big enough to cover at least 75% of the section.

2	TERRAIN GENERATOR

(2d6 added together)

#	TYPE OF TERRAIN
2	Rough
3 to 6	Clear
7 or 8	Woods
9	Clear [1]
10	Clear
11 to 12	Hill

(1) There is a road running through sections 2, 5 and 8 (1 – 2), sections 1, 4, and 7 (3 – 4), or sections 3, 6, and 9 (5 – 6). It is wide enough for two horses or one carriage. Staying on the road allows for an automatic Fast Move each turn.

COUNTRYSIDE TERRAIN

This section describes terrain found in the countryside and what effects it may have on your figures. For ideas on terrain and buildings I suggest watching movies of the appropriate genre. The types of terrain are as follows:

CLEAR TERRAIN

Clear terrain areas are flat and open fields. Clear terrain does not provide cover or concealment.

WOODED

These are wooded areas that provide concealment and cover. The whole area inside the boundaries will count as wooded; not just the actual space occupied by the terrain pieces. Wooded areas have the following effects on figures:

- Moving through woods is at normal speed.
- Fast Move is limited to passing only 1d6.
- Figures moving in woods count as concealed.
- Figures stationary in woods count as in concealment and in cover.
- Visibility from figure to figure, with both inside woods, is reduced to 12" in the daytime and 6" at night.
- Those inside and within 1" of the edge of woods *can see and be seen*. Those farther inside from the edge cannot.

HILLS

Hills are elevations in the land and can affect the LOS of your characters. Here's how we do it:

- Figures on opposite sides of the high point or crest of the hill and farther than 1" from the crest have their LOS to each other blocked.

- Figures within 1" of the crest can see over the hill and will count as in concealment and cover.
- Movement up and down hills is at normal speed.

ROUGH

Rough areas provide both concealment and cover with broken rocks, bushes, or similar. Here's how we do it:

- Moving through rough area is at normal speed and *fast moving* is not allowed.
- Figures moving in rough areas count as concealed.
- Stationary figures in rough areas count as concealed and in cover.
- Visibility from figure to figure, with both inside the rough area, is reduced to 12" in the daytime and 6" at night.
- Those inside and within 1" of the edge of the rough area *can see and be seen*. Those farther inside from the edge cannot.

CITY TERRAIN

When adventuring in cities, towns or villages you have a few choices. You can choose the type of terrain to be used or, if not dictated by the Encounter, use the City Terrain Table. Here's how we do it:

- Consult the City Terrain Table.
- Roll 2d6, add the results together.
- Go down the left hand column to the total then across to the type of terrain.
- Lay out the terrain as instructed in the following section.

2	CITY TERRAIN
	(2d6 added together)

#	CITY TERRAIN
2	Canal
3	Canal
4	Street
5	Street
6	Alley
7	Intersection
8	Street
9	Town Square
10	Alley
11	Town Square
12	Town Square

ALLEY

This is an alley between streets. Here's how we do it:

- The first street starts in section 1 and ends in section 3.
- The second street starts in section 7 and ends in section 9.
- The alley connects the two streets and runs through section 5.
- The alley is five figures wide.
- There are buildings in section 4 and 6 representing the back doors of the establishments. They can be entered from the alley.
- The doors to the alley may be locked (1 - 4) or unlocked (5 – 6). Opening a locked door requires a successful difficult Challenge with failure being the door remains locked.
- The Area Activity Level of an Alley is 1 less than the actual Area Activity Level.

CANAL

The canal is a man-made body of water running through the city. Here's how we do it:

- The canal will run in sections 4, 5 and 6.
- There will be a bridge over the canal placed at random.
- Sections 1, 2, 3, 7, 8 and 9 will contain 1/2d6 buildings that can be entered from the walkway.
- The buildings will be 6" from the canal forming a walkway.
- Any PEFs (page 47) resolved as figures in the canal will be in small boats.
- Boats have a normal move of 8" and cannot Fast Move.

INTERSECTION

This is the intersection of two streets. Here's how we do it:

- One street runs through sections 4, 5 and 6.
- The second street runs through sections 8, 5, and 2.
- Sections 1, 3, 7 and 9 have 1/2d6 buildings that can be entered from the streets.
- Each entrance facing a street represents a unique building. No building can be entered from both streets.
- The Area Activity Level of an Intersection is 1 higher than the actual Area Activity Level.

- Boats may stop at the edge of the canal. On the following Activation passengers can enter or exit the boats.

STREET

This is a city street with foot traffic going up and down. Here's how we do it:

- The street runs through sections 2, 5 and 8.
- Sections 1, 3, 4, 6, 7 and 9 each have 1/2d6 buildings that can be entered from the street.

TOWN SQUARE

The Town Square is the center of activity in the city. Here's how we do it:

- One street runs through sections 4, 5 and 6.
- The second street runs through sections 8, 5, and 2.
- Sections 1, 3, 7 and 9 have 1/2d6 buildings that can be entered from the streets.
- All buildings are set back 6" from the street giving a Town Square one and half sections in size.
- Each entrance facing a street represents a unique building. No building can be entered from both streets.
- The Area Activity Level of the Town Square is 2 higher than the actual Area Activity Level.

BUILDINGS

The type of material that a building is made from determines its Defensive Value or DV. Figures inside or behind a building can be in cover or completely out of sight. Here are building DVs:

- *Typical frame structure* – Made of wood or lightweight materials providing a DV of 2.
- *Masonry* – Stone or similar material that provides cover and has a DV of 3.

BUILDING AREAS

In addition to their DV, each building is also rated as having one or more *areas*. Model buildings (and real ones too!) come in many shapes and sizes. For game purposes each floor is considered a separate area.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building at a reduction of 2" if through a doorway. If doing so through a window that will end their move but they can still shoot.

Example – Lady Char can move 12" as she passed 1d6 on a Fast Move Test. She moves 6" to the door, subtracts 2" for passing through the door, and continues 4" more.

MOVEMENT INSIDE BUILDINGS

Buildings will have the following effects on your figures.

- Movement in buildings is at normal speed.
- Movement between levels whether up or down costs half the move distance.
- Figures moving in buildings count as concealed.
- Figures stationary in buildings are in cover.

Example – Militiaman Jim Bob Joe starts his turn on the first floor. He becomes active and spends 4" of movement going up to the next floor.

CAMPAIGNS

Campaigns can be as simple or as detailed as you want. Feel free to use as little or as much of the following rules for your campaigns.

In this part you will learn how to link your Encounters together into a continuous campaign where the result of one affects the course of the next. Think of it as chapters in a book. A story, your story!

YOUR ROLE

Your role in the Campaign is as follows:

- To acquire as much Fame as you can so you can Retire well (page 62).

FAME

Word in Edenstein spreads pretty fast. The more successful you are the more famous you are. How famous you are is a good barometer of how well you are doing in the campaign. Here's how we do it:

- Your starting Fame is tied into your Birthright (page 5).
- You gain and lose Fame by what you do during your Encounters.
- You adjust your Fame up or down after each Encounter.

TRACKING FAME POINTS

Fame is adjusted after each Encounter and can go up or down. Here are a few things you need to know about Fame:

- Keep a running total of your Total Fame.
- You *can* have a negative Total Fame.
- Your Social Standing (page 7) is tied into your Fame. Adjust your Social Standing as your Fame goes up or down.

ADJUSTING FAME

The greater your success in your Encounter's the greater is your Fame. Succeeding will increase your Fame. Here's how we do it:

- ***Bawdy House*** – Gain one Fame point for each of your group you take with you to the Bawdy House.
- ***Duel*** – Gain Fame points equal to the Rep of your opponent. If fight a Formal Duel gain twice the Rep of your opponent.
- ***Escape*** – If you escape prison you gain one point of Fame per point of Area Activity Level where the prison is located.
- ***Escort*** – Gain Fame points equal to the Social Standing of the person safely escorted to their destination.
- ***Gambling*** – Gain Fame points equal to half your winnings at Gambling.
- ***Message*** – If successfully delivered, gain Fame points equal to the Social Standing of the person giving the message.
- ***Mistress*** – Gain Fame points equal to the Social Standing of your Mistress when you gain her. Gain Fame equal half to her Social Standing, rounded up, if you are seen Carousing with her.
- ***Rescue*** – Gain Fame points equal to the Social Level of the rescued character.
- ***Robbery, Commit*** – If you are a Rogue, gain Fame points equal to the Social Standing of the character you robbed.
- ***Robbery, Prevent*** – Gain Fame points equal to the Social Level of the character you saved from being robbed.

Here's how your Fame goes down:

- ***Bawdy House*** – Lose two Fame points if you go to the Bawdy House alone.
- ***Duel, Refuse*** – Lose twice your Rep in Fame points. If refusing a Formal Duel lose four times your Rep.
- ***Escape, Failed*** – If you fail to escape prison you lose one point of Fame per point of Area Activity Level where the prison is located.
- ***Escort*** – Lose Fame points equal to the Social Standing of the person that did not reach their destination.
- ***Gambling*** – Lose Fame points equal to your losses at gambling.
- ***Message*** – If fail to deliver the message, lose Fame points equal to twice the Social Standing of the person giving the message.

- *Mistress* – Lose Fame points equal to the Social Standing of your Mistress if she leaves you.
- *Rescue, Failed* – Lose Fame points equal to the Social Level of the character that wasn't rescued.
- *Robbery, Commit* – If a Rogue, lose Fame points equal to twice your Rep.
- *Robbery, Prevent* – Lose Fame points equal to the Social Level of the character you did not save from being robbed.

PROMOTIONS, TITLES, AND MORE

In *By Savvy and Steel* we abstract Promotions and the granting of Titles by using Fame. Can you become King of Edenstein if you reach 500+ Fame points?

Yes, yes you can.

THE MILITARY

By Savvy and Steel is primarily a game about the life of a Gentleman but maybe military life appeals you. Well we don't want to get too bogged down in that aspect so we handle it a bit abstractly. Here's how we do it:

- Players may choose to join the Army if they desire. Simply say that you are joining.
- Once in the Army you will serve for a minimum of four years.
- When you join the Army you instantly have your Fame increased to 11 and your Social Standing adjusted accordingly.
- Fame that you earn on Active Duty is added to that earned off duty and vice versa.
- When rolling for an Involuntary Encounter and "doubles are scored your Regiment automatically is called to Active Duty.
- Active Duty will last 1/2d6 months.
- It is possible to go on Active Duty multiple times a year.

ACTIVE DUTY

When on Active Duty you give up your chance to choose a Voluntary Encounter and cannot have other Involuntary Encounters. Instead we abstract the results of your Active Duty. Here's how we do it:

- Each month consult the Battle Table.
- Roll 2d6, add the results and check the Battle Table to what happened of note that month.
- Immediately adjust your Fame as needed

2	BATTLE	
	(2d6 added together)	

#	ENCOUNTER	FAME
2	Participate in Major Defeat. [1]	-5
3	Participate in Defeat.	-3
4	Active in unsuccessful Patrol.	-2
5	Participate in unsuccessful Patrol.	-1
6	Nothing of note occurred.	0
7	Nothing of note occurred.	0
8	Nothing of note occurred.	0
9	Participate in successful Patrol.	+1
10	Active in successful Patrol.	+3
11	Participate in Victory.	+5
12	Participate in Major Victory. [2]	+10

(1) It is possible your Rep can decrease.

