



# Have At Thee!

an historical duel

recorded in card game form

by Brett Cutler

## Rules of Engagement

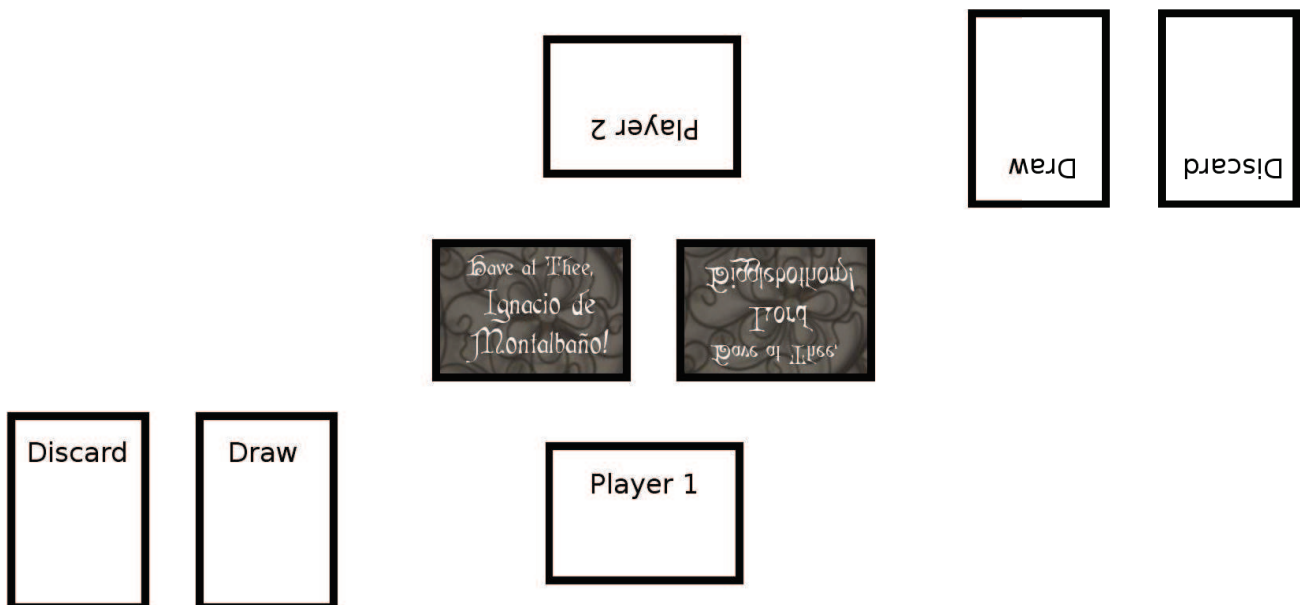
It's a duel! Three nobles, relaxing at a Versailles brunch, find themselves in mutual 'disagreement'. A blow is struck, and the fight is on! Now, duel back and forth to defend your honor.

## Goal

- The first player to deal 30 damage to their opponent wins the Round. Play until one player has won 2 Rounds.

## Setup

- Have at Thee! is a game for 2 players.
- Players sit across from each other.
- Each player chooses a character, shuffles that deck, and places it face down.
- Each player draws 3 cards.
- Each player chooses a card and places it face down in the center of the table, so that the



other player's card is to the right.

## Card Diagram

**Chain Arrows** - in order to continue attacking, you must match at least one unblocked Attack Arrow from your last attack with a Chain Arrow on your new attack.

**Attack Arrows** - these are the attacks the card makes. Each one can be blocked by a corresponding Block on a defender's card.

