

Fourth Guard

First Guard provides a +2D against attacks to the legs and a +1D to Parry Strikes.

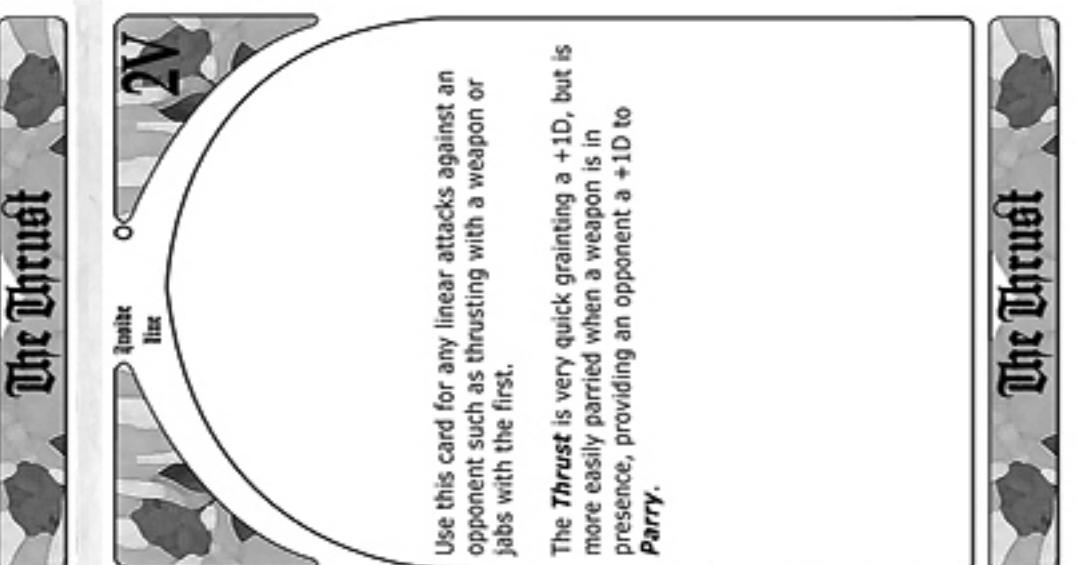
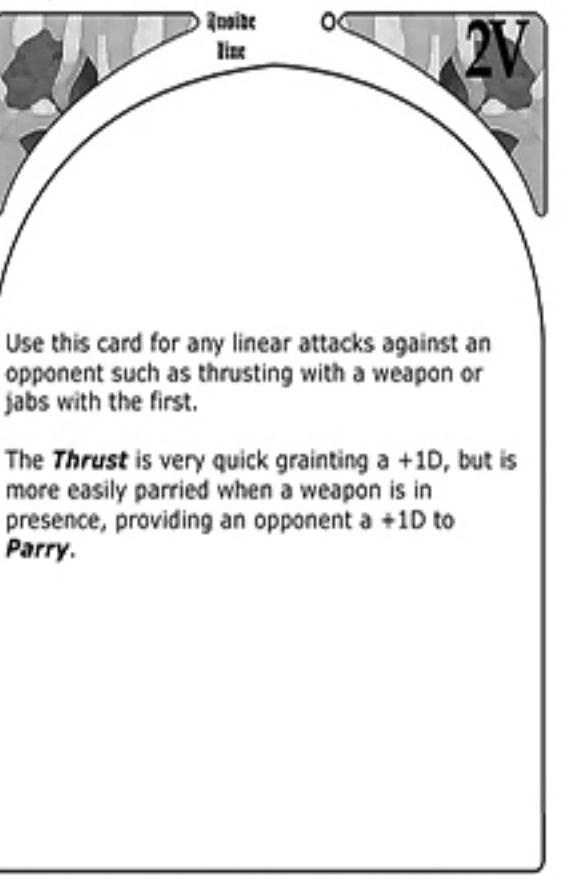
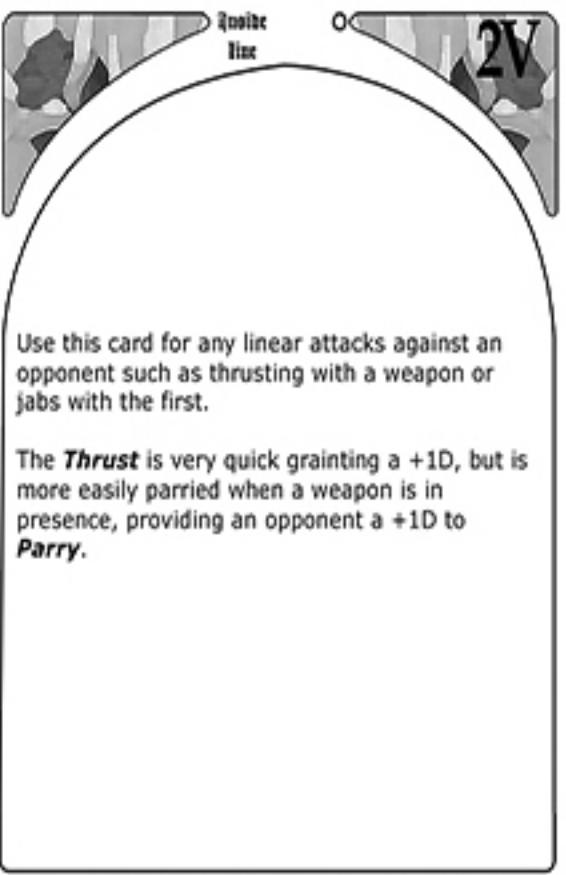
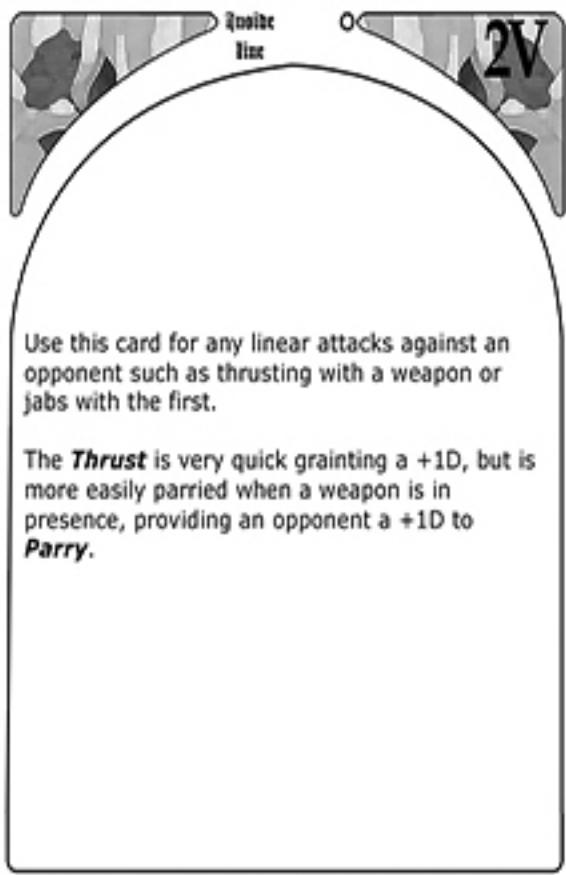
Second Guard provides a +2D Parry against attacks from the Inside Line.