(2) It is possible your Rep can increase.

FLUCTUATING REP

After every Encounter there is a chance your Reputation and the Reputation of members of your group can increase or decrease. Let's go into detail on how this works.

INCREASING REP

After every Encounter there is a chance that you and your Grunts can attempt to improve your Rep. Here's how we do it:

- The character defeated an opponent in melee or in a Duel.
- The character did not Run Away.
- The character did not go Out of the Fight.
- The Encounter was a success, the objective was achieved. Note that an Encounter could be a success for one character but not another.

If *all* four conditions are met the character has a chance to increase its Reputation. Here's how we do it:

- Roll 1d6 versus its Rep.
- If the score is higher than the current Rep or a "6", the character raises its Rep by one level.
- Any other score and your Rep remains the same.
- You can never have a Rep higher than 7.
- If a Grunt reaches a Rep of 6 he leaves your group.

DECREASING REP

Just as Rep can go up when you have a successful Encounter it can go down if the Encounter was a failure. Here's how we do it:

- If the Encounter was a failure, the objective was not achieved or if the character went Out of the Fight or Ran Away; it rolls 1d6.
- If the score is a "1" the Rep will go down one level regardless of its current level. This can be attributed to stress, illness, or anything else you decide it to be.
- Any other score and your Rep remains the same.
- You can never have a Rep lower than 3.
- If a Grunt reaches a Rep of 2 he leaves your group.

TIME IN THE CAMPAIGN

The game begins in January 1625 in the kingdom of Edenstein. Each turn is equal to one month real time. There are an unlimited number of Campaign turns but each turn follows the same procedure. Here's how we do it:

- Determine where you are at on the Campaign Map (page 67).
- Roll 2d6.
- If "doubles" are rolled an Involuntary Encounter has occurred. Resolve the Encounter.
- Make your Area Movement of one adjacent Area at a time. As you move into an Area roll 2d6. If "doubles" are rolled consult the Involuntary Encounter Table (page 50) to see what has occurred. Resolve the Encounter.
- You can move into as many Areas as desired, rolling for Involuntary Encounters each time.
- Once you have decided to stop moving you can choose to have a Voluntary Encounter (page 50) or not.
- After *each* Encounter check to see if anyone in your group, including yourself, increases or decreases their Rep (page 42).
- After each Encounter adjust your Fame (page 41).

AREA MOVEMENT

Area Movement happens during the month. Here's how we do it:

- You can choose to stay in the Area that you are in.
- You can choose to move into as many Areas as you wish, one at a time. When entering a new Area roll for an Involuntary Encounter.
- When you start the month you are always in the *city*.
- When you move into an Area you are always in the *countryside*.
- When you end your move in an Area you are always in the *city*.

DAY PARTS

Encounters can occur at any time of the day. We use the following Day Parts in *By Savvy and Steel* to divide the day. For ease of play and storytelling we've added some arbitrary times for reference.

- *Morning* – The early part of the day after the sun has risen.
- *Daytime* – From the mid-day until the sun sets.
- *Night* – From when after the sun sets until it rises in the Morning.

DAY PARTS AND VISIBILITY

Visibility may be affected by the Day Part. Here's how we do it:

- *Night* – Vision reduced to 6" and increase to 12" if there is a full moon (1). This is also used when establishing an LOS to and from a PEF.

WHAT DAY PART AND WHEN?

For Encounters the player will choose the Day Part.

For Involuntary Encounters (page 50) roll 1d6.

- 1 = Night.
- 2 = Morning.
- 3 = Morning.
- 4 = Daytime.
- 5 = Daytime.
- 6 = Daytime.

VARIABLE DAY PARTS

During an Encounter it is possible for the Day Part to move forward. Here's how we do it:

- Each time the activation dice come up double ones the Day Part moves one Day Part forward. Morning becomes Daytime, Daytime becomes Night, etc. BTW – You also generated a PEF!
- The only restriction is that there may only be one of each type of Day Part. For example if you start an Encounter in the Morning you cannot have a second Morning Day Part in the same day.
- Players should keep in mind that when in an establishment there are closing hours. If in a business, after all Night Defining Moments (page 51) your characters have to leave.

ITEMS

We believe the *game play is the thing and bookkeeping is a chore.* Enter the use of *Items*.

It is assumed that your Social Standing provides you with the necessities to live to your standard. Lodging, food, and other items are taken care of.

IS IT A GAME BREAKER?

With such a lackadaisical view of Items couldn't a player decide he had whatever he wanted? Maybe the player could have a ship, or horse, a mansion or even all of them?

Sure, why not? *The only rule on Items is it cannot alter the rules of the game.* Sorry, no +3 swords!

CAMPAIGN AREA

In *By Savvy and Steel* we provide you with an abstract map (page 67) of Edenstein for you to adventure in. Movement is from one square to the next and diagonal movement is allowed.

EXPLAINING THE CAMPAIGN AREA MAP

The map was made to provide as much info as possible with as little book keeping as possible. Here's what you will find:

- *Area Name* – This designates one Area from another.
- *Area Activity Levels (AAL)* – This number is the chance of contacting others while in the Area.

AREA ACTIVITY LEVEL

The Area Activity Level (AAL) is a number from 2 to 4 that reflects the amount of contact you could have in that Area. The higher the number the greater chance of contacting something.

THE WATCH

Adventuring in a city can cause trouble with the Watch or the local law enforcement. If a disturbance occurs the Watch will respond to restore order, arresting suspects if necessary.

CALLING THE WATCH

When shots are fired or a fight breaks out, with or without weapons, the Watch will be called. Here's how it's done:

- At the end of the turn that the fight has started roll 1/2d6. This is the number of turns that must elapse before the Watch arrives.
- On the turn that the Watch is to arrive add a different colored d6 to the Activation dice. This represents the Watch.
- When Activation Dice are rolled, any combination of "doubles" means the dice are re-rolled but it may generate another PEF (page 47). The fight is attracting a crowd!

THE WATCH - HOW MANY?

On the turn that the Watch arrive we must see how many have arrived. Here's how we do it:

- Start with a number of opponents equal to the total of all figures in the disturbance. If there is a group of three figures and one of four figures start with seven
- Roll 1/2d6.
- Add this many figures to the Watch.

WHO ARE THEY?

The Watch is composed of experienced fellows that will not hesitate to use force. Here's what they look like:

- When there are three or more members of the Watch they will be led by a Rep 5 Captain armed with a Pistol and Sword.
- The rest of the watch will be Rep 4 and armed with Muskets.

WHERE ARRIVE

The Watch will arrive through the front door of a building or on a random table edge if the disturbance is outside.

BREAK IT UP!

If the disturbance is non-violent, did not include the use of weapons, and no one was Out of the Fight or worse the watch will simply disperse the crowd. Peace is restored and the Encounter can continue.

If weapons were used, or a result of Out of the Fight or worse occurred, the Watch will draw weapons and confront all involved.

An In Sight Test is immediately taken.

TO COOPERATE OR NOT

When the Watch is allowed to act during its In Sight, if the NPCs and players have not attacked the Watch, it will behave as follows:

- It will demand that the characters involved drop weapons and surrender.
- Players have the option to obey or not.
- Non-criminal NPCs will surrender.
- Criminals will attempt to Flee (page 24) as if failing a Charge into Melee Test.

RESISTING ARREST

If you choose to resist arrest complete the In Sight and act as desired. It really doesn't matter the result as you will be wanted for Treason (count as if Murder).

CONSEQUENCES – THE LIST

Any characters that escape off the table will now be placed on the List. This is a List of characters wanted by the Watch for *this* Area. When Carousing and doubles are rolled the Watch has been called in and will attempt to arrest you.

JUSTICE FOR ALL

If you are arrested or surrender you will go before the judge and he will hear your case. Here's a list of punishable offenses.

X	CRIMES

TYPE	LEVEL
Disturbing the Peace	1
Murder	6
Robbery	3
Stealing	2

Type: This column tells you the type of crime.

Level: This is the degree of severity of the crime with the higher the number the worse the crime.

EXPLAINING THE CRIMES

In this section we provide an overview of the crime.

- **Disturbing the Peace:** Very broadly defined but includes general rowdiness or whatever the responding Watch decides it is. It's a catch all crime and used if it doesn't fit elsewhere.
- **Murder:** Causing an Obviously Dead result is Murder. Resisting Arrest is Treason and counts as Murder.
- **Robbery:** Using force or the threat of force to steal something from a character.
- **Stealing:** Take something that doesn't belong to you *from somewhere* and it's considered to be stealing. Take it *from someone* and that's Robbery.

YOUR DAY IN COURT

You are charged with the crime and you appear in front of the judge. Here's how we do it:

- Roll d6 equal to your Social Standing, looking for successes, a score of 1, 2 or 3.
- Roll d6 equal to the Level of the Crime, looking for successes, a score of 1, 2 or 3.
- Subtract the lower number of successes from the higher number of successes.
- Consult the Wheels of Justice Table using the appropriate column for the crime.
- Immediately carry out the result.

#	WHEELS OF JUSTICE			
# SUCCESSES	**DISTURB**	**MURDER**	**ROB**	**STEAL**
Score more successes than crime	**NG**	**NG**	**NG**	**NG**
Same number of successes as crime	**A**	**C**	**C**	**B**
Score fewer successes than crime	**A**	**D**	**C**	**B**

NG

The character is found not guilty and must pay one Fame point in court costs.

A

The character is found guilty and must pay three Fame points in penalties.

B

The character is found guilty, sentenced to one month in jail and must pay five Fame points in penalties.

C

The character is found guilty, sentenced to 1/2d6 months in prison and must pay twice its Social Standing in Fame points in penalties.

D

The character is found guilty, sentenced to death by hanging and must pay five times its Social Standing in Fame points in penalties.

ESCAPE

You have been sent to prison and for whatever reason you want to escape. Here's how we do it:

- Start with 1d6 per point of Rep you have.
- Start with 1d6 per point of Area Activity Level of the Area you are being held captive.
- If the charge was Murder add 2d6 to the Area Activity Level.
- Both sides roll their modified d6 counting successes, score of 1, 2 or 3.
- Consult the Escape Table.

#	ESCAPE
	(Looking for successes, score of 1, 2 or 3)

# SUCCESSES	RESULT
Score more successes than prison	***Prisoner makes good his escape.*** You are now on the List for the Area. Maybe you should move to an adjacent Area and get a fresh start.
Same number of successes as prison	***No chance to escape this month.*** Remain in prison and may try again next month.
Score fewer successes than prison	***Escape thwarted.*** Start your prison time all over plus 1/2d6 months. If going to be hung it happens tomorrow!

PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has prior and during the game. By using PEFs we create a sense of uncertainty as to the size of the enemy force, its composition and location. Heck a PEF could even be just a case of nerves!

GENERATING PEFS

There are two ways to generate PEFs. The first is at the start of the Encounter. Here's how we do it:

- After the terrain has been set up into nine sections, forces generated, and the player side has entered or been placed on the table it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or PEF marker in this section of the table to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

GENERATING PEFS DURING THE ENCOUNTER

The second way to generate PEFs is during the Encounter. Here's how we do it:

- When rolling for Activation and "doubles" come up, you may have generated a new PEF.
- If the "doubles" are equal or lower than the Area Activity Level a PEF has been generated. Place it normally, even if this puts it in the same section as the player characters.
- If the "doubles" are higher than the Activity Level no PEF has been generated, just re-roll the dice and continue on normally.

