

ARMAND D'HUBERT and GABRIEL FÉRAUD

Two napoleonic French officers, Gabriel Féraud of the 7th Hussar Regiment, brown-haired, from Gascony, and Armand d'Hubert of the 3rd Hussar Regiment, fair-haired and from Picardy.

For a silly reason Féraud wants to fight a duel with D'Hubert, and does it again every time they meet.

D'Hubert is not so motivated but he always accepts the duel.

These characters are from a novel by Joseph Conrad, The Duel, first published in 1908 (public domain) later appearing in Ridley Scott's film The Duellists (1977).

Two French hussars figures from Brigade Games (above picture) give a good impression.



They can appear as NPCs or as members of another characters's troops. Féraud wants to meet D'Hubert and looks for him if he knows he is near. When he finds him he challenges him to a duel, immediately or as soon as possible. D'Hubert cannot refuse. They fight honestly (Féraud is mad but he is sincere), theoretically with two witnesses, with sabres (short melee weapons) on foot or on horseback, or with one or two loaded pistols each; these conditions and the place where the duel takes place are honourably decided between them.

Characteristics for Argad

<p>ARMAND D'HUBERT class 4, light clothing, cavalry shooting skill: normal fast swordsman with a sabre <i>(strikes with his sabre as fast as half-long weapons)</i></p>	<p>GABRIEL FÉRAUD class 4, light clothing, cavalry shooting skill: normal fast swordsman with a sabre <i>(strikes with his sabre as fast as half-long weapons)</i></p>
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Both of them have one “life point” against any other opponent. To simulate the rythm of their story they have two “life points” when duelling together. **A hit wounds the opponent** and stops the duel (till a next encounter another day). The witnesses run to see the wounded (both may be wounded simultaneously). **Roll the die again**, another hit result means that this victim is killed (or very badly wounded if optional rules for healing are used).

Special rules fur duels only: A mounted character who must “recoil” in such a duel is dismounted. A character on foot who rolls a “recoil” result against an opponent on foot (or who dismounts an opponent on horseback) will strike first in the next game turn *(the opponent may try to break contact in the movement phase of the next game turn but doing this prevents him to strike, generic rule p.31).*

Variants

One or the other, or both characters, may be PC representing a player: in that case, class 5, 2 life points against any enemy, may also be very good swordsman (strike with with 2D6 against one or two opponents, not adding these dice) and swordsmanship still improved by swiftness (as fast as half-long weapons). These are big advantages.

Names may be changed to adapt to a campaign scenario and/or to replace this rivalry in any historical period from the 16th to 19th century or in a fantasy context.

This fast duel may also be organised, using Argad rules as above, in a break time near a larger skirmish or battle played with a more massive ruleset.