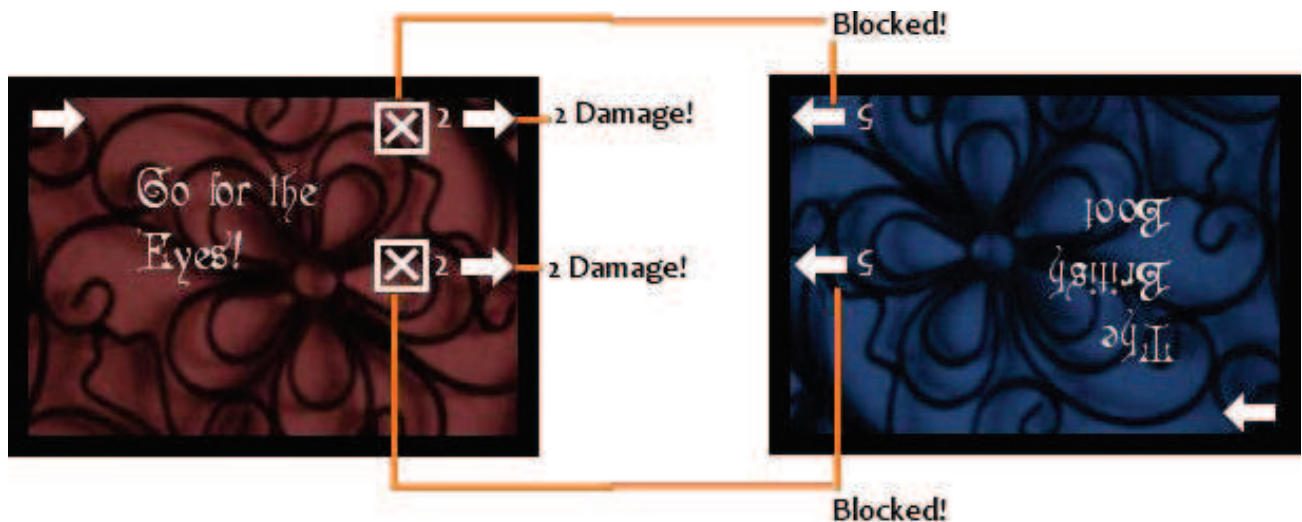


**Damage** - every Attack Arrow that is not blocked deals its damage value to the defender.

**Block** - any Attack Arrow matched by a Block will deal no damage and not be counted for Chaining next turn.

## First Turn

- Reveal the cards simultaneously. Match **Attack Arrows** to **Blocks**; only attacks with no matching **Block** get through. Any **Attack Arrows** not blocked deal that much damage to the other player. The player who does the most damage goes first; go to Chaining. If they are tied, the youngest player goes first.



Ex: Both of the left player's attacks get through and he deals 4 damage. Both of the right player's attacks are blocked and he deals no damage. The player on the left goes first and must play a card with either an Up or Middle Chaining Arrow.

## Attacking

- The attacker draws a card (there should now be 3 in their hand) and plays one as an attack.
- If the battle has just reversed, any card can be played as an attack.
- If this is an attack being chained off a previous attack, the **Chain Arrows** must match unblocked **Attack Arrows**. See Chaining.
- Once the attacker plays a card, move to Defending.

## Defending

- The defender draws a card (there should now be 3 in their hand). They play a card from

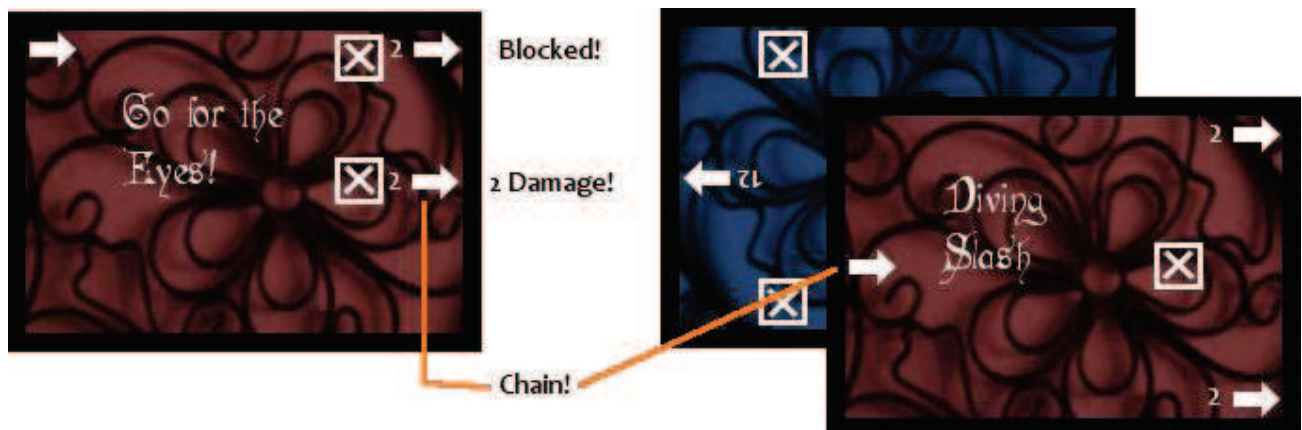


their hand to defend against the attack.

- **Blocks** on the defender's card are matched against **Attack Arrows** on the attacker's card.
  - Any **Attack Arrows** on the same level as a **Block** do nothing.
  - Any **Attack Arrows** not matched by a block deal their damage value to the defender.

