

+--ACTION-----+	+-----+ +-----+ +-----+ +-----+ +-----+ +-----+
+-----+	+-----+ +-----+ +-----+ +-----+ +-----+ +-----+
+--EFFECT-----+	+-----+ +-----+ +-----+ +-----+ +-----+ +-----+
0	1                   2                   3                   4                   5
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Action = (A) = roll # of d6 to act, remove d6 for each Harm inflicted until dead.  
Effect = (E) = potency of attacker's action, such as # of Harm inflicted to the defender  
Threat = (T) = the defender's Effect score

Set aside 30 minutes with a friend, print this page, read it aloud.  
Gather a dozen 6-sided dice (or so) and two tokens.  
Determine the terms of your duel. Choose your weapon:  
Foil Fencing=E2A4, Sabre Duel=E4A4, Knife Fight=E1A3, Laser Sword=E5A3  
Place a token on the EFFECT value, and a number of d6s equal to the ACTION value.  
To begin, roll(A) to determine initiative.

When one player gains initiative, they become the attacker and commit to an action:

- Thrust = On success, inflict Harm @ E.
- Feint = On success, increase E by 1. On a failure, reduce E by 1.
- Recover = On success, increase A by 1.
- Maneuver = On success, reduce T by 1.
- Lunge = On success, inflict Harm @ E then reduce T by 1. On failure, reduce E by 1.

6 = Success, and maintain initiative  
5,4 = Success, but there's a complication  
3~1 = Failure with a complication

A complication is an opportunity for the defender to gain initiative.  
The defender rolls(A) to determine the outcome of the opportunity:

- 6 = Parry & Riposte; resist any E, inflict Harm @ T, then gain initiative.
- 5,4 = Parry; resist any E by T and gain initiative.
- 3~1 = Retreat; a lost opportunity, the attacker maintains initiative.

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