New Duelling Lammy Concept – *version 2.1*
Envelope front

Duelling

*Unless overruled by the ref

Envelope

You will be MISSED and should role–play accordingly when/if fired at*. This sealed envelope should be handed back to the ref after the duel is over. ☐

You will be HIT and should role–play accordingly when/if fired at*. This envelope should then be promptly opened and the effects inside followed. ☐

Inside Card examples

Duelling Effect
SINGLE THROUGH

Start your death count on: ▭

Debilitated?   **Yes**   **No**

Duelling Effect
SINGLE THROUGH
No Death Count!

Debilitated?   **Yes**   **No**

Duelling Effect
Just Grazed
No Death Count!
No Damage!
Not Debilitated!

Duelling Effect
DOUBLE THROUGH

Start your death count on: ▭

Debilitated?   **Yes**   **No**

Procedure

- Referee checks character cards to ascertain skills and goes through the duelling rules with the players
- Each player chooses which of the two duelling styles they wish to use and secretly informs the referee
- The referee activates the randomiser and cross references the relevant style to find the result for each player
- Directly before the duel starts the players get a sealed envelope containing a card showing the result with outside indicating if they are 'HIT'* or MISS*
- Role playing of duel begins and either both shoot simultaneously or one shoots first
- The victims hit need to fairly quickly open their mini-envelope and follow the card indicating the results
- The actual hit can be role-played by each player in any way they like

* Unless the referee says otherwise at the time

Notes

Duel shooting rules no longer apply (i.e. normal shooting rules resume) if a character has become debilitated

For purposes of magical defences etc, the mortal wound is at least a SINGLE THROUGH

If 'rock salt' dark powder is used then these dueling rules aren't used as all hits are just ZERO damage

Death counts from a mortal wound by a secondary can't start higher than zero

Comments

In many cases, a player will be hit for a SINGLE THROUGH and have to start their death count on higher than the normal zero, requiring a treat wounds or amputate if they are to have any chance of survival. If they have a magical defence that stops them taking the mortal part then they ignore the death count box

If informing them in advance about being hit or missed proves unworkable then we'll either switch to all misses being grazes or discuss doctoring the caps

Every hit (except a graze) does a minimum of a SINGLE THROUGH (i.e. unless they can do a DOUBLE THROUGH plus)
A separate 50% random roll decides if the hit is also a debilitation
The number is where they have to start their death count
If => max death count then they have seconds to live and no hope of survival