PEF REP

Just like characters have Reputation, so do PEFs. All PEF's have a Rep of 4 until they are resolved.

PEF MOVEMENT

PEFs move just like they were actual figures based on their Rep. Here's how we do it:

- When the opposing side activates start with the PEF that is closest to any player group.
- Roll 2d6 versus the PEF Rep of 4.
- Determine how many d6 are passed.
- Consult the PEF Movement Table and carry out the results. PEFs will move the full distance, do not suffer terrain movement penalties, and will, end their move in terrain, counting cover, when being resolved.
- If the PEF must be resolved it is done prior to moving the next PEF.
- When the PEF has finished its movement go on to the next PEF that is closest to any player group.
- Continue until all PEFs have had a chance to move.

2	PEF MOVEMENT
	(Taken versus Rep of PEF)

CIRCUMSTANCE	MODIFIER
If inside a building	-1 to Rep

#D6 PASSED	RESULT
2	PEF moves 1 section directly towards nearest enemy through cover at all times.
1	PEF doesn't move.
0	PEF moves 1 section away from the enemy through cover at all times. PEF at table's edge will not move.

RESOLVING PEFS

Here's how we resolve PEFs:

- The PEF is active and moves into LOS of a player group or an active player group moves into LOS of the PEF. In either case this will trigger PEF Resolution. ***Note that the LOS only applies if both are in the same section!***
- Roll 2d6 versus the current Area Activity Level.
- Determine how many d6 are passed.
- Consult the PEF Resolution Table and immediately carry out the results.

<table>
<tr><td colspan="2">2   PEF RESOLUTION</td></tr>
</table>

2   **PEF RESOLUTION**

(Taken versus the Activity Level)

CIRCUMSTANCE	RESULT
If Carousing, doubles came up and *equal to* the Activity Level.	*You have been summoned by a Noble!*

#D6 PASSED	RESULT
2	*You have contacted other characters!* Go to the appropriate Contact Table based on the Encounter you are playing.
1	*Something's out there!* Increase the Activity Level by one for the remainder of the Encounter.
0	*Your mind's playing tricks on you!* There's nothing there.

LOADING UP PEFs

Here's a little trick I use for my games. Instead of relying on the tables to randomly generate your PEFs *load* them yourself.

This means before you play create your PEFs. Maybe pick three or four Rogues to form a recurring group of robbers for your adventures. Or create a NPC Star that can help or hinder your group. You can even use your group as a PEF and play the Encounter from the NPC point of view until they contact your Player PEF.

Whatever you do, take the time to retain the information you generate to use in future games. Maybe that's not the same group of Guardsmen that you ran into two Encounters ago but if you need a group you have one ready.

Any work you do before your games will help make your games run smoother and easier.

NPCs - HOW MANY?

You've resolved a PEF as Non-Player characters of a certain type but now the question is; how many of them are there? Here's how we do it:

- Start with a number of opponents equal to the party size. If you have five figures then start with five.
- Roll 1d6.

- If the die score is an odd number then convert it into a 1/2d6 result and subtract it from the starting number.
- If the die score is an even number then convert it into a 1/2d6 result and add it to the starting number.
- You can never have less than one opponent.

Example – Sir Billy and three of his group are carousing in town when they resolve a PEF as Soldiers. Billy rolls 1d6 and scores a 5. This means the result is converted into a 1/2d6 result (3) and because it was an odd roll, this is subtracted from his party of four. This results in Sir Billy meeting one Soldier. What happens next?

WHAT HAPPENS NOW

Now that you know what you have met and how many; what happens next? Here's how we do it:

IF YOU RUN INTO ENEMY

Both sides take the In Sight Test and the fight begins.

IF YOU RUN INTO FRIENDS

You can choose to Recruit them (page 52) or not. In either case you exchange pleasantries and information. *You can choose to count the Area Activity Level one lower or higher, for the remainder of this Encounter.*

IF YOU RUN INTO NEUTRALS

Neutrals are NPCs that you not run into before or Pleasants and Cold Shoulders that you have. Remember to check your NPC Rosters when running into a Class to see if you have encountered them before.

When you meet Neutrals things can get a bit dicey. Here's how we do it:

- Move all the figures to within 3" and LOS of each other if possible, but no more than 6" apart.
- Place each leader across from its counterpart.
- No figures are allowed to use cover unless all figures of both sides choose to use cover.
- Immediately take an Opposed Challenge Test.

OPPOSITES

Some Classes are considered to be the *opposites* of each other and this may affect how they interact. Here's the list of *opposites:*

X	OPPOSITES	
IF YOU ARE…	*YOUR OPPOSITE IS…*	
Watch	Thief/Pick Pocket/Robber	
Dairyman	Pig Farmer	
Farmer	Townsfolk	
Gentlemen	Soldier/Seaman	
Highwayman	Militia	
Merchant	Noble	
Militia	Highwayman	
Noble	Merchant	
Pig Farmer	Dairyman	
Soldier/Seaman	Gentleman	
Thief/Pick Pocket/Robber	Watch	
Townsfolk	Farmer	

HOW NPCS MOVE

When PEFs are first deployed they will move according to the PEF Movement Table.

When PEFs are resolved and figures placed on the table these Non-Player figures use the NP Movement Table when they activate. If playing against another person this table is not used. Here's how we do it:

- Start with the group closest to any player group and work towards the group farthest away.
- Roll 2d6 versus the Rep of the group's Leader.
- Determine how many d6 were passed.
- Consult the NP Movement Table and immediately carry out the results.

2	NP MOVEMENT
	(Taken versus NPC leader Rep)

#D6 PASSED	RESULT
2	*NPCs outnumber by 2 to 1 or more:* • ***Loaded ranged weapons*** will fire. • ***Others*** will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.
	NPCs are outnumbered by 2 to 1 or more: • ***Ranged weapons*** will fire or reload. • ***Others*** will remain in place.
	Otherwise: • ***Ranged weapons*** will fire or reload. • ***Others*** will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.
1	*NPCs outnumber by 2 to 1 or more:* • ***Ranged weapons*** will fire or reload. • ***Others*** will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.
	NPCs are outnumbered by 2 to 1 or more: • ***All*** will move away one normal move ending in cover.
	Otherwise: • ***All*** will remain in, or move to closest, cover.
0	*NPCs outnumber by 2 to 1 or more:* • ***Ranged weapons*** will fire or reload. • ***Others*** will remain in place.
	NPCs are outnumbered by 2 to 1 or more: • ***All*** will Run Away.
	Otherwise: • ***All*** will Run Away.

Example – Activation dice are rolled and the NPCs activates first with a score of 4. This means that only their groups with a Rep 4 or higher Leader can activate. The closest group to my group goes first.

It has a Rep 5 leader so can activate. It outnumbers my group by 3:1. I roll 2d6 versus the enemy leader Rep of 5 and score a 2 and 3, passing 2d6.

The group has two musket armed Soldiers and three with swords only. The loaded musket armed Soldiers fire their weapons, the other Soldiers Charge into Melee as they are within reach.

ENCOUNTERS

Your games in *By Savvy and Steel* are called Encounters. There are two types. The first is a Voluntary Encounter where you choose what you want to do. The second is an Involuntary Encounter which is thrust upon you.

Regardless of the type of Encounter you have it will never play out the way you expect it to because most of the time you will only have a vague idea of what to expect.

Players are allowed to have one Voluntary Encounter per month. They may have one Involuntary Encounter at the start of the month and each time they move into a new Area.

VOLUNTARY ENCOUNTERS

- *Carousing* (page 51).
- *Rescue* (page 55).
- *Mistress* (page 56).
- *Bawdy House* (page 58).
- *Duel* (page 59).

INVOLUNTARY ENCOUNTERS

An Involuntary Encounter is one that is thrust upon you as opposed to a Voluntary Encounter which is one you choose to have. Here's how we do it:

- An Involuntary Encounter can occur at the start of the monthly campaign turn and when moving into an adjacent area (page 43).
- If "doubles" are rolled an Involuntary Encounter has taken place.
- Consult the Involuntary Encounter Table to see what has occurred based upon what you have rolled and if you are in the *countryside* or *city*.

X   INVOLUNTARY ENCOUNTER

#	COUNTRY	CITY
2	Summons	Summons
4	Robbery	Mistress
6	Robbery	Robbery
8	Robbery	Robbery
10	Robbery	Mistress
12	Duel	Duel

SUMMONS

You have been summoned by a Noble from their list (page 66). If it is the King or the Cardinal you must immediately move to Edelstein Central, where the palace is located. Any other result is a Noble of the local Area you are in.

MISTRESS

If you are not in the Area where your Mistress lives, re-roll.

Your Mistress is requesting you spend some time with her. If you a choose not to she will spread the word costing you Fame points equal to half her Social Standing.

DUEL

Insults have been exchanged and a Formal Duel is required. Consult the Gentleman list (page 65) to see who is involved.

ROBBERY

You are being robbed. Go to the Robbery Encounter (page 54).

PRESENTATION

Although they may be different from each other Encounters are always presented in the same form.

- *Encounter Name -* This tells you the type of Encounter and provides a brief description.
- *Objective -* This tells you how to be successful.
- *Forces -* This tells you the forces involved.
- *Terrain -* This outlines the terrain of the table.
- *Deployment -* This tells you where the forces and PEFs are placed.
- *Special Instructions -* This is information that is not covered in the other sections.
- *Contact Table –* This tells you what you have met during the Encounter.

CAROUSING

In this Encounter the player is relaxing and carousing with other folks. How the player interacts with these people through Opposed Challenges is what Carousing is all about.

Carousing is an Encounter done in the city.

OBJECTIVE

- You may be able to recruit, gamble, be seen with or court a Mistress or maybe just hang out and see what happens.
- The Encounter continues until you decide to leave.

FORCES

- You *may* take members of your group if they are available (page 10).
- NPCs will be generated normally.

TERRAIN

- Generate terrain normally (page 38).
- The whole Encounter can take place inside one building if desired.
- If doing so the building can be divided into multiple sections for multiple Defining Moments (page 51).

DEPLOYMENT

- PEFs are placed on the table normally (page 47).
- Your group will enter through sections 7, 8, or 9.

SPECIAL INSTRUCTIONS

- The player decides in which Day Part the Encounter is occurring.
- The player decides where he is Carousing.
- Establish the Area Activity Level (page 44).
- Generate PEFs normally (page 47).
- Resolve PEFs as needed (page 47).
- The first time a character enters a building the Defining Moment (page 51) is used.
- Use the Contact – Carousing Table when NPCs are needed.
- Use the NPC Movement Table (page 49) when needed.

2	CONTACT - CAROUSING
	(Add the scores together)

#	RESULT
2	Noble (page 66).
3	Military (page 65).
4	Commoner (page 65).
5	Commoner (page 65).
6	Military (page 65).
7	Mistress (page 66).
8	Commoner (page 65).
9	Gentlemen (page 65).
10	Commoner (page 65).
11	Gentlemen (page 65).
12	Noble (page 66).

DEFINING MOMENT

Here's a rule that you will use a lot. It's called the *Defining Moment.* Here's how we do it:

- When one or more of your characters enter a building for the *first time* this will be the one Defining Moment of the visit for that Day Part. This may result in contact with other characters.
- Resolve each Defining Moment as if it were a PEF.