### Chaining

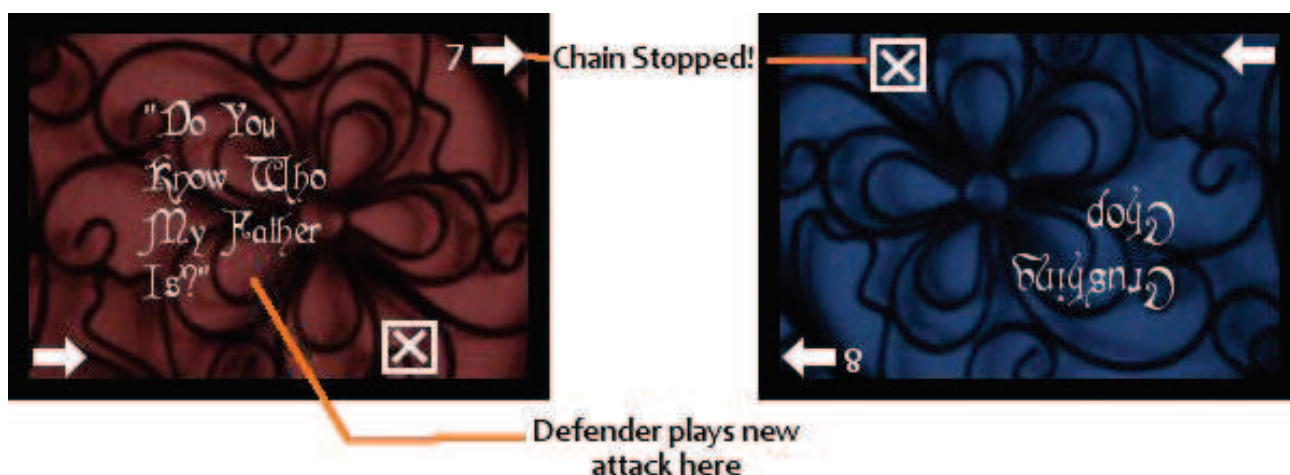
- If all the **Attack Arrows** of an attack are blocked by the defender's card, the attacker is done. Go to Reversal.
- If at least one **Attack Arrow** is not blocked, the attacker can chain another attack.
- The attacker draws a card as normal.
- If, after drawing a card, the attacker cannot match any **Chain Arrows** on a card in their hand to **Attack Arrows** unblocked from their last turn, the attacker is done. Go to Reversal.
- Otherwise, follow normal combat rules. The attacker plays a card, then go to Defending.



Ex: The attacker has the Middle Attack Arrow unblocked from last turn. He plays a new attack with a Middle Chain Arrow and the defender gets a new opportunity to defend.

### Reversal

- The player who was defending becomes the attacker. Go to Attacking and draw a card as normal.
- Combat continues from the spot where the battle turned. The new Attacker plays one space past their last defense card.
- For the first turn, the new Attacker ignores Input Arrows when placing an Attack card.



Ex: The defender has successfully blocked all the attacker's Attack Arrows. Now the defender has control. He will attack and place his card on top of the attacker's old attack, moving left. His first attack does not need to match any Chain arrows and he can play what he likes.

### Discarding

- During Attacking or Defending, the active player may discard two cards and draw another. Use this sparingly, for if you exhaust your deck you lose the round.

### End of the Round

- When one player's health drops below 0 **or** they run out of cards in their deck, they are too exhausted to continue and lose the round.

## Scene;

France, 1740. Versailles, just outside Paris. Built by the Sun King Louis XIV, Versailles is over ten square miles of pleasure palaces, opulent gardens, and everything else a rich noble could desire. Wealthy elite come from across the civilized world (and even from some uncivilized places) to see and be seen in Versailles. Here, the wine flows as freely as the gossip, and everyone is drunk on both.

In this environment, reputation is everything (after bloodline. And wealth. And nationality). Duels are fought regularly to defend this commodity. They start for many reasons – political retribution, revenge for adulterous acts – but most often, they start because someone's feelings were hurt.

A noble's emotional state is a fragile thing. It must be nurtured as an injured songbird, for a chill wind can break it easily. For as privileged as they are, indeed, because of their privilege, a noble feels the sting of injustice more keenly than the

ordinary man. It is this greatness that leads them to slaughter each other because of careless words.