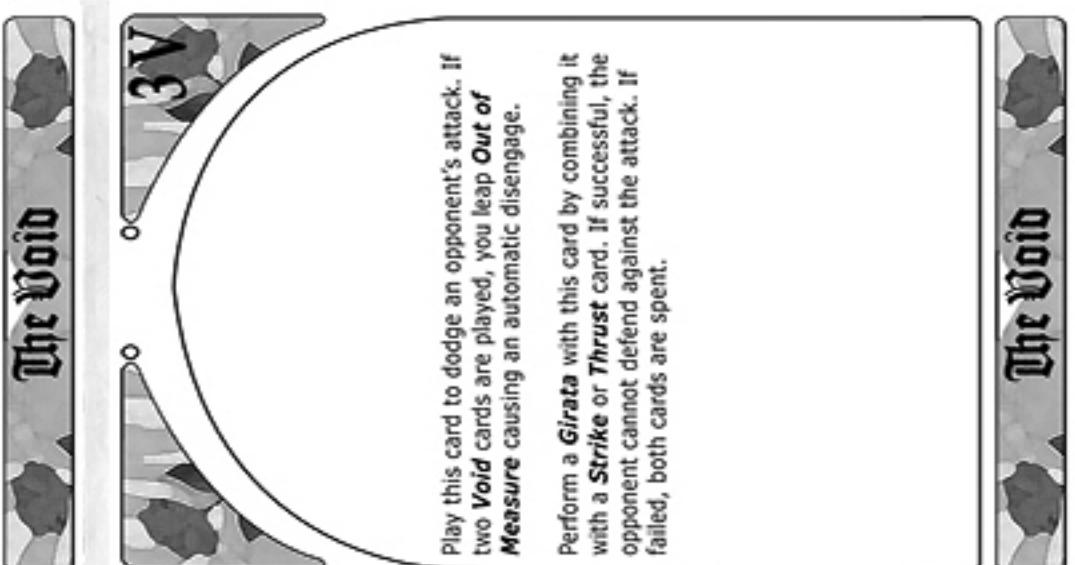
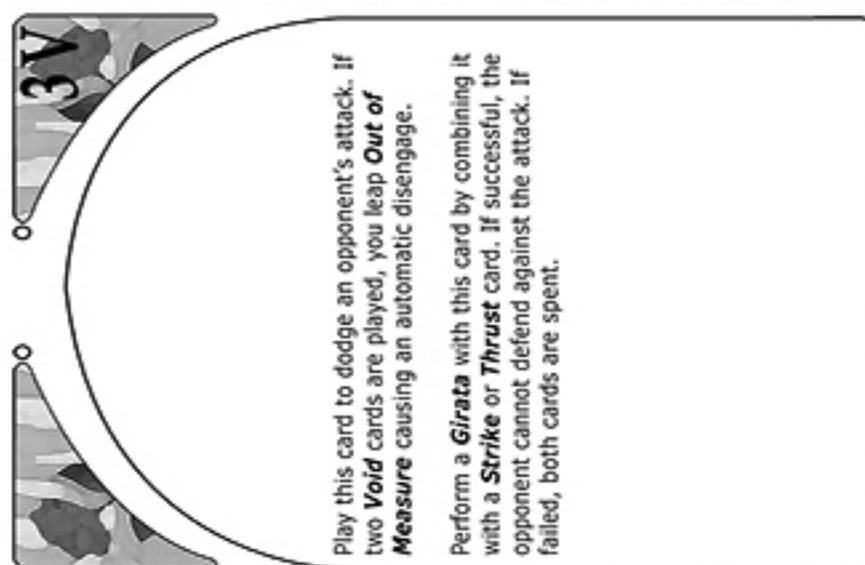
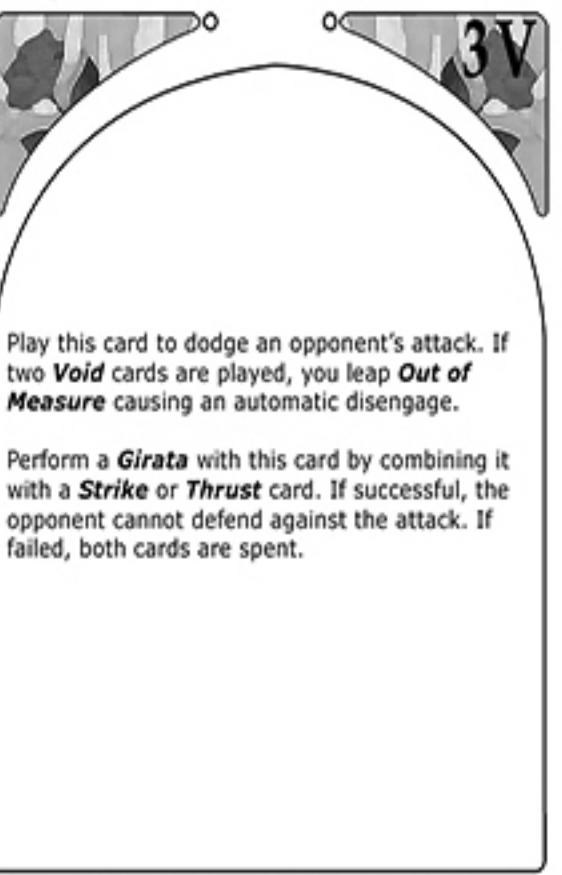
Third Guard provides a +1D to Parry Strikes, Thrusts and Parry cards, and a +1D to the Guard.