Example – Captain Billy Pink and Lady Sooze have just entered town. They decide to go into the closest Tavern. When active they enter the building. The table is laid out as a Street (page 40) with the Tavern in section 1. PEFs are generated normally and placed on the table. Billy and Sooze move along the table resolving the PEFs as they come along.

Eventually they reach the Drunken Pelican and enter. It's now time for the Defining Moment. Billy rolls 2d6 versus the AAL of 3. He scores a 1 and 3, passes 2d6, and consults the PEF Resolution Table (page 47). This gives a result of Contact. Billy now determines who he has met by the Contact – carousing Table and their interaction.

MULTIPLE MOMENTS

So you just had a friendly chit chat with some locals, great. Want more? Here's how we do it:

- If you choose to stay in a building through to another Day Part there will be another Defining Moment.
- If you choose to visit the second floor or basement of the building there will be another Defining Moment.

- If you leave the building and come back on another Day Part there will be another Defining Moment.
- If you choose to divide the building into multiple sections, when you enter a section for the first time there will be a Defining Moment. This can be as many sections as you like!

RECRUITING GRUNTS

Recruiting is actually done during the Carousing Encounter. To recruit a Grunt we use the Opposed Challenge (page 36).

- If you score more successes than the Grunt you have recruited him.
- If you score fewer successes the results are carried out normally.

GAMBLING

What's a bit of carousing without gambling? Here's a quick and easy way to gamble with little book keeping or props. Here's how we do it:

- You must have a positive Total Fame to gamble (page 52).
- You are allowed to place 5 wagers per establishment. There will be 1/2d6 gaming establishments per Encounter.
- You can bet up to your Social Standing (SS) in Fame per wager.
- Keep track of the number of Fame points you have won or loss.
- After you have finished gambling adjust your Total Fame and Social Standing.
  - You gain Fame points equal to half your total winnings.
  - You lose Fame points equal to your total losses.

Example – Sir Charles (SS 6) decides he wants to do a bit of gambling. He has 41 Total Fame points. He decides to wager three times at 2 Fame points each. He wins the first then loses the second and third for a total Fame Points loss of 2. He reduces his Total Fame by 2 points to 39. His Social Standing has dropped to 5.

THE GAME

Now that you know how to wager let's explain the game. We call it *Frog in the Hole* and here's how we play it:

- The game is played by rolling 2d6. Any result of "doubles" means no bet, re-roll.
- Arrange the lower score on the left and the higher score on the right.
- The player then bets if the third roll will be *inside* the two previous scores or *outside* the two previous scores.
- If the third d6 matches any of the previously rolled d6 the player loses.

Example – Billy Pink sits down for a game of Frog in the Hole. Billy is a Gentleman so can bet up to 6 Fame points per wager.

The first set of d6 are rolled and come up 3 and 3. As it is "doubles" the dice are re-rolled and do to count against the five wager limit.

The dice are rolled again and come up 2 and 4. Billy bets the outside, that the next d6 will be a 1, 5, or 6. 1d6 is rolled and a 3 comes up. As this is between the 2 and 3 Billy loses.

The second set of dice rolled come up 1 and 6. Billy bets inside. 1d6 is rolled and a 6 comes up. The House wins and Billy loses again.

The third set of d6 are rolled and come up 2 and 5. Billy bets inside. 1d6 is rolled and a 3 comes up, Billy wins.

The fourth set of d6 are rolled and Billy wins again, he is now even.

The final dice are rolled and Billy wins. He has won 6 Fame points which means he increases his Total Fame by half, or 3 points, not enough to adjust his Social Standing.

COURTING A MISTRESS

During your Carousing a PEF may be resolved as a suitable Mistress candidate. If you choose to court her, here's how we do it:

- Take an Opposed Challenge – Courting.
- Substitute the Opposed Challenge – Courting results.
- Immediately carry out the results.

# SUCCESSES	RESULT
3 or more than opponent	*Swept off her feet.* She agrees to be your Mistress. Adjust your Fame accordingly.
1 or 2 more than opponent	*Pleasant response.* If you are a higher Social Standing she agrees to be your Mistress. Adjust your Fame accordingly. If you are not, she says no but you will count the Pleasant Response bonus the next time you ask. Must be at least one month later.
Same number as opponent	*Exchange pleasantries but nothing more.* Says she is flattered but no.
1 or 2 less than opponent	*Bit of a cold shoulder.* Makes it obvious that the player should leave the NPC alone. If choose not to do so, she will *become belligerent.*
2 or more less than opponent	*Becomes belligerent.* If she is of higher Social Standing she will summon her current lover. Go to the You Slight Me, Sir Table using the Gentleman list to generate your opponent. If she is lower Social Standing becomes an Enemy. Swears at you and leaves causing a scene. When courting future Mistresses she will count as a Favor against you.

REP OPPOSED CHALLENGE - COURTING

(Looking for successes)

2 CONFRONTATION

(Taken versus the Area Activity Level)

CIRCUMSTANCE	MODIFIER TO AAL
If at Night	-1
If during the Daytime	+1
If alone or accompanied by a woman only	-1
If won at gambling	-1

#D6 PASSED	RESULT
2	*No worries mate.* Continue on without incident.
1	*Your suspicions are confirmed.* Go to the Robbery Encounter counting as "suspicious".
0	*Hands in the Air!* Go to the Robbery Encounter.

Example – Billy and Lady Char decide to leave the Drunken Squid. They are in Edenstein West Coast AAL 4. It is at Night (-1) and Billy Pink is accompanied by a woman only (-1). The new AAL is 2. Rolling 2d6 he scores a 4 and 5, passes 0d6, and will now have a Robbery Encounter.

GAIN FAVOR

You gain a Favor equal to the Social Standing of your Mistress when you successfully court her.

ROBBERY

One of the pitfalls of carousing is the chance of being robbed as you leave the establishment. Here's how we do it:

- Consult the Confrontation Table.
- Start with 2d6.
- Modify the Area Activity Level by any applicable circumstances.
- Roll 2d6 versus the modified Area Activity Level. The minimum Area Activity Level is "1".
- Determine how many d6 are passed.
- Consult the Confrontation Table and immediately carry out the result.

ROBBERY

If in the city thieves will attempt to rob your group while if in the countryside it will be highwaymen. There is a chance (1) that there will not be a Robbery but an attempt to pick your pocket!

OBJECTIVE

- Prevent anyone from being robbed or harmed.

FORCES

- If you were previously carousing you *may* have the same members of your group.
- If not previously carousing you *may* be able to use members of your group (page 10).
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- If in a city set up a street (1 -4) or alley (5 – 6).
- If in the countryside set up countryside terrain (page 38).

DEPLOYMENT

- No PEFs are used.

SPECIAL INSTRUCTIONS

- The robbery attempt will occur in the appropriate Day Part.
- Establish the Area Activity Level.
- Roll 1d6 and place your group in that section, on a road if in the countryside.
- Determine the number of robbers (page 48).
- Use the Rogue list (page 66) to generate the NPCs.
- Place the robbers 3" away and in LOS of your characters.
- The robbers have their weapons drawn.
- Each group member can choose to surrender Fame equal to their Social Standing and weapons. The robbers will leave them unharmed if they do.
- Otherwise take an In Sight normally with the player group counting as active. If the player was "suspicious" then the robbers count as active.
- After the robbery the robbers will attempt to escape by exiting off of one or the other table edges.

PICKPOCKET

If there is an attempt to pick your pocket, instead of a Robbery, generate one pickpocket from the Rogue list (page 66). The pick pocket will make one attempt to pick your pocket. Here's how we do it:

- Take an Opposed Challenge – Pickpocket.
- If the pickpocket is of the opposite sex you suffer a -1d6 penalty. *No other modifiers apply.*
- Substitute the Opposed Challenge – Pickpocket results.
- Immediately carry out the results.

REP	OPPOSED CHALLENGE - PICKPOCKET
	(Looking for successes)

# SUCCESSES	RESULT
3 or more than opponent	*Gotcha!* You grab the pickpocket by the hand while in the process. Go to an In Sight with the pickpocket counting as active.
1 or 2 more than opponent	*Hey!* The pickpocket fails at its attempt then runs for it. Go to an In Sight with the pickpocket counting as active.
Same number as opponent	*Excuse me.* Pickpocket passes by but doesn't attempt to pick your pocket.
1 or 2 less than opponent	*Got it!* The pickpocket lifts half your Social Standing in Fame points. He successfully escapes the table.
2 or more less than opponent	*Hahaha!* The pickpocket lifts your Social Standing in Fame points. He successfully escapes the table.

GAIN FAVOR

You gain a Favor equal to the Social Standing of any NPC (not in your group) that you prevented from being robbed.

RESCUE

In this Encounter you must rescue another character from a group of criminals or enemies. This rescue may be a result from a previous Encounter, a Summons from a Noble, or maybe a plea from a local.

OBJECTIVE

*   To find and rescue another character.

FORCES

*   You can use members of your group. They will gladly go to help.
*   The NPCs will be generated as per the Special Instructions.

TERRAIN

*   Terrain is placed normally after you have discovered the whereabouts of the character to be rescued. See the Where the Rescue Takes Place.

DEPLOYMENT

*   PEFs are placed on the table normally (page 47).

SPECIAL INSTRUCTIONS

*   The rescue will occur during a random Day Part (page 43).
*   Establish the Activity Level (page 44).
*   Generate PEFs normally (page 47).
*   Resolve PEFs as needed (page 47).
*   The first time a character enters a building the Defining Moment (page 51) is used.
*   Use the Contact – Rescue Table when NPCs are needed.
*   Use the NPC Movement Table (page 49) when needed.

WHO'S BEING HELD

Which character is being held may not be known at the moment. Use the following procedure to determine which character is being held.

*   Roll 2d6, add the results, and consult the Who Is Being Held Table.
*   This tells you the list to use to determine the character that is being held.

2	WHO IS BEING HELD
	(Add the scores together)

#	RESULT
2	Daughter of a Farmer (page 65).
3	Daughter of Townsfolk (page 65).
4	Merchant (page 65).
5	Gentleman (page 65).
6	Gentleman (page 65).
7	Noble – No higher than a Knight (page 66).
8	Merchant (page 65).
9	Merchant (page 65).
10	Mistress (page 66).[1]
11	Daughter of Townsfolk (page 65).
12	Daughter of a Pig Farmer (page 65).

(1) If you have a Mistress it is yours that is the hostage. If you do not roll on the Gentleman list to see whose it is or who it could be, if a female is rolled!

2	CONTACT - RESCUE
	(Add the scores together)

#	RESULT
2	Rogues (page 66). Go to In Sight.
3	Rogues (page 66). Go to In Sight.
4	Rogues (page 66). Go to In Sight.
5	Rogues (page 66). Go to In Sight.
6	Hostage with Rogues (page 66). Go to In Sight.
7	Hostage with Rogues (page 66). Go to In Sight.
8	Hostage with Rogues (page 66). Go to In Sight.
9	Commoners (page 65).
10	Commoners (page 65).
11	Commoners (page 65).
12	Commoners (page 65).

If the hostage has not been found before the last PEF is resolved it will automatically resolve as the hostage. There will be captors with the hostage whenever it is found, roll for How Many (page 48) normally. If the hostage is resolved in the countryside or on street, the captors are transporting the hostage to another location.