This day has brought together three most unusual characters: Mademoiselle Bouffant, a French courtier, Lord Higglebothom, an English noble, and Ignacio de Montalbaño, a Spanish Conquistador. Their clash was as inevitable as the rain, for they have blood that calls on them, urges them to get drunk and die ignobly.

## Dramatis Personae:

### Mademoiselle Bouffant

Pity the poor unfortunates who aren't as extraordinary as Mme. Bouffant. Pity them, for it is their lot in life to know her glory only through the poor material world.

Mme. Bouffant did not grow up privileged, as so many other Versailles courtiers did. Sure, she had four maids to look after her and three private tutors to school her, not to mention a very expensive finishing mistress, but compared to some others, her family was practically destitute!

Mme. Bouffant had to fight for her place in high society. She took this quite literally, deciding from an early age that the most direct route to the top was over the dead bodies of her enemies.

She found a disgraced old Castillian swordsman drinking about Paris. He had been a conquistador but was run out of the New World for hiding revenue from the monarchy. She blackmailed him, threatening to ruin his family name in his homeland, and so he taught her what she needed to kill. A blade can fit easily within a fashionable gown, and no one is very alert after one of Versailles' famous week-long parties. Mme. Bouffant has made a steady climb up the courtier ranks ever since she picked up these techniques.

Now she holds a position of power and is itching to use it. She enjoys tormenting foreign visitors – mocking their accents to their face, spreading rumors about them, knowing they don't have the political standing to strike back.

Unfortunately, this day has brought a familiar face – an old, angry British man who didn't quite like her last time they met. And there's a young Spaniard who seems to be eyeing her an awful lot, as if he knows her...



## Mademoiselle Bouffant's Moves

**Hairpin Assault:** A woman is never without tools. You pull some of the many elaborate pins out of your hair (gold-plated, a gift from an Italian merchant-prince!) and throw them at your foe. At the very least, it will give them a good surprise.

**Unladylike Eye Gouge:** Feign that you are adjusting your hair, and then stab out with a knife concealed in your hand. If you pull this off, your beautiful face will be the last thing they see (lucky them!).

**Surprisingly Aggressive Thrust:** Suddenly thrust your blade forward, aiming straight for the gut. "Such forwardness for a woman," they'll think – so you take advantage of it.

**Pretend to Trip:** Prey on your foe's chivalry by feigning to step on your hem. When they pause, sweep your blade out and go for their legs. "Fairer sex" doesn't refer to fair play, after all.

**Dessert Tray Intervention:** Taking advantage of your surroundings, you grab a nearby pastry platter and throw it at your opponent. Won't they have egg on their face! Also, you grab a quick bite for yourself. You deserve it.

**Insult Their Manhood:** You know what really gets those court boys steaming – and presses your advantage. "You aren't even as virile as a syphilitic mule! Do all women you know whip you this badly?"

## Lord Higglebothom

Raise your mug to the British Crown and stand at attention – Lord Higglebothom comes this way! A stern man in his fifties, Ichabod Aldorf Higglebothom has spent a lifetime in the House of Lords standing strong for the rights of the disenfranchised elite. The Higglebothom land in Lancashire is famous for its pastures, and Lord Higglebothom has been a good shephard of it. He's kept the peasants cowed and reaped the profits for decades, investing returns into shipping expeditions to Jamaica and the Canary Isles.

Those who anger Lord Higglebothom are waking a lion. When he rises to his full height he is an imposing figure, and uses his strength and reach to give a lesson in

respect to those who insult him. He refuses to carry a gun for self-defense, preferring the intimidation of threatening a man with his own strength of arm. He's killed before, and will do it again if he needs to give the lesson.

Lord Higglebothom insists on speaking the most proper English, even when speaking French, which he has to do every time he travels to Paris to negotiate trade rights. He despises the court culture of Versailles – why can't they shout out their differences in a proper Parliament? – but will always prioritize his work over his feelings.

This visit, he is even more annoyed than usual. That particularly shrewish woman who spit on his name at his last visit is still here, and she has more ears than ever. Perhaps he'll have to teach her respect this time. And a boastful Spaniard is just begging to be cut down to size.

## Lord Higglebothom's Moves

**Crushing Chop:** Use the strength of your arm to drop your blade like a hammer on your opponent's neck. Trust in your muscle to knock away any feeble defense your opponent may raise. Look grim and determined while you do so – it makes you more intimidating.

**Implacable Advance:** What other way but forward? Keep a steady march, thrusting your blade repeatedly, and force your opponent to back into a corner. Against you, they can do nothing but retreat!