Third Guard

Second Guard

First Guard





The Wind

Narrow Measure

Measure is the relative distance between two opponents that dictates what cards can be played and what impact they have.

Only **Guard Change** and movement cards can be used **Out of Measure**. Using **Disengage** here ends the Duel via flight.

Only the **Passing Attack** action can be played from **Wide Measure** in **Tempo**. All other attacks grant **Tempo** to the opponent.

All actions save **Grapple** and **Toss** are possible in **Narrow Measure**.

All actions save **Girata** and **Passing Attack** are possible in the **Clinch**.

Out of Measure

Measure

Wide Measure

Use this card for all non-combat actions during a Duel such as drawing a new weapon, picking up a dropped weapon, leaping an obstacle, tossing a friend a shield or any other interaction with the environment.

Playing this card while having the Tempo ceded the Tempo to your opponent after resolving this card. This card cannot be combined with any other cards.

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IV

Use this card for all non-combat actions during a Duel such as drawing a new weapon, picking up a dropped weapon, leaping an obstacle, tossing a friend a shield or any other interaction with the environment.

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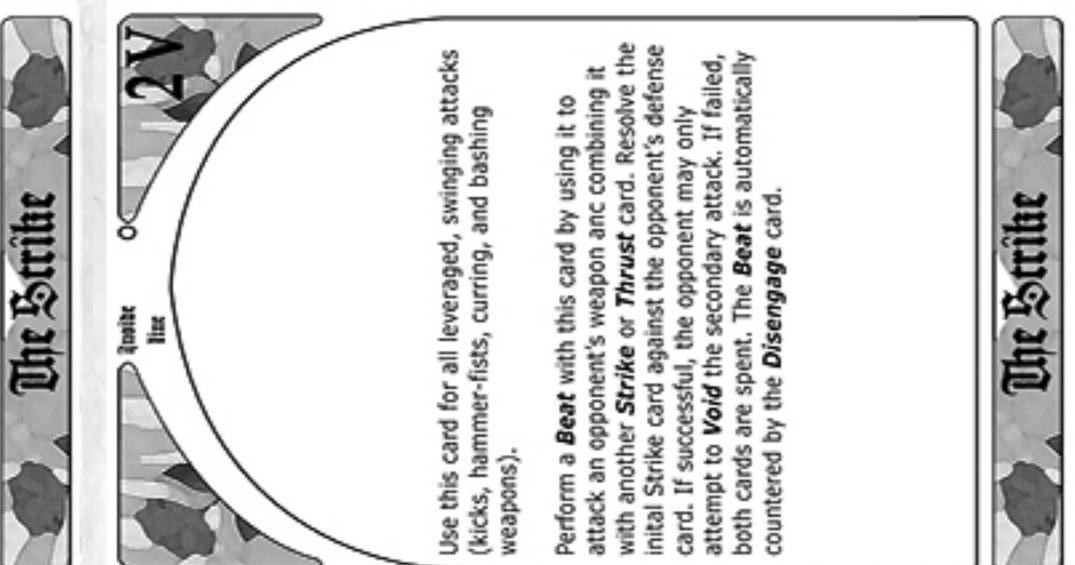
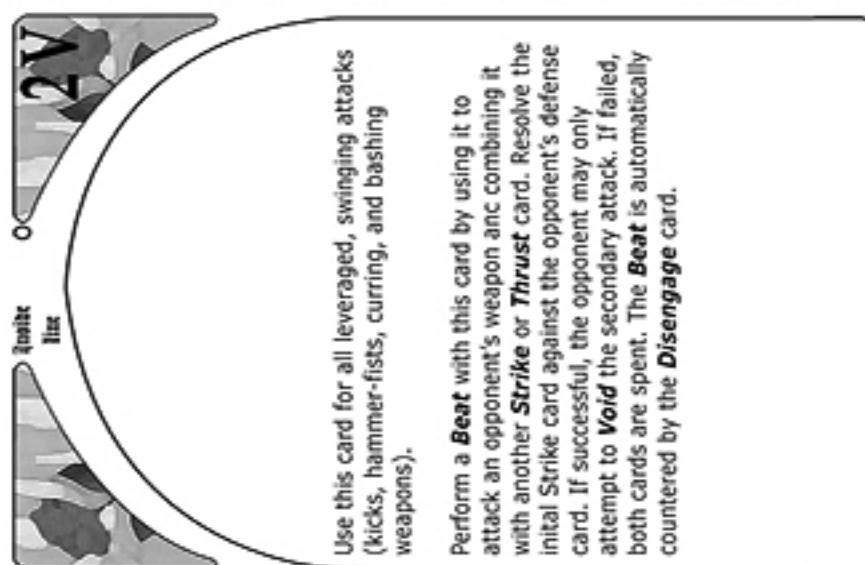
Interacting

IV

Use this card for all non-combat actions during a Duel such as drawing a new weapon, picking up a dropped weapon, leaping an obstacle, tossing a friend a shield or any other interaction with the environment.

Playing this card while having the Tempo ceded the Tempo to your opponent after resolving this card. This card cannot be combined with any other cards.

Interacting



Use this card for all leveraged, swinging attacks (kicks, hammer-fists, curring, and bashing weapons).

Perform a **Beat** with this card by using it to attack an opponent's weapon and combining it with another **Strike** or **Thrust** card. Resolve the initial Strike card against the opponent's defense card. If successful, the opponent may only attempt to **Void** the secondary attack. If failed, both cards are spent. The **Beat** is automatically countered by the **Disengage** card.