WHERE THE RESCUE TAKES PLACE

Where the character is being held is not known at the moment. To determine where the character is being held we use the following procedure:

- Roll 2d6, add the results, and consult the Whereabouts Table.
- This tells you where the character is being held and what the terrain should look like.

2	WHEREABOUTS
	(Add the scores together)

#	RESULT
2	In an upstairs room of a villa in the countryside.
3	In a Tavern in a room upstairs on a Street.
4	In a village of 3 +1/2d6 houses in the Countryside.
5	In a house boat on a Canal.
6	In a private house on a Street.
7	In an abandoned Windmill in the Countryside.
8	In a Tavern in a room upstairs on a Street.
9	In the wine cellar of a Wine Shop on a Street.
10	In an isolated house in the Countryside.
11	In a Tavern in a room upstairs on a Street.
12	In an upstairs room of a villa in the countryside.

REWARD

In addition to the Fame gained (page 41) for rescuing the hostage you gain two Favors, one equal to the Social Standing of the hostage and the other equal to the NPC requesting your aid.

MISTRESS

In this Encounter you are going to spend time with your Mistress. To find a Mistress you would use the Carousing Encounter.

OBJECTIVE

- Spend time with your Mistress either visiting or carousing with her..

FORCES

- You *may* take members of your group if they are available (page 10).
- NPCs will be generated normally.

TERRAIN

- Generate terrain as you normally would (page 38) once you decide what you are doing and where.
- The whole Encounter can take place inside one building if desired. If doing so the building can be divided into multiple sections for multiple Defining Moments (page 51).

DEPLOYMENT

- PEFs are placed on the table normally (page 47).

SPECIAL INSTRUCTIONS

- The player must decide in which Day Part the Encounter occurs.
- Establish the Area Activity Level (page 44).
- Generate PEFs normally (page 47).
- Resolve PEFs as needed (page 47).
- The first time a character enters a building the Defining Moment (page 51) is used.
- Use the Contact – Mistress Table when NPCs are needed.
- Use the NPC Movement Table (page 49) when needed.

2   CONTACT - MISTRESS

(Add the scores together)

#	CAROUSING	VISITING
2	Estranged Husband	Brother
3	Commoner (page 65).	Jealous Ex-Lover
4	Jealous Ex-Lover	Estranged Husband
5	Commoner (page 65).	Military (page 65).
6	Military (page 65).	Commoner (page 65).
7	Commoner (page 65).	Other Lover
8	Commoner (page 65).	Gentlemen (page 65).
9	Gentlemen (page 65).	Commoner (page 65).
10	Brother	Gentlemen (page 65).
11	Gentlemen (page 65).	Commoner (page 65).
12	Noble (page 66).	Other Lover

CAROUSING OR VISITING

You can choose to take your Mistress Carousing or Visit her at her home.

CAROUSING

Use the Contact - Mistress Table when NPCs are needed. Be sure to use the appropriate column.

VISITING

Visiting your Mistress is handled a bit differently. Here's how we do it:

- Divide the table into nine sections (page 38). Set up the terrain as an Intersection (1 - 2) or Street (3 – 5) or Canal (6).
- Her home will be in section 1.
- You must enter and exit the table from section 9.
- Use the Contact – Mistress Table when NPCs are needed. Be sure to use the appropriate column.
- After you have finished the visiting or carousing a new set of PEFs are placed.

JEALOUS EX-LOVER

You have met the Jealous Ex-Lover of your Mistress. Here's how we do it:

- Use the Gentleman list for specifics. If rolling a female simply re-roll.
- Take an Opposed Challenge counting him as an Enemy.
- If you score more successes than the opponent, count as if he scored more instead.
- All other results are handled normally.

- If you go to a Duel and win there is a chance (1) that your Mistress dumps you and returns to the Ex-Lover.

BROTHER

You have met the Brother of your Mistress. Here's how we do it:

- Use the list that is one Social Standing lower than that of your Mistress. If rolling a female simply re-roll.
- Take an Opposed Challenge.
- Carry out the results as listed.
- If you go to a Duel there is a chance (1 - 3) that your Mistress dumps you whether you have won or lost.

ESTRANGED HUSBAND

You have met the Estranged Husband of your Mistress. Here's how we do it:

- To generate the Estranged Husband use the list that is one Social Standing lower (1 – 2), equal (3 – 4) or higher (5 – 6) than that of your Mistress. If rolling a female simply re-roll.
- Take an Opposed Challenge counting him as an Enemy.
- If you score more successes than the opponent count as if he scored more.
- All other results are handled normally.

OTHER LOVER

You have met the Other Lover of your Mistress. Here's how we do it:

- Use the Gentleman (1 – 3), Respected Merchant (4 – 5) or Military Officer (6) list for specifics. If rolling a female simply re-roll.
- Take an Opposed Challenge counting him as having a Cold Shoulder.
- The results are handled normally.

NOW WHAT?

Now that you know of the Other Lover how will *she* handle it? Here's how we do it:

- Take an Opposed Challenge - Mistress.
- Substitute the Opposed - Challenge Mistress results.
- Immediately carry out the results.

REP   OPPOSED CHALLENGE - MISTRESS

(Looking for successes)

# SUCCESSES	RESULT
3 or more than opponent	*Swept off her feet.* She dumps her Other Lover and swears there will be no more. If you roll a result of Other Lover in the future count it as Commoners. You can choose to keep [1] or dump her.
1 or 2 more than opponent	*Pleasant response.* She dumps her Other Lover. You can choose to keep [1] or dump her.
Same number as opponent	*Exchange pleasantries but nothing more.* Things are fine on her end but she refuses to dump her Other Lover saying *"Competition is good for the soul"*. You can choose to keep [1] or dump her.
1 or 2 less than opponent	*Bit of a cold shoulder.* Refuses to see you. You cannot Carouse or Visit with her for 1/2d6 months.
2 or more less than opponent	*Becomes belligerent.* Throws you out of the house and drops you. Adjust your Total Fame (page 41).

(1) If you keep her you lose Fame equal to her Social Standing for the scandal then recover half of it back, rounding up, the next time you are seen with her Carousing. You also will count a +1d6 for future courting of Mistresses.

MARRIAGE

You can choose to marry your Mistress at any time. Just take a Mistress Challenge and score successes than she does.

SPECIAL FAVOR

You can use a one Favor equal to the Social Standing of your Mistress every month she remains your Mistress.

BAWDY HOUSE

In this Encounter you go to a Bawdy House to spend some relaxation time. While there you can dip the quill twice by Gambling as well.

OBJECTIVE

- To relax and gamble if you so desire.

FORCES

- You *may* take members of your group if they are available (see the Special instructions section).
- NPCs will be generated normally.

TERRAIN

- Divide the table into nine sections (page 38). Set up the terrain as an Intersection (1 - 2) or Street (3 – 5) or Canal (6).
- The Bawdy House will be in section 1.
- You must enter and exit the table from section 9.
- After you have finished the visit a new set of PEFs are placed.

DEPLOYMENT

- PEFs are placed on the table normally (page 47).

SPECIAL INSTRUCTIONS

- The player must decide in which Day Part the Encounter occurs.
- Establish the Area Activity Level (page 44).
- Generate PEFs normally (page 47).
- Resolve PEFs as needed (page 47).
- The first time a character enters a building the Defining Moment (page 51) is used.
- Use the Contact – Bawdy House Table when NPCs are needed.
- Use the NPC Movement Table (page 49) when needed.

2   CONTACT – BAWDY HOUSE

(Add the scores together)

#	INSIDE	OUTSIDE
2	Merchant (page 65).	Merchant (page 65).
3	Proprietress	Merchant (page 65).
4	Companion	Military Officer (page 65).
5	Commoner (page 65).	Commoner (page 65).
6	Soldier (page 65).	Soldier (page 65).
7	Barkeep	Commoner (page 65).
8	Companion	Commoner (page 65).
9	Companion	Gentlemen (page 65).
10	Commoner (page 65).	Companion.
11	Gentlemen (page 65).	Gentlemen (page 65).
12	Commoner (page 65).	Commoner (page 65).

INSIDE OR OUTSIDE

Use the appropriate column depending upon whether you are inside the Bawdy House of outside on the way to or from.

EMPLOYEES

Here are the employees of the Bawdy House.

PROPRIETRESS

This is the owner of the establishment. Use the Commoner – Merchant list.

COMPANION

These are the employees of the Bawdy House. Use the Mistress list counting them at one point lower for all values listed.

BARKEEP

This is the Barkeep of the establishment. Use the Rogue list.

GAMBLING

Gambling is available at the Bawdy House using the rules found under Carousing (page 51).

DUEL

Insults have been exchanged and satisfaction demanded.

OBJECTIVE

- To win the Duel using justifiable force.

FORCES

- You are on your own but can use one member of your group as a "second".
- Your opponent and his "second" will usually be from the Gentleman list (page 65).

TERRAIN

- The Duel can occur anywhere. Set up terrain as desired or simply use a clear area of the table.

DEPLOYMENT

- No PEFs are used.

SPECIAL INSTRUCTIONS

- The player must decide in which Day Part the Duel occurs.
- Establish the Area Activity Level (page 44).
- Unless already established as a Formal or Impromptu Duel, roll 1d6 versus the Area Activity Level.
  - Pass 1d6 and it is a Formal Duel.
  - Pass 0d6 and it is an Impromptu Duel.
- Use the NPC Movement Table (page 49) when needed.

THE WATCH OR WORSE

Once the Duel starts there is a chance that the Watch will arrive to arrest the Duelists. Here's how we do it:

- Starting with the first time the Duelists return to the En Garde Table (page 73) roll 1d6 versus the Area Activity Level.
- If a Formal Duel, count the Area Activity Level at one lower than it actually is.
  - Pass 1d6 the Watch will arrive when the Duelists next reach the En Garde Table.
  - Pass 0d6 the Watch does not arrive but take the test again when reaching the En Garde Table.

THE WATCH ARRIVES

Refer to the Watch section for more information as to how they are handled (page 44).

WORSE THAN THE WATCH

When the Watch arrives there is a chance (1) that is not actually the watch but your Enemies instead. This could be a rival regiment or the classic Cardinal's Guard if you are a King's Musketeer. In any case replace the Watch with your Enemies and the Duel has escalated into a mass Duel with multiple Duelists!

If this occurs, consider it a new Duel, and use the Watch procedure as previously outlined, as the Watch could still arrive.

SUMMONS

You have been summoned by a Noble from their list (page 66). If it is the King or the Cardinal you must immediately move Area by Area to Edelstein Central, where the palace is located. Any other result is a Noble of the local Area you are in.

OBJECTIVE

- To successfully fulfill the purpose of the Summons.

FORCES

- You can use as many of your group as desired.
- The NPCs will depend upon the type of Summons.

TERRAIN

- The terrain will depend upon the type of Summons.

DEPLOYMENT

- Based upon the type of Summons.

SPECIAL INSTRUCTIONS

- The Summons is determined by rolling 2d6, adding the results, then consulting the Summons Table.
- Immediately carry out the results as directed.

2	CONTACT - SUMMONS

(Add the scores together)

#	RESULT
2	Extradite.
3	Rescue.
4	Escort.
5	Wrongdoing.
6	Message.
7	Message.
8	Message.
9	Escort.
10	Promotion.
11	Rescue.
12	Extradite.

