

Duelling

Duels can be initiated during the **Action phase**. It costs 1 **Wine** to initiate, and the price increases by 1 **Wine** for each additional **Duel** declared in one turn. When initiating a **Duel**:

- 1) Nominate 1 **non-Wounded Character** from your roster as your champion and nominate a player as the opponent. Your champion cannot initiate any more duels this turn.
- 2) The opponent may choose to decline the **Duel**. If that happens, the **Duel** counts as not have happened. Any **Wine** paid is refunded and the cost does not increase. You may then select one of the opponent's characters to **Wound**.
- 3) If the opponent accepts, they must nominate one of their **non-Wounded Characters** as their champion. The duel may then begin.

Once the **Duel** begins, both players draw 1 card and reveal it. The player with the lowest **Duelling Card** will get a choice: They can either **Press** (if they still have **Duelling Cards** remaining) or **Yield**.

Press: Draw another **Duelling Card**. Add the value to the first card.

Yield: The other player wins this **Exchange**. Start a new **Exchange**.

This continues until one side runs out of **Duelling Cards** (i.e. drew cards equal to their **Martial** value). The player with more **Exchanges** won wins the duel, with the **Victory Score** being the lead in **Exchanges** won. The victory result depends on the **Victory Score**.

Victory Score	Effect
1	Wound Opponent
2	Slay Opponent
3	Capture Opponent

Keyword Glossary

Triggers	Effect
Deploy	Triggers an effect upon being deployed into your roster.
Drink (x)	Spend x Wine to trigger an effect. Usable once per turn unless has keyword Repeatable .
Victory / Stalemate / Defeat	Triggers an effect upon winning / stalemating / losing a Duel . (Enemy refusal does NOT count)
When Duelling	Has an effect during a Duel .
Drawing / Action/ Discard Phase	Has an effect during the specified phase.

Keywords	Effect
Pour (x)	Gain x Wine .
Draw (x)	Draw x poker cards to your hand.
Discard (x)	Discard x poker cards from your hand.
Redraw (x)	Discard at most (x), then draw that many poker cards to your hand.
Recruit	Obtain a character from the Recruitable area, either the face up ones or from top of a deck.
Slay	Remove a character from play permanently.
Dismiss	Shuffle a character back into the character deck.
Wound	Flip a character upside down. This character's effects do not trigger and they grant no Hero Points . They also cannot participate in Duels .
+Hand Size	Increases the maximum number of cards you can retain at the Discard Phase. (Default 5)