**Skewer:** You carry a straight blade for a reason. Quickly feint right, pull back, then thrust forward, to catch your enemy right in the gut. Give them a second belly button.

**Take Them for a Swim:** England is known for its superior navy. Prove it by shoving your foe into a nearby fountain. Then stand and laugh at them. Don't they look foolish, soaking wet like that!

**Taunt Them With Reason:** Use the innate superiority of enlightened English culture to send your opponent steaming. "I say, is your entire country as ignorant as you are? You look dumb enough to believe in a heliocentric model of the universe!"

**The British Boot:** Does this fool even know the strength behind the Crown? Show



them English might by introducing them to the business end of your foot. Show them again, if they don't get the lesson the first time.

## Ignacio de Montalbaño

Ignacio was born to do great things. The Montalbaño bloodline can be traced back hundreds of years, to when Inigo Montalbaño was granted land for his deeds during the Second Crusade. His courage and faithfulness were legend, and each Montalbaño since has striven to live up to his example.

When Spain opened up the New World, Montalbaños were there to push the frontier. They subjugated the Tainos and brought Catholic culture to them. They beat Nature herself to render the islands fruitful! But Inigo's father nearly ruined it all.

Out of his own greed and short-sightedness, Ricardo Montalbaño did not fully report his earnings to the Spanish Crown. The Crown was owed 30% of all tithes he raised as governor – but that was apparently a ducat too far. If Spain remains good at anything, it's accounting, and his exposure was inevitable. A minister called him back and mercifully exiled him without making his crime public, preserving the family name.

Ignacio has not seen his father since. The family land is still owned by his father, and he needs proof of his death or pass of ownership to inherit it. Ignacio has travelled to Versailles because he has heard word of his father's presence.

He immediately does not like the place. Everyone is polite only at the surface; he can feel their mocking tone underneath. But someone here knows about his father, and he will cut it out of them if he has to.

## Ignacio de Montalbaño's Moves

**Diving Slash:** Throw yourself to the ground, swinging your sword as you go. It's just crazy enough to work. Aim for the back of their knees, and roll through to get back up. If you were crazy enough, it should have worked!

**Wild Fury of Blows:** Swing your blade up. Swing it down. Swing it fast enough to confuse your foe, and you'll stand a good chance of scoring a hit. Don't drop your sword!

**Conquistador's Blow:** You've been to the New World, served your time running a Cuban plantation. You've had to fight back the Caciques with your bare hands, and you've learned a few things, like: aim for the hamstrings!

**Damn Their Lineage:** Make them feel bad about whom they are (and stab them while you're at it). "You are lower than the mangy dogs that feed under my table! You are born of mud and that is where I shall inter you after I pour your filthy mud-blood all over these grounds!" Growl, too. It'll help frighten them.

**Go for the Eyes!:** Curiously enough, most people are extraordinarily sensitive to sharp objects being inserted into their retinas. Take advantage of this weakness as you thrust towards your opponent's head.

**"Do You Know Who My Father Is?":** You are a Montalbaño – scion of one of the most important families in Castille! Remind this *idiota* who they are dealing with. "My name is Ignacio de Montalbaño, and for the sin of standing against me, you have been added to the Montalbaño list of enemies!" Accentuate the point with the point of your blade.

Fighter	# Of Cards	Inputs	% Input Up / #	% Input Middle / #	% Input Down / #	Total Input Values	Outputs	% Output Up / #	% Output Middle / #	% Output Down / #	Mismatch Score	Total Output Values	Total Output * Modifier For Attacks Percent
Inigo de Montalbano	20	40	20	35	45	45	30	15	30	55		8*30 = 240	* 1.25 = 10 points / card
	10	20	4	7	9		15	3	4	8		8*15 = 120	
Mademoiselle Bouffant	20	40	35	30	35	35	40	30	40	30		6*40 = 240	
	10	20	7	6	7		20	6	8	6		6*20 = 120	
Lord Higglebottom	20	30	40	40	20	20	40	50	35	15		6*40 = 240	
	10	15	6	6	3		20	10	7	3		6*20 = 120	
2/3 as many blocks as attacks													
	20	26	15	20	30			Total Enemy Attacks Up	Total Enemy Attacks Middle	Total Enemy Attacks Down			
	10	13	3	4	6			16	15	9			
	20	26	20	20	25			13	11	11			
	10	13	4	4	5								
	20	26	25	25	15								
	10	13	5	5	3			9	12	14			
Attacks Up Vs. Attacks Up Vs. Attacks Down Vs. Attacks Down Vs. Attacks Down Vs.													
Higglebottom Blocks Down	0	-0.1	X	-0.05	0	Attacks Middle Vs. Bouffant Blocks Middle	Higglebottom Blocks Up	Bouffant Blocks Up	Montalbanjo Blocks Up	Percent Greater Than Blocks			
	0.15	X	0	0.15	X		0.15	X	0.15	0.7			
	X	0.35	0.2	X	0.15		X	-0.05	0	0.8			