ESCORT

The Noble requires you to escort his wife (1 – 2), daughter (3 – 5) or elderly aunt (6) to an Area 1/2d6 Areas away. See the Escort Encounter for more information (page 61).

GAIN FAVOR

You can gain a Favor equal to the Social Standing of the Summoner if you are successful.

EXTRADITE

Technically it is kidnapping but extraditing sounds much more legitimate. The target is determined from the Commoners – Merchants (page 65) and Military Officers list (page 65).

The target is in France (1 – 3), the Spanish Netherlands (4), England (5) or Bavaria (6). You will probably count as a Foreigner.

This is a reversal of the Rescue Encounter (page 55) with the hostage being the target.

GAIN FAVOR

You can gain a Favor equal to the Social Standing of the Summoner if you are successful.

MESSAGE

The Noble requires you to take a message to an Area 1/2d6 Areas away. See the Escort Encounter for more information (page 61).

GAIN FAVOR

You can gain a Favor equal to the Social Standing of the Summoner if you are successful.

PROMOTION

You have come to the attention of the Noble and he increases your Social Standing by 10 Fame points but not to his equal.

If the King or Cardinal promotes you they offer you a post in their Guard.

Refusing any promotion will count the Noble as Cold Shoulder towards you.

RESCUE

The Noble requires you to rescue his wife (1 – 2), daughter (3 – 5) or elderly aunt (6) held in an Area 1/2d6 Areas away. See the Rescue Encounter for more information (page 55).

GAIN FAVOR

You can gain a Favor equal to the Social Standing of the Summoner if you are successful.

WRONGDOING

You have been accused of wrongdoing and this is brought to the attention of the Noble. You must go on trial (page 46) for a crime with its Level based on the type of Noble (page 66).

- *King* – Treason Level 6.
- *Cardinal* – Enemy of the State Level 5.
- *Duke* – Wrongful Action Level 4.
- *Count* – Wrongful Action Level 3.
- *Baron* – Wrongful Action Level 2.
- *Knight* – Wrongful Action Level 1.

Any fines or court costs go to the coffers of the accusing Noble.

Regardless of the outcome he will count as Cold Shoulder towards you.

ESCORT

In this Encounter you are to escort a character (or carry a message) from and back to the Area where the Summons was made.

OBJECTIVE

- The Noble requires you to escort his wife (1 – 2), daughter (3 – 5) or elderly aunt (6) to an Area 1/2d6 Areas away.

FORCES

- You can use as many of your group as desired.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- See the Rescue Encounter (page 55).

DEPLOYMENT

- See the Rescue Encounter (page 55).

SPECIAL INSTRUCTIONS

- Entering each Area on the way to and from your destination could generate an Involuntary Encounter (page 50).
- You may be required to set up terrain for any Involuntary Encounter along the way.
- Use a Rescue Encounter but the Contact – Escort Table when reaching your destination Area.

2	CONTACT - ESCORT
	(Add the scores together)

#	*RESULT*
2	Noble (page 66).
3	Commoner (page 65).
4	Military (page 65).
5	Commoner (page 65).
6	Commoner (page 65).
7	Rogue (page 66).
8	Commoner (page 65).
9	Gentlemen (page 65).
10	Commoner (page 65).
11	Gentlemen (page 65).
12	Noble (page 65).

If the person that the message must be delivered to and the reply accepted from, has not been found before the last PEF is resolved, it will automatically resolve as that person.

THE END

All good things must come to an end and so will your career. Here's how we do it:

- You retire at a station in life linked to your Fame.

RETIREMENT

When you decide to retire how well you live your life will depend upon your Total Fame. Pig Famer or King, you decide! Check the Social Ladder to see where you stand when it's time to retire.

Want to be more competitive? See how *young* you can retire.

Did you find it too easy? Then maybe you were better than you gave yourself credit to be.

Did you find it too hard? Then maybe you weren't as good as you thought you would be. The nice thing is you can give your son your sword and see how he does!

EPILOGUE

"Here you are my lady," the young girl said as she handed the older woman a hand mirror. "I trust it meets with your approval, ma'am?"

Irene looked into the mirror at her hair and smiled. "Yes, yes, very nice, thank you," she replied. Irene dug into her purse and withdrew three coins. "This should be enough, Ginny?"

The girl's eyes lit up, "Yes, ma'am, quite generous of you too! Thank you! "

"Done so soon, Mother?" asked the tall, finely dressed man, with a smile, as Irene walked onto the

street. The girls inside pushed and shoved to get a glimpse of the handsome man who had come in a fine carriage. Billy opened the door then followed Irene inside. Looking from the window he winked at the girls as the carriage moved away.

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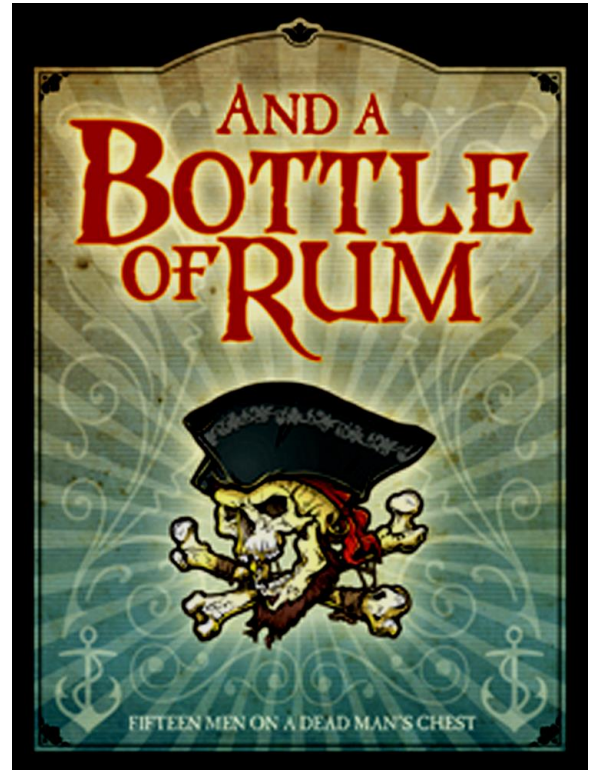
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YOU AND YOUR GROUP

#	CLASS	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM

HISTORY												

ENEMIES

AREA	#	CLASS	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM

COLD SHOULDER

AREA	#	CLASS	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM

BY SAVVY AND STEEL!

FRIENDS

AREA	#	CLASS	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM

PLEASANT

AREA	#	CLASS	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM

NON-PLAYER CLASS LISTS

COMMONERS [1]

#	PROFESSION	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM
2	Dairyman	1	18	4	Runt	Wary	None	3	4	2	1	4
3	Townsfolk	3	25	5	Runt	Slow to React	None	4	5	3	2	5
4	Townsfolk	2	24	3	Runt	Greedy	Pistol	2	3	1	1	3
5	Townsfolk	3	19	3	Runt	Fast	None	2	1	3	1	3
6	Merchant	4	35	3	Runt	Initiative	Pistol	1	2	3	1	3
7	Townsfolk	2	34	4	Runt	Steady	None	3	4	2	1	4
8	Merchant	5	53	3	Runt	Resilient	Sword	2	3	1	1	3
9	Townsfolk	3	21	3	Runt	Slow	None	2	1	3	1	3
10	Townsfolk	2	28	3	Runt	Timid	None	1	2	3	1	3
11	Pig Farmer	1	32	5	Runt	Lucky Bastard	Dagger	4	5	3	2	5
12	Farmer	1	52	4	Runt	Shortsighted	None	3	4	2	1	4

(1) The character can be male (1 - 4) or female (5 - 6).

GENTLEMEN [1]

#	PROFESSION	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM
2	Gentleman	6	25	3	Initiative	Agile	Sword	2	3	1	1	3
3	Gentleman	6	33	3	Initiative	Sicilian	Sicilian	3	2	1	1	3
4	Gentleman	6	31	4	Initiative	Rage	Sword	4	3	2	1	4
5	Gentleman	6	28	5	Initiative	Resilient	Sword	5	3	4	2	5
6	Gentleman	6	27	4	Initiative	Resolute	Sword	4	3	2	1	4
7	Gentleman	6	36	5	Initiative	Sicilian	Sicilian	4	5	3	2	5
8	Gentleman	6	45	4	Initiative	Trickery	Sword	3	4	2	1	4
9	Gentleman	6	29	5	Initiative	Slippery	Sword	5	3	4	2	5
10	Gentleman	6	32	4	Initiative	Sicilian	Sicilian	3	4	2	1	4
11	Gentleman	6	23	3	Initiative	Slow	Sword	1	2	2	1	3
12	Gentleman	6	24	3	Initiative	Runt	Sword	3	2	1	1	3

(1) The character is always male.

MILITARY [1]

#	PROFESSION	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM
2	Soldier	3	24	4	Fast Loader	Rage	Sword	4	3	2	1	4
3	Soldier	3	18	3	Fast Loader	Wary	Sword	3	2	1	1	3
4	Soldier	3	28	4	Fast Loader	Slow	Sword	3	4	2	1	4
5	Soldier	3	32	4	Fast Loader	Hard as Nails	Sword	4	3	2	1	4
6	Officer	5	35	5	Fast Loader	Quick Reflexes	Both	5	3	4	2	5
7	Soldier	3	30	5	Fast Loader	Vicious	Sword	4	5	3	2	5
8	Soldier	3	28	5	Fast Loader	Nerves of Steel	Sword	5	3	4	2	5
9	Soldier	3	25	4	Fast Loader	Charismatic	Sword	3	4	2	1	4
10	Soldier	3	29	4	Fast Loader	Fast	Sword	4	3	2	1	4
11	Officer	5	40	3	Fast Loader	Resolute	Both	3	2	1	1	3
12	Soldier	3	31	4	Fast Loader	Vicious	Sword	4	3	2	1	4

(1) Military characters are always male.

MISTRESS [1]

#	PROFESSION	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM
2	Mistress	6	34	5	Wary	Slow to React	Dagger	4	5	3	2	5
3	Mistress	1	19	3	Slow to React	Greedy	None	2	3	1	1	3
4	Mistress	3	25	3	Greedy	Fast	None	2	1	3	1	3
5	Mistress	2	32	3	Fast	Rage	None	1	2	3	1	3
6	Mistress	4	26	4	Initiative	Resilient	None	2	3	4	1	4
7	Mistress	5	29	4	Steady	Resolute	Dagger	3	4	2	1	4
8	Mistress	4	28	4	Resilient	Steady	None	4	3	2	1	4
9	Mistress	2	37	3	Slow	Resilient	None	3	2	1	1	3
10	Mistress	3	22	3	Timid	Slow	None	1	2	2	1	3
11	Mistress	1	18	3	Lucky Bastard	Charismatic	None	3	2	1	1	3
12	Mistress	6	32	5	Shortsighted	Fast	Dagger	4	5	3	2	5

(1) The character is always female.

