

High Guard

Opponent Plays	Deal	Suffer
High Guard	Ø	Ø
Falling Swing (I or S)	Ø	Ø
Thrust (P)	Ø	0
Sweeping Cut (S)	Ø	Ø
Rising Attack (I, S or P)	Ø	2
Low Guard	Ø	Ø

High Guard

Opponent Plays	Deal	Suffer
High Guard	Ø	Ø
Falling Swing (I or S)	Ø	Ø
Thrust (P)	Ø	0
Sweeping Cut (S)	Ø	Ø
Rising Attack (I, S or P)	Ø	2
Low Guard	Ø	Ø

High Guard

Opponent Plays	Deal	Suffer
High Guard	Ø	Ø
Falling Swing (I or S)	Ø	Ø
Thrust (P)	Ø	0
Sweeping Cut (S)	Ø	Ø
Rising Attack (I, S or P)	Ø	2
Low Guard	Ø	Ø

Falling Swing

Damage Type:
Choose **Impact** or **Slicing**.

Opponent Plays	Deal	Suffer
High Guard	Ø	Ø
Falling Swing (I or S)	0	0
Thrust (P)	0	2
Sweeping Cut (S)	3	2
Rising Attack (I, S or P)	3	1
Low Guard	2	Ø

Falling Swing

Damage Type:
Choose **Impact** or **Slicing**.

Opponent Plays	Deal	Suffer
High Guard	Ø	Ø
Falling Swing (I or S)	0	0
Thrust (P)	0	2
Sweeping Cut (S)	3	2
Rising Attack (I, S or P)	3	1
Low Guard	2	Ø

Falling Swing

Damage Type:
Choose **Impact** or **Slicing**.

Opponent Plays	Deal	Suffer
High Guard	Ø	Ø
Falling Swing (I or S)	0	0
Thrust (P)	0	2
Sweeping Cut (S)	3	2
Rising Attack (I, S or P)	3	1
Low Guard	2	Ø

Thrust

Damage Type:

Piercing

Opponent Plays	Deal	Suffer
High Guard	0	\emptyset
Falling Swing (I or S)	2	0
Thrust (P)	3	3
Sweeping Cut (S)	\emptyset	0
Rising Attack (I, S or P)	2	1
Low Guard	1	\emptyset

Thrust

Damage Type:

Piercing

Opponent Plays	Deal	Suffer
High Guard	0	\emptyset
Falling Swing (I or S)	2	0
Thrust (P)	3	3
Sweeping Cut (S)	\emptyset	0
Rising Attack (I, S or P)	2	1
Low Guard	1	\emptyset

Thrust

Damage Type:

Piercing

Opponent Plays	Deal	Suffer
High Guard	0	\emptyset
Falling Swing (I or S)	2	0
Thrust (P)	3	3
Sweeping Cut (S)	\emptyset	0
Rising Attack (I, S or P)	2	1
Low Guard	1	\emptyset

Sweeping Cut

Damage Type:

Slicing

Opponent Plays	Deal	Suffer
High Guard	\emptyset	\emptyset
Falling Swing (I or S)	2	3
Thrust (P)	0	\emptyset
Sweeping Cut (S)	0	0
Rising Attack (I, S or P)	2	2
Low Guard	\emptyset	\emptyset

Sweeping Cut

Damage Type:

Slicing

Opponent Plays	Deal	Suffer
High Guard	\emptyset	\emptyset
Falling Swing (I or S)	2	3
Thrust (P)	0	\emptyset
Sweeping Cut (S)	0	0
Rising Attack (I, S or P)	2	2
Low Guard	\emptyset	\emptyset

Sweeping Cut

Damage Type:

Slicing

Opponent Plays	Deal	Suffer
High Guard	\emptyset	\emptyset
Falling Swing (I or S)	2	3
Thrust (P)	0	\emptyset
Sweeping Cut (S)	0	0
Rising Attack (I, S or P)	2	2
Low Guard	\emptyset	\emptyset

Rising Attack

Damage Type:

Choose **Impact, Slicing or Piercing**

Opponent Plays	Deal	Suffer
High Guard	2	\emptyset
Falling Swing (I or S)	1	3
Thrust (P)	1	2
Sweeping Cut (S)	2	2
Rising Attack (I, S or P)	1	1
Low Guard	\emptyset	\emptyset

Rising Attack

Damage Type:

Choose **Impact, Slicing or Piercing**

Opponent Plays	Deal	Suffer
High Guard	2	\emptyset
Falling Swing (I or S)	1	3
Thrust (P)	1	2
Sweeping Cut (S)	2	2
Rising Attack (I, S or P)	1	1
Low Guard	\emptyset	\emptyset

Rising Attack

Damage Type:

Choose **Impact, Slicing or Piercing**

Opponent Plays	Deal	Suffer
High Guard	2	\emptyset
Falling Swing (I or S)	1	3
Thrust (P)	1	2
Sweeping Cut (S)	2	2
Rising Attack (I, S or P)	1	1
Low Guard	\emptyset	\emptyset

Low Guard

Opponent Plays	Deal	Suffer
High Guard	\emptyset	\emptyset
Falling Swing (I or S)	\emptyset	2
Thrust (P)	\emptyset	1
Sweeping Cut (S)	\emptyset	\emptyset
Rising Attack (I, S or P)	\emptyset	\emptyset
Low Guard	\emptyset	\emptyset

Low Guard

Opponent Plays	Deal	Suffer
High Guard	\emptyset	\emptyset
Falling Swing (I or S)	\emptyset	2
Thrust (P)	\emptyset	1
Sweeping Cut (S)	\emptyset	\emptyset
Rising Attack (I, S or P)	\emptyset	\emptyset
Low Guard	\emptyset	\emptyset

Low Guard

Opponent Plays	Deal	Suffer
High Guard	\emptyset	\emptyset
Falling Swing (I or S)	\emptyset	2
Thrust (P)	\emptyset	1
Sweeping Cut (S)	\emptyset	\emptyset
Rising Attack (I, S or P)	\emptyset	\emptyset
Low Guard	\emptyset	\emptyset