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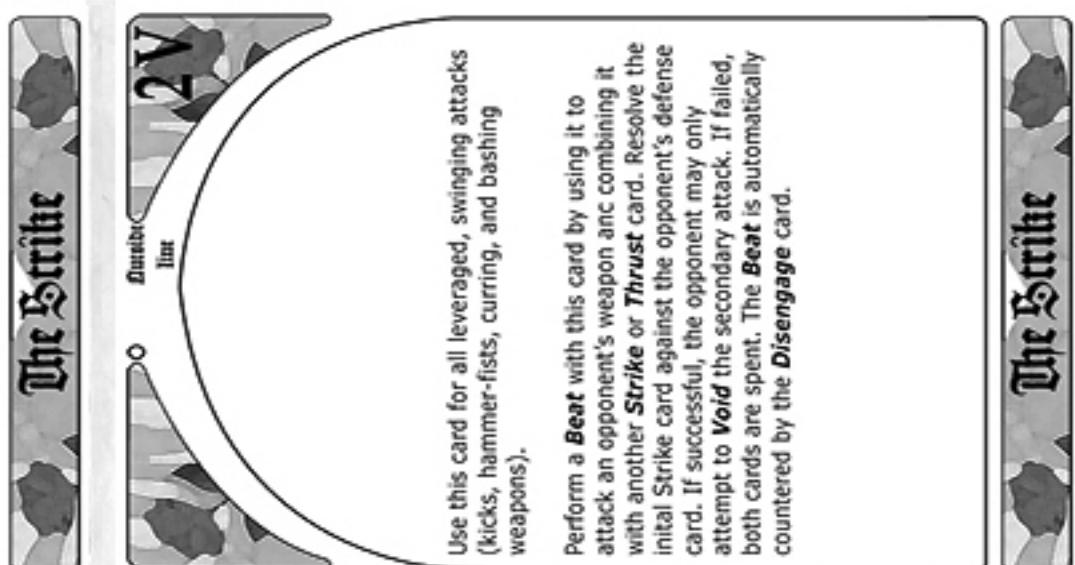
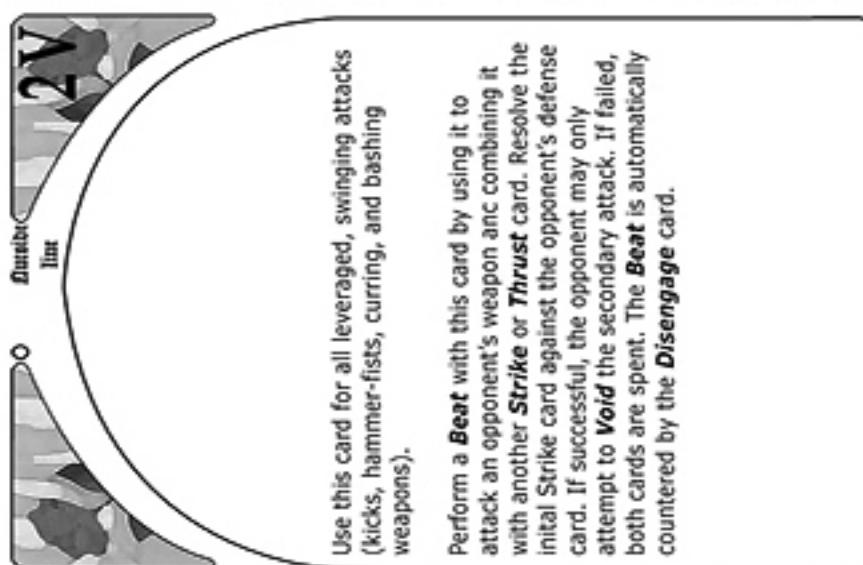
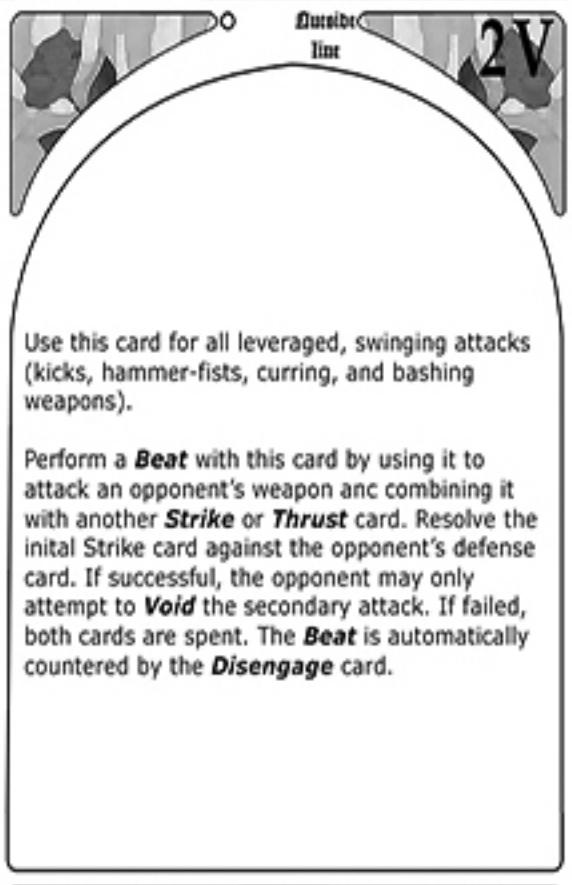
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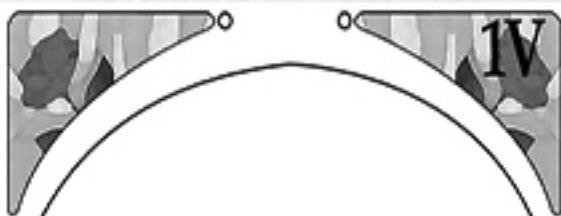
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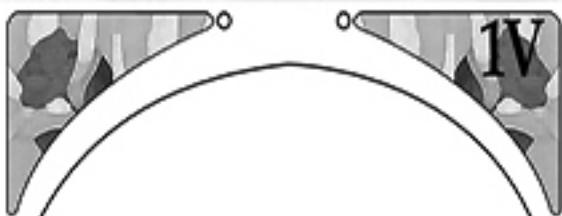


Use this card to increase **Measure** one step, which is necessary for successfully attacking an opponent. Playing this card twice increases **Measure** two steps.

This card can only be countered by the **Disengage** or **Void** cards. If an opponent uses a **Strike** or **Thrust** card against this card, should they be successful they automatically steal the **Tempo**.