NOBLES [1]

#	PROFESSION	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM
2	Cardinal	14	50+	4	Greedy	Slow to React	Pistol	2	3	4	1	4
3	Count	9	42	5	Greedy [2]	Greedy	Sword	5	4	2	3	5
4	Knight	7	35	5	Greedy [2]	Fast	Sword	5	5	3	2	5
5	Knight	7	29	4	Greedy [2]	Rage	Sword	3	4	2	1	4
6	Knight	7	28	4	Greedy [2]	Resilient	Sword	4	3	2	1	4
7	Knight	7	33	5	Greedy [2]	Resolute	Sword	5	3	4	2	5
8	Knight	7	26	4	Greedy [2]	Steady	Sword	3	4	2	1	4
9	Knight	7	34	4	Greedy [2]	Resilient	Sword	3	4	2	1	4
10	Baron	8	40	5	Greedy [2]	Slow	Sword	4	5	3	2	5
11	Duke	10	47	5	Greedy [2]	Charismatic	Sword	5	3	4	2	5
12	King	15	45	4	Greedy [3]	Fast	None	3	4	2	1	4

(1) The Cardinal is always male while the others can be male (1-5) or female (6).

(2) If a daughter convert to Charismatic.

(3) The Queen converts to Charismatic.

ROGUES [1]

#	PROFESSION	SS	AGE	REP	ATT #1	ATT #2	WPN	SWD	AGG	QWIK	PWR	STAM
2	Thief	2	32	4	Wary	Slow	Sword	2	4	3	1	4
3	Robber	4	28	4	Vicious	Nerves of Steel	Pistol	4	2	1	3	4
4	Thief	3	18	4	Wary	Slow	Dagger	2	4	3	1	4
5	Robber	1	24	3	Vicious	Greedy	Sword	2	3	1	1	3
6	Thief	3	26	3	Wary	Steady	Dagger	1	2	3	1	3
7	Robber	5	32	5	Vicious	Quick Reflexes	Both	5	4	2	3	5
8	Thief	2	29	3	Wary	Hard as Nails	Dagger	2	3	1	1	3
9	Robber	1	26	3	Vicious	Slippery	Sword	1	1	1	1	3
10	Thief	3	21	4	Wary	Timid	Sword	4	2	3	1	4
11	Robber	4	21	4	Vicious	Slow to React	Sword	3	4	2	1	4
12	Thief	2	18	4	Wary	Timid	Dagger	4	2	1	2	4

(1) The character can be male (1 - 4) or female (5 - 6).
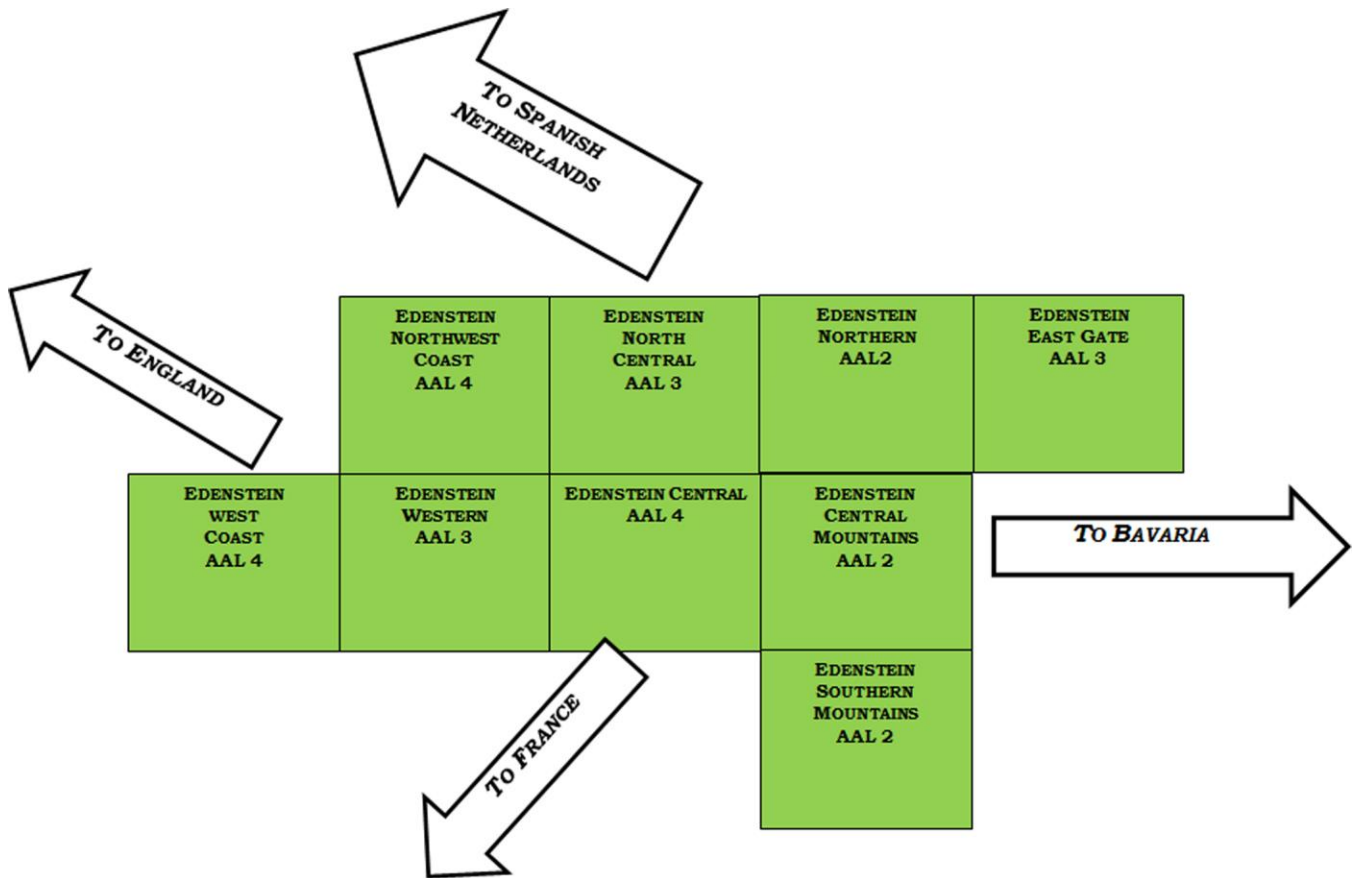
2 REACTION TEST

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1D6 IF IN COVER	*If in range and loaded:* • **Commoner:** Rush Shot. • **Others:** Fire *If out of range or unloaded:* • **All:** Charge into Melee if in reach, otherwise Carry On.	*If in range and loaded:* • **Commoner:** Duck Back. • **Gentleman:** Rush Shot. • **Military:** Fire. • **Noble:** Duck Back. • **Rogue:** Rush Shot. *If out of range or unloaded:* • **Commoner:** Run Away. • **Gentlemen:** Charge into Melee if in reach, otherwise Duck Back. • **Military:** Charge into Melee if in reach, otherwise Carry On. • **Noble:** Duck Back. • **Rogue:** Charge into Melee if in reach, otherwise Duck Back.	**Military:** Duck Back. **Others:** Run Away
MAN DOWN * (LDR) +1D6 IF IN COVER	**Commoner:** Duck Back. **Others:** Carry On.	*If no others carrying on within 4":* • **Military:** Duck Back. • **Others:** Run Away. *Otherwise:* • **Military:** Carry On. • **Others:** Duck Back.	**All:** Run Away.
RECOVER FROM KNOCK DOWN	**Stunned:** Figure may not act or react until having spent one full turn of activation doing nothing.	*Out of the Fight.*	*Obviously Dead.*

REACTION TESTS

IN SIGHT

REP	IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
Slow to React	-1d6
Wary	+1d6
CIRCUMSTANCE	**MOD**
Active - Character is active and moved	-1d6
Concealed - Enemy is concealed	-1d6
Ducking Back - Figure is Ducking Back	(1)
Runaway - Character is Running Away	(1)

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

IN SIGHT RESOLUTION

AVAILABLE ACTIONS
Stars can choose to Fire, Charge into Melee, Duck Back, Finish Movement or Run Away as desired.
Grunts will act based on the applicable situation.

SITUATION	ACTION
Weapon loaded and in range	**All -** Fire.
Otherwise	**Commoners -** Roll 1d6 versus Rep. • **Pass 1d6 -** If in range Charge into Melee. If not in range Duck Back. • **Pass 0d6 –** Duck Back. **Others -** If in range Charge into Melee. Otherwise halt in place.

WEAPONS TABLE

TYPE	RANGE	IMPACT	RELOAD
Dagger	4	2	Must be retrieved.
Musket	18	3	One turn of activation.
Pistol	6	2	One turn of activation.
Sword	2	3	Must be retrieved.

1	RANGED COMBAT
	(1d6 + Rep)

#	RESULT
7 or less	SHOOTER MISSED
8	SHOOTER MISSED IF • Rush Shot. TARGET WAS MISSED IF • Charging. • In Cover. • Prone. • Moved Fast. OTHERWISE – HIT.
9	SHOOTER MISSED IF • Rush shot. TARGET WAS MISSED IF • In Cover. OTHERWISE –HIT.
10+	SHOOTER HITS TARGET

1	RANGED COMBAT DAMAGE
	1d6 per each hit

SCORE	RESULT
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knocked Down Test.

RANGED COMBAT

CHARGE INTO MELEE

2 — CHARGE INTO MELEE
(Taken versus Rep)

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	***Commoner*** targets will Flee. ***Others*** may not fire. ***Charger*** moves into melee. No Reaction Tests taken.	***Target*** fires. ***Charger*** moves into melee. No Reaction Tests taken. .
Pass same number d6 as opponent	***Target*** fires. ***Charger*** moves into melee. No Reaction Tests taken.	***Target*** fires. ***Charger*** moves into melee. No Reaction Tests taken.

When a result of Flee is scored the target is trying to Run Away while the charger could catch it. Here's how we do it:

- Both figures roll 1d6 per point of Rep.
- Count the number of success scored by each character.
- If the charger scores the same or more successes as the target the target has been caught and Stunned. It can now be captured or dispatched when the charger is next active.

If the target scores more successes it has successfully Run Away

MELEE

REP — MELEE COMBAT
(Looking for successes)

ATTRIBUTE	MOD
Runt	-1d6
Vicious	+1d6
MELEE WEAPON	**MOD**
Unarmed	-1d6
Improvised weapon	0d6
Sword	+1d6
CIRCUMSTANCE	**MOD**
Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee. Count each result.	+1d6
Following Up – Following up a pushed back opponent	+1d6
Prone - Attacking a prone enemy	+2d6

1 — MELEE DAMAGE
(Read result as rolled)

# SUCCESSES	RESULT
Score more successes	***Roll 1d6*** versus the number of successes scored more than opponent. ***"6": Push Back.*** Opponent pushed back 2" directly away from the winner. If winner is not Evenly Matched it follows up and remains in contact. Immediately fight another round of melee with the winner counting a +1d6 Following Up bonus. ***"1":*** Opponent Obviously Dead. ***Equal to successes more but not "1":*** Opponent Out of the Fight. ***Score higher than more successes but not "6":*** Opponent knocked down and immediately takes Recover From Knock Down Test.
Score same number	***Evenly matched.*** Remain in melee and when active may either break off the melee or continue the melee.

2	**PEF MOVEMENT**

(Taken versus Rep of PEF)

CIRCUMSTANCE	MODIFIER
If inside a building	-1 to Rep

#D6 PASSED	RESULT
2	PEF moves 1 section directly towards nearest enemy through cover at all times.
1	PEF doesn't move.
0	PEF moves 1 section away from the enemy through cover at all times. PEF at table's edge will not move.

