



FULL METAL FRIDAYS

We at Privateer Press are very excited that Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods releases later this year. To celebrate, we're counting down to launch day with free new RPG content every Friday! From now until launch, you'll be able to download new careers, equipment, monsters, and more on Full Metal Fridays. Each month will showcase a different theme and will culminate in an event Game Masters can drop right into games. This month, Full Metal Fridays will examine the role of dueling in the Iron Kingdoms.

Check back every Friday for new Iron Kingdoms RPG content!

INSTALLMENT 5, WEEK 3: WAYS TO USE DUELING

BY WILLIAM "OZ" SCHOONOVER

This week's Full Metal Friday offers ways for both Game Masters and players to use dueling in a game. Plot hooks give the Game Master a situational premise, providing enough background and motivation to build adventures on. The maneuvers are new gameplay options for Duelist characters to use in a fight.

PLOT HOOKS FOR DUELISTS

The invasion of Llael has forced many dueling masters, professional duelists, and nobles with a love of dueling to find new homes—and in some cases new employment. This provides many opportunities for dueling to be incorporated into an ongoing campaign. The following are just a few of the many ways dueling can be the focus of a game.

THE EXILED NOBLE

The Llaelese aristocracy patronized many dueling schools, employed a large number of professional duelists, and contributed heavily to the popularity of dueling. Nobles who have fled the turmoil in Llael have taken their traditions, and in some cases their dueling retainers, with them into exile. This has strengthened the dueling cultures of both Ord and Cygnar.

Game Masters wishing to include dueling in their campaigns can use these nobles in any number of ways. Here is one example:

A noble seeking to make a name for himself in his newly adopted home is sponsoring an exhibition of dueling skill at his villa outside of Mercir. In addition to building his own esteem in the community, he is using the event to seek a skilled duelist to add to his staff.

Entrance in the tournament is free, so any of the player characters can participate. It is common knowledge that many prominent duelists will be competing, which will make winning quite a challenge. The tournament winner will receive a monetary reward and be offered a permanent position as a bodyguard to the noble, who fears an assassin has been hired to kill him.

The catch is that one of the tournament competitors is in fact an assassin hired to kill the noble. He hopes to be offered the bodyguard position to make completing his contract a simple task.

THE NEWLY ESTABLISHED SCHOOL

A famous master duelist has recently opened a school in the Ordic city of Midfast. The master's renown has made his school an instant success.

The school is secretly a base for the Llaelese Resistance. After hours the building is used for meetings and as a location for organizing shipments of weapons and supplies back to Llael. Capable fighters who enroll in the school are recruited to guard the shipments in transit.

Khadoran intelligence agents are aware that aid shipments are being smuggled into occupied Llael and are close to tracing the shipments to Midfast. Having caught wind of the Khadoran threat, the school's founder is readying his students for battle and spreading word among the mercenary community that he is looking for some capable adventurers.

If the party has any interest in making allies with the Resistance, fighting to defend the shipments is certain to make them friends in the right places. If the party is unaffiliated or aligned with Khador in some way, they can be brought in on the other side of the conflict to help put an end to the shipments.

THE CALL OF THE CLAN

The local branch of a Rhulic player character's clan has had a dispute with another locally represented clan over the shipment of goods. Tensions are high at home, and his clan is not in the position to start a full-blown feud with its rivals. In addition, the clan does not have a large number of members in the area.

A senior member of the other clan comes forward with the offer of a compromise: resolve the dispute through a duel, and the issue will not be brought to the notice of the lords of either clan. Although his own clan would likely win an extended feud because of their numbers, such a situation would incur unknown costs in damages as well as potential injuries he would rather not risk. Additionally, his clan has access to a formidable champion who has won many duels, while the PC clan has no one of similar standing. The clan representative keeps this information to himself and focuses on the expediency of a duel whose winner will gain a favorable position in the negotiations.

The dwarf player character will check in with his clan's local estate, as is Rhulic custom. His clan's lack of manpower in this area means that he is their best option for a champion in the duel.

DUELING MANEUVERS

The following are a list of maneuvers taught in Llaelese dueling schools. In order to use a maneuver, a character must have the required prerequisites.

Most of these maneuvers can be used only while armed with a light one-handed weapon, like the rapier. Attempting them with heavier weapons is strenuous and slow, all too often resulting in being run through by a better-equipped swordsman. The Game Master has final say on whether or not a weapon is appropriate for any the following maneuvers.

DEFLECTING STRIKE

Prerequisite: Duelist, light one-handed weapon, Hand Weapon 3

Description: Although it is a strike, the purpose of this maneuver is not to wound the opponent but to deflect his weapon out of position, making a return strike much more difficult.

Special Rules: The deflecting strike is a melee attack that causes no damage. If the attack hits, for one round the target character suffers a -2 penalty to his next melee attack roll.

FEINT*

Prerequisite: Unarmed Combat 2

Description: A character with the proper degree of skill can attempt to mislead his opponent with a false attack to put him off balance and make it easier to hit that opponent with follow-up attacks.

Special Rules: A character can spend 1 feat point to make a feint attack while armed with a one-handed weapon or great weapon. He makes an attack roll using PRW + Unarmed Combat. If the attack hits, the target takes no damage but suffers -2 DEF for one round.

A character with Unarmed Combat 3 or more can advance 1" after a successful feint attack roll.

* The Feint maneuver also appears in *No Quarter Presents Iron Kingdoms Full Metal Fantasy Roleplaying Game: Urban Adventure*.

HIDDEN GUARD

Prerequisite: Duelist, light one-handed weapon, Hand Weapon 2

Attack Modifier: 0

Description: This specialized overhand parry protects a swordsman's backline and is a favorite of flashy duelists seeking to outshine their opponents.

Special Rules: A character using this maneuver spends 1 feat point and uses a quick action. For one round enemies cannot claim melee attack back strike bonuses against him.

LASHING STRIKE

Prerequisite: Duelist, light one-handed weapon, Hand Weapon 2

Attack Modifier: 0

Description: A broad circular cut favored by those who fight with curved swords, the lashing strike hits with extreme force but is a slow maneuver compared to many of the classical dueling moves.

Special Rules: A character using this maneuver can spend 1 feat point to increase the POW of a melee attack by +2. For one round after using the lashing strike a character is not considered to have a melee range, does not engage other characters, and cannot make additional attacks or free strikes.

TURNING RIPOSTE

Prerequisite: Duelist, light one-handed weapon, Hand Weapon 2

Description: This footwork maneuver allows the duelist to quickly change his position in response to an opponent's attack.

Special Rules: When this character is missed by a melee attack, he can change his facing before making his Riposte attack. If he does, he suffers a -2 penalty to his Riposte attack roll.

A character with AGL 6 or higher can advance up to 1" before making his Riposte attack. If he does, he suffers the penalty described above.