Perform a **Passing Attack** with this card by combining it with a **Strike** or **Thrust** card. Resolve the **Measure** card against the opponent's defense card. If successful, the opponent may only attempt to **Void** the attack. If failed, both cards are spent.

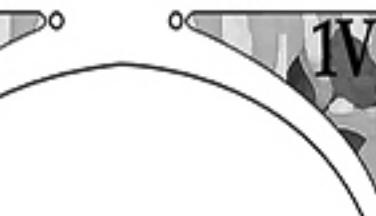
The Close



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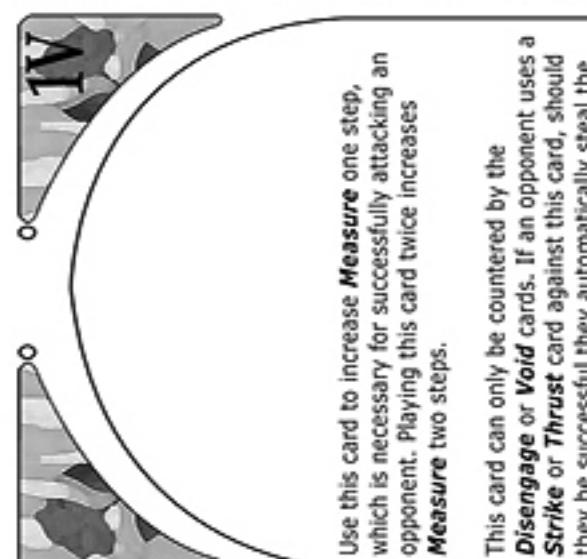


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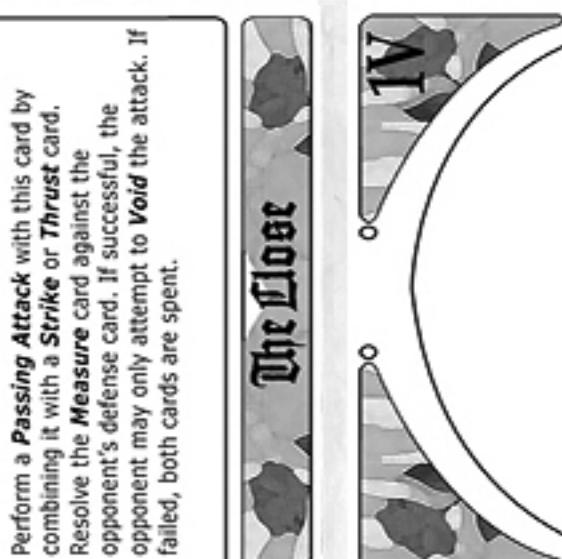
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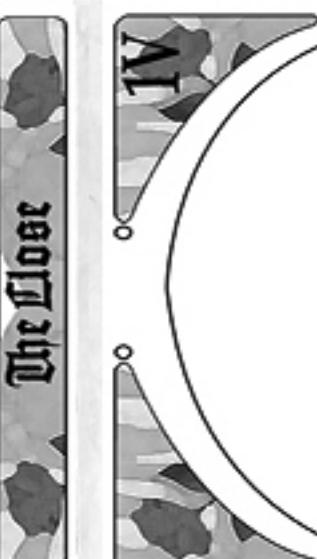


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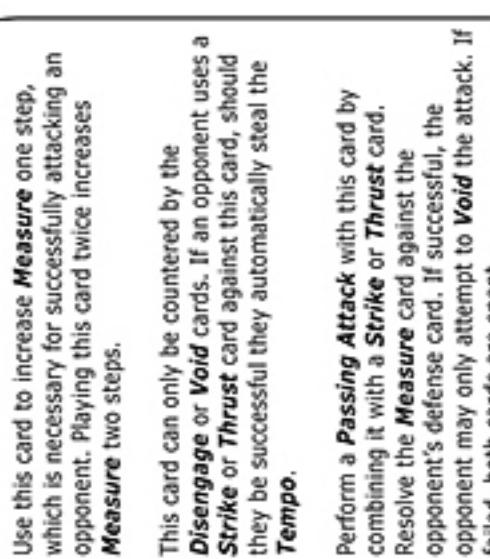
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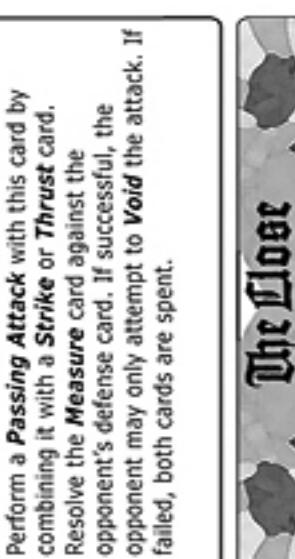