PEFS & NPC

2	**PEF RESOLUTION**

(Taken versus the Activity Level)

CIRCUMSTANCE	RESULT
If Carousing, doubles came up and *equal to* the Activity Level.	*You have been summoned by a Noble!*

#D6 PASSED	RESULT
2	*You have contacted other characters!* Go to the appropriate Contact Table based on the Encounter you are playing.
1	*Something's out there!* Increase the Activity Level by one for the remainder of the Encounter.
0	*Your mind's playing tricks on you!* There's nothing there.

NPCS - HOW MANY?

- If the die score is an odd number then convert it into a 1/2d6 result and subtract it from the starting number.
- If the die score is an even number then convert it into a 1/2d6 result and add it to the starting number.

2	**NP MOVEMENT**

(Taken versus NPC leader Rep)

#D6 PASSED	RESULT
2	**NPCs outnumber by 2 to 1 or more:** • **Loaded ranged weapons** will fire. • **Others** will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.
	NPCs are outnumber by 2 to 1 or more: • **Ranged weapons** will fire or reload. • **Others** will remain in place.
	Otherwise: • **Ranged weapons** will fire or reload. • **Others** will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.
1	**NPCs outnumber by 2 to 1 or more:** • **Ranged weapons** will fire or reload. • **Others** will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.
	NPCs are outnumber by 2 to 1 or more: • **All** will move away one normal move ending in cover.
	Otherwise: • **All** will remain in, or move to closest, cover.
0	**NPCs are outnumber by 2 to 1 or more:** • **Ranged weapons** will fire or reload. • **Others** will remain in place.
	NPCs outnumbered by 2 to 1 or more: • **All** will Run Away.
	Otherwise: • **All** will Run Away.

X   OPPOSITES

IF YOU ARE…	*YOUR OPPOSITE IS…*
Watch	Thief/Pick Pocket/Robber
Dairyman	Pig Farmer
Farmer	Townsfolk
Gentlemen	Soldier/Seaman
Highwayman	Militia
Merchant	Noble
Militia	Highwayman
Noble	Merchant
Pig Farmer	Dairyman
Soldier/Seaman	Gentleman
Thief/Pick Pocket/Robber	Watch
Townsfolk	Farmer

CHALLENGE

2   CHALLENGE TEST

(Taken vs. Rep)

A score of "6" is always a failure

CIRCUMSTANCE	MODIFIER TO REP
Difficult - Challenge is difficult	-1
Easy - Challenge is easy	+1
Tool – Have a tool that increases the chances for success.	+1

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the Challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the Challenge and may not try again.
0	Character fails and suffers consequences.

REP   OPPOSED CHALLENGE TEST

(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Charismatic	+1d6
CIRCUMSTANCE	**MODIFIER**
Bribery – Give maximum of one Item to opponent.	+1d6
Cold Shoulder - If opponent gave you the cold shoulder in the past you receive this penalty.	-1 success
Enemy - If opponent is an Enemy you receive this penalty.	-2 successes
Favor - Character calls in a Favor.	+1d6 or more
Foreigner – If the player is considered a Foreigner by the opponent.	-1d6
Friend – If opponent is a Friend you receive this bonus.	+2 successes
Opposite - Opponent is an *opposite*	-1d6
Pleasant Response– If opponent gave you a pleasant response in the past you receive this bonus.	+1 success
Social Standing – If higher Social Standing than opponent. For each level higher than opponent.	+1d6

# SUCCESSES	RESULT
3 or more than opponent	*Swept off its feet.* The NPC becomes a Friend and gives you a Favor equal to its Social Standing. If you want to Recruit him he agrees.
1 or 2 more than opponent	*Pleasant response.* You and the NPC get along nicely. If you want to Recruit him he agrees.
Same number as opponent	*Exchange pleasantries but nothing more.*
1 or 2 less than opponent	*Bit of a cold shoulder.* Makes it obvious that the player should leave the NPC alone. If choose not to will *become belligerent.*
2 or more less than opponent	*Becomes belligerent.* If the NPC is equal or higher Social Standing go to the You Slight Me, Sir Table. If NPC is lower Social Standing becomes an Enemy. Swears at you and leaves.

SWD + AGG	**EN GARDE**
	(Looking for Successes)
	Grunts use Bonus Dice on "1".

ATTRIBUTE	MODIFIER	ATTRIBUTE	MODIFIER
AGILE	+1d6	**STEADY**	+1d6
RAGE	+1d6	**TIMID** - Opponent gains	+1d6
SHORTSIGHTED – Opponent gains	+1d6	**TRICKERY**	+1d6
SLOW – Opponent gains	+1d6		

# SUCCESSES	RESULT
2+ more than opponent.	Winner pushes loser back two inches. Gain +1d6 on the Dueling Table. • Go to the Dueling Table.
1 more than opponent.	Winner pushes loser back one inch. • Go to the Dueling Table.
Same as opponent	Both duelists hold their ground. • Immediately re-roll on En Garde Table. *Duelists roll 1d6 vs. current Stamina to recover Swordplay Dice.*

SWD + QWIK	**DUELING**
	(Looking for Successes)
	Grunts use Bonus Dice on "1".

ATTRIBUTE	MODIFIER	CIRCUMSTANCE	MODIFIER
QUICK REFLEXES	+1d6	**GAINED THE ADVANTAGE –** From the En Garde Table.	+1d6
RESOLUTE	Never count less than 1 success	**ON THE DEFENSIVE** – Cannot win on this table but successes scored on "4" as well.	Special
SLOW TO REACT – Opponent gains	+1d6	**ON THE DEFENSIVE GRUNT** – If rolling 3d6 less will Defend.	Special
TIMID - Opponent gains	+1d6	**ZERO SWORDPLAY DICE** – Opponent gains bonus on next roll.	+1d6
SICILIAN STYLE	+1d6		

# SUCCESSES	RESULT
2+ more than opponent.	Winner pushes loser back two inches. Gain +1d6 on the Taking Control Table. • Loser -1d6 Swordplay Dice. • Go to Taking Control Table.
1 more than opponent.	Winner pushes loser back one inch. • Stay on Dueling Table.
Same as opponent	Both duelists hold their ground. • Go to En Garde Table. *Duelists roll 1d6 vs. current Stamina to recover Swordplay Dice.*

SWD + AGG TAKING CONTROL

(Looking for Successes)

Grunts use Bonus Dice on "1" or "2".

Players may "go for the kill".

Grunts roll 1d6 vs. Power to "go for the kill".

ATTRIBUTE	MODIFIER	CIRCUMSTANCE	MODIFIER
RAGE	+1d6	**IN CONTROL AND GOING FOR THE KILL** [1] – Opponent gains.	+2d6
RESOLUTE	Never count less than 1 success	**ON THE DEFENSIVE** – Cannot win on this table but successes scored on "4" as well.	Special
SLIPPERY – Only when not in control.	+1d6	**ON THE DEFENSIVE GRUNT** – If rolling 3d6 less will Cover Up.	Special
SLOW TO REACT – Opponent gains	+1d6	**ZERO SWORDPLAY DICE** – Opponent gains bonus on next roll.	+1d6
TIMID - Opponent gains	+1d6		
VICIOUS –If in control.	+2d6		

# SUCCESSES	WINNER ON PREVIOUS TABLE	LOSER ON PREVIOUS TABLE
2+ more than opponent.	Winner scores possible Killing Stroke on loser. • Loser -1d6 Swordplay Dice. • Go to Killing Stroke Table.	• *If was up against the wall* dodge attack and score possible Killing Stroke on opponent. • *Otherwise* push loser back one inch and go to Dueling Table.
1 more than opponent.	Winner pushes loser back one inch. • Loser -1d6 Swordplay Dice. • Stay on Taking Control Table.	Both duelists hold their ground. • Go to En Garde Table. *Duelists roll 1d6 vs. current Stamina to recover Swordplay Dice.*
Same as opponent	Both duelists hold their ground. • Go to En Garde Table. *Duelists roll 1d6 vs. current Stamina to recover Swordplay Dice.*	Both duelists hold their ground. • Go to En Garde Table. *Duelists roll 1d6 vs. current Stamina to recover Swordplay Dice.*

2   KILLING STROKE

(2d6 versus the Duelist's Power Stat)

Grunts use Bonus Dice on "1", "2" or "3".

ATTRIBUTE	MODIFIER
LUCKY BASTARD - Once during the Duel may re-roll on the Killing Stroke or Wounded Table.	Special
RUNT	-1

CIRCUMSTANCE	MODIFIER
GOING FOR THE KILL - On last table.	+1d6

# D6 PASSED	RESULT
2	Winner delivers damaging wound to opponent. • Loser staggers backwards two inches. • Go to Wounded Table.
1	Winner delivers cut to opponent. • Loser staggers back one inch. • Go to Wounded Table but loser gains +1d6 bonus
0	Winner delivers cut to opponent. • Loser staggers back one inch. • Loser -1d6 Swordplay Dice. • Return to Taking Control Table with winner remaining in control.

2   WOUNDED!

(2d6 versus the Duelist's Stamina Stat)

Grunts use Bonus Dice on "1", "2" or "3".

ATTRIBUTE	MODIFIER
LOSER BONUS - From Killing Stroke Table	+1d6
LUCKY BASTARD - Once during the Duel may re-roll on the Killing Stroke or Wounded Table.	Special
RESILIENT	+1d6

# D6 PASSED	RESULT
2	Wound! • Stamina reduced by one level. • Roll to Continue On.
1	Serious Wound! Otherwise: • Stamina reduced by two levels. • Loser -1d6 Swordplay Dice. • Roll to Continue On.
0	Killing Stroke. • Stamina by three levels. Go to After Duel Recovery Table.

2   CONTINUE ON

(2d6 versus the Duelist's current Stamina Stat)

Grunts use Bonus Dice on "1", "2" or "3".

# D6 PASSED	RESULT
2	Duelist gathers himself and continues the Duel. • Add 2 Bonus Dice. • Go to En Garde Table. *Duelists roll 1d6 vs. current Stamina to recover Swordplay Dice.*
1	Stars can choose to re-take the test counting a result of pass 1d6 as pass 0d6. Grunts capitulate, ending the duel. Go to the After Duel Recovery Test.
0	The Duelist capitulates, ending the duel. Go to the After Duel Recovery Test.

| NAME _____ | *DUELING CARD* | NAME_____ |

SWORD	AGG	QWIK	PWR	STAM

SWORDPLAY		BONUS

SWORD	AGG	QWIK	PWR	STAM

SWORDPLAY		BONUS

| NAME _____ | *DUELING CARD* | NAME_____ |

SWORD	AGG	QWIK	PWR	STAM

SWORDPLAY		BONUS

SWORD	AGG	QWIK	PWR	STAM

SWORDPLAY		BONUS

| NAME _____ | *DUELING CARD* | NAME_____ |

SWORD	AGG	QWIK	PWR	STAM

SWORDPLAY		BONUS

SWORD	AGG	QWIK	PWR	STAM

SWORDPLAY		BONUS

| NAME _____ | *DUELING CARD* | NAME_____ |

SWORD	AGG	QWIK	PWR	STAM

SWORDPLAY		BONUS

SWORD	AGG	QWIK	PWR	STAM

SWORDPLAY		BONUS

Place the proper Stat in the proper box.

Place Swordplay Dice in the proper box and adjust it as it goes up and down.

Place Bonus Dice in the proper box.

BY SAVVY AND STEEL!

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