Outputs	Inputs	Card w/o Input of Either	Chance of Having: 3 Cards Left Formula: 1-(10-Blocks)/10*(Card #)	Chance of Having: 2 Cards Left	Chain: 2 Cards Left, Output X	Chain: 1 Card Left, Output X	Against 1: Chance of Get Through 1 <sup>st</sup>	Against 1: Chance of Get Through 2 <sup>nd</sup>	Against 2: Chance of Get Through 1 <sup>st</sup>	Against 2: Chance of Get Through 2 <sup>nd</sup>	Against 3: Chance of Get Through 1 <sup>st</sup>	Against 3: Chance of Get Through 2 <sup>nd</sup>	Against 3: Chance of Get Through 3 <sup>rd</sup>	Total Get Through	Damage Per 10 Cards Formula: 150 / TotalGetThrough	Average Damage Per Card Formula: Per 10 / 10
1 Up	9	3	0.999	0.99	0.51	0.511488	0.222454395	0.175524652	0.511488	0.251675042	0.230008755	0.342657	0.70347248	0.092909046		
1 Middle	8	3	0.992	0.96	0.51	0.507804	0.220935345	0.170206024	0.214272	0.146160834	0.167279056	0.507604	0.89153623	0.102964138		
1 Down	3	6	0.657	0.51	0.64	0.505384	0.153623683	0.113470693	0.0802503	0.336384	0.215955335	0.148892529	0.225551	0.140588883		
1 Up + Middle	6	4	0.936	0.84	0.64	0.822344	0.434553779	0.275959032	0.802503	0.568441363	0.381707934	0.682344	0.262878212	0.16693818		
1 Up + Down	3	7	0.657	0.51	0.91	0.478953	0.330441936	0.181509768	0.478953	0.3586319	0.237849963	0.478953	0.199586974	0.1089016		
1 Middle + Down	0	3	0	0	0.91	0.822344	0.434553779	0.275959032	0.0802503	0.568441363	0.381707934	0.682344	0.262878212	0.16693818		
2 Up	6	3	0.936	0.84	0.51	0.479232	0.174610192	0.113194549	0.79232	0.205554592	0.148330682	0.321048	0.133659528	0.090045211		
2 Middle	8	4	0.992	0.96	0.64	0.507804	0.232228336	0.162340642	0.162340642	0.214272	0.153831767	0.159548869	0.507604	0.232228336		
2 Down	6	3	0.936	0.84	0.51	0.479232	0.174610192	0.113194549	0.79232	0.205554592	0.148330682	0.321048	0.133659528	0.090045211		
2 Up + Middle	4	7	0.784	0.64	0.91	0.571536	0.330282882	0.173121075	0.672182	0.432804277	0.239461951	0.571536	0.330282882	0.173121075		
2 Up + Down	2	6	0.488	0.36	0.96	0.855752	0.18977007	0.086889789	0.359752	0.223188065	0.11782012	0.359752	0.18977007	0.086889789		
2 Middle + Down	4	7	0.784	0.64	0.91	0.571536	0.330282882	0.173121075	0.672182	0.432804277	0.239461951	0.571536	0.330282882	0.173121075		
3 Up	5	3	0.875	0.75	0.51	0.571536	0.330282882	0.173121075	0.672182	0.432804277	0.239461951	0.571536	0.330282882	0.173121075		
3 Middle	7	5	0.973	0.91	0.75	0.489176	0.142279066	0.071188444	0.448	0.1278948	0.057861245	0.300125	0.10893241	0.062298899		
3 Down	2	8	0.784	0.64	0.51	0.489176	0.142279066	0.071188444	0.448	0.1278948	0.057861245	0.300125	0.10893241	0.062298899		
3 Up + Middle	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.167384	0.115442125	0.045940026	0.258912	0.07603439	0.05160012		
3 Up + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392	0.359752	0.189414249	0.072389392		
3 Middle + Down	2	8	0.488	0.36	0.96	0.855752	0.189414249	0.072389392	0.359752	0.189414249						