The Close



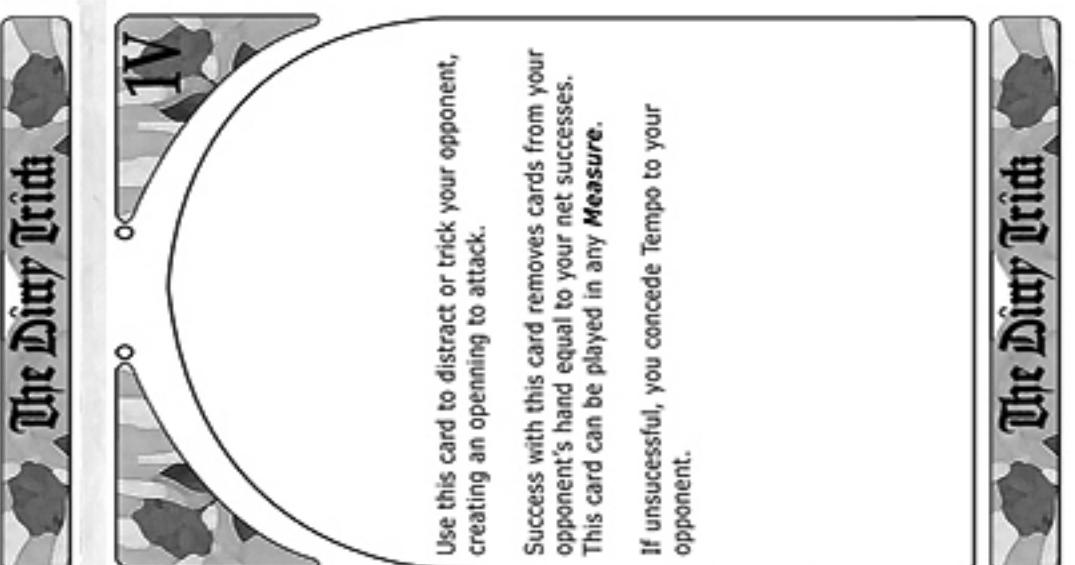
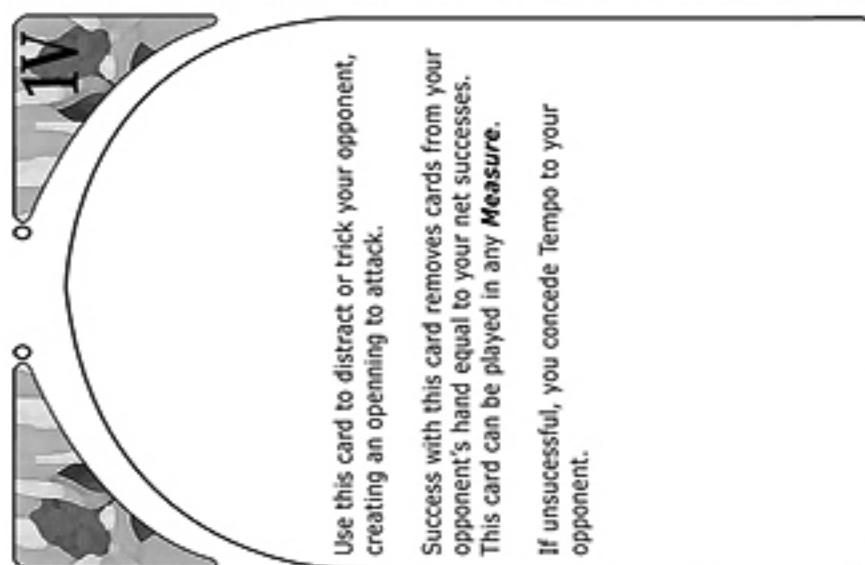
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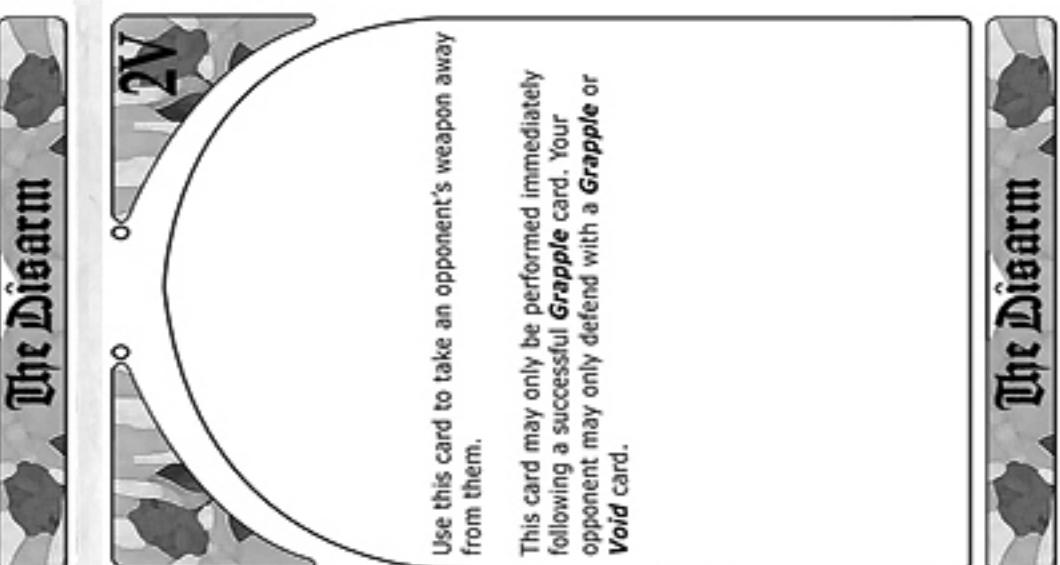
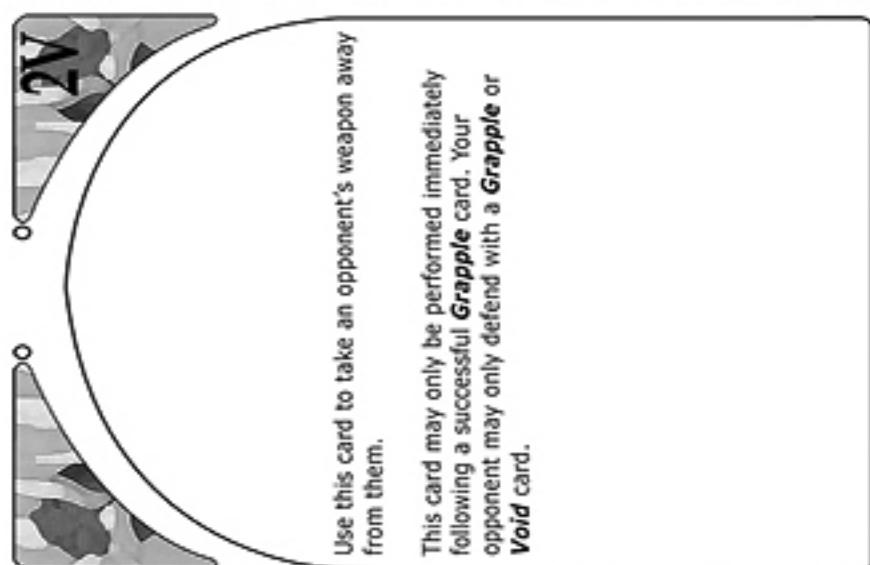
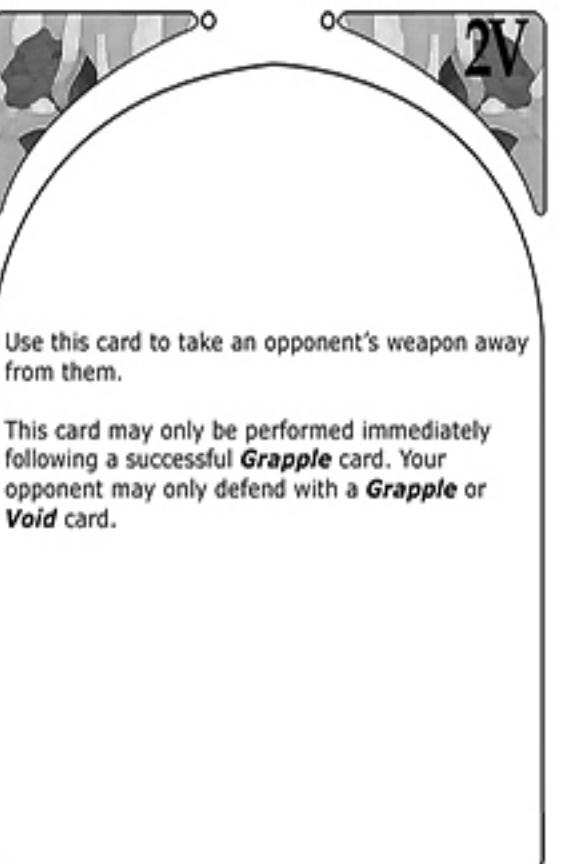
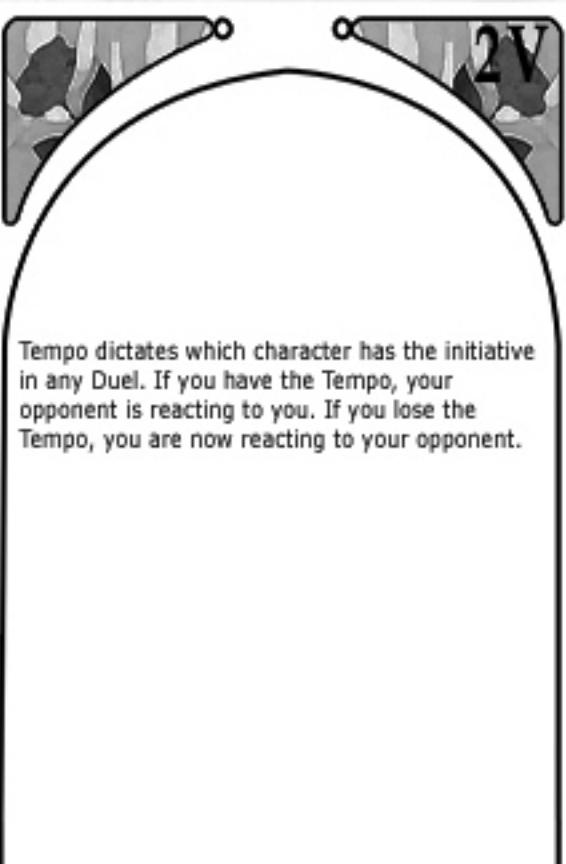
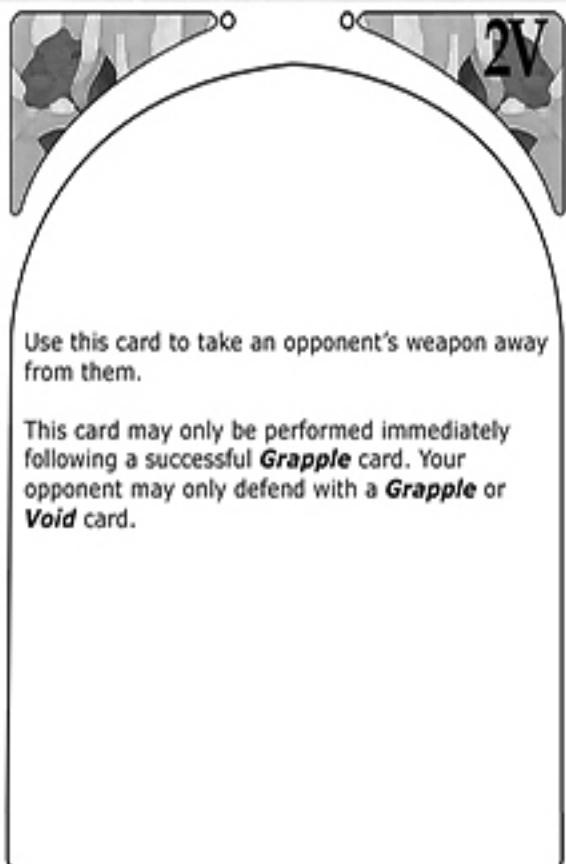
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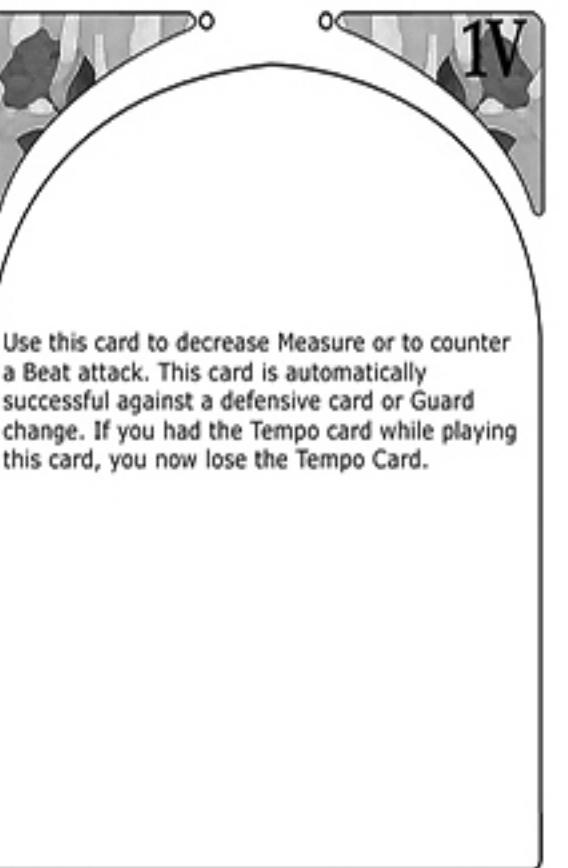
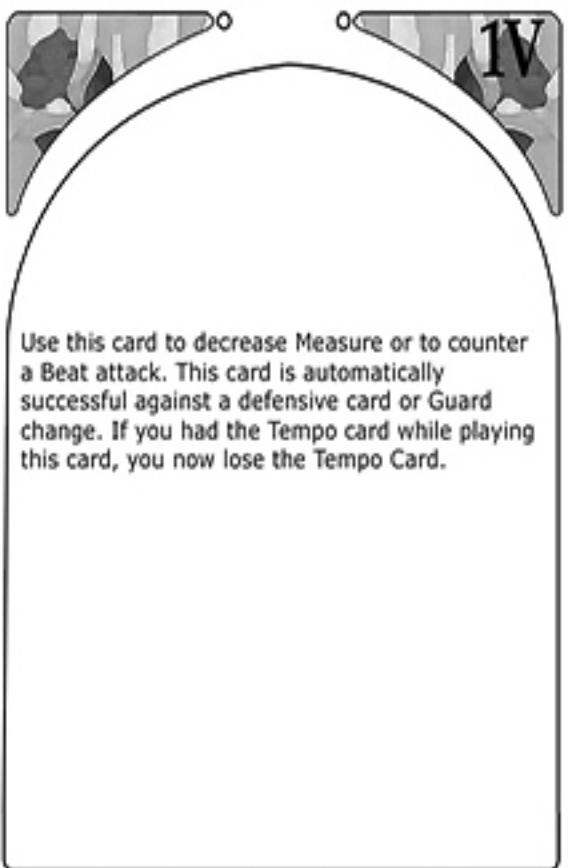
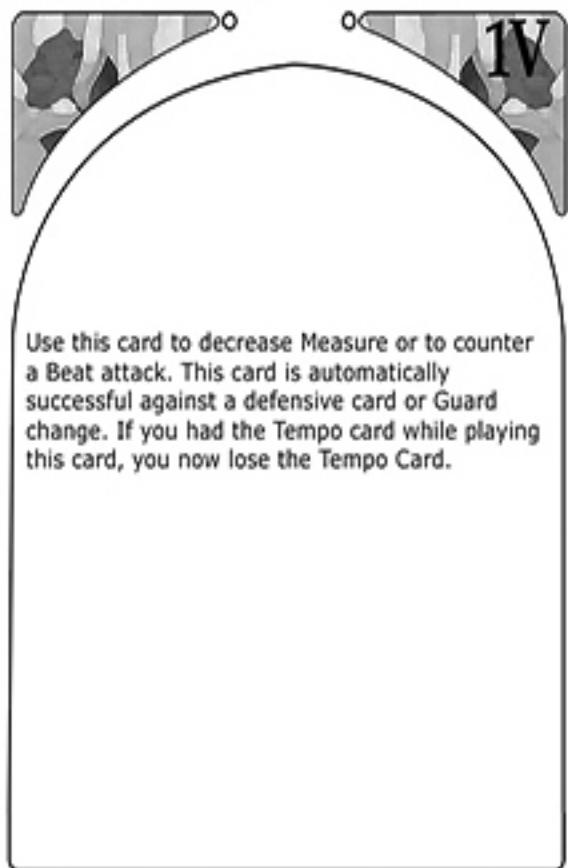


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The Close





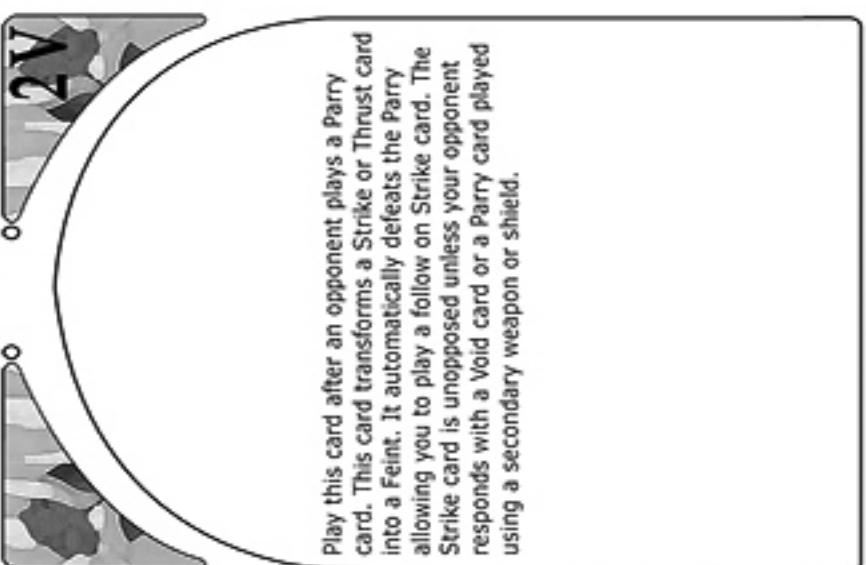




The Feint

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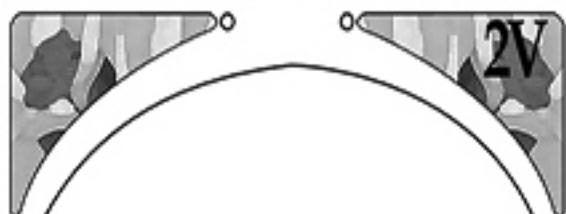
The Feint



The Feint

Play this card after an opponent plays a Parry card. This card transforms a Strike or Thrust card into a Feint. It automatically defeats the Parry allowing you to play a follow on Strike card. The Strike card is unopposed unless your opponent responds with a Void card or a Parry card played using a secondary weapon or shield.

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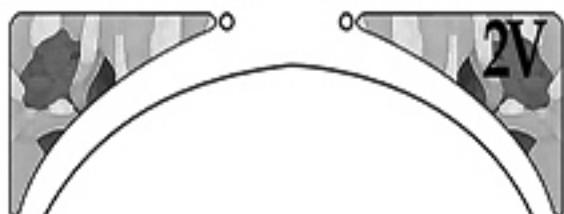
Use this card to grab, lock, submit, or hold your opponent or his weapon. This card is also used to oppose **Grapple**, **Disarm**, and **Toss** cards.

Any Grapple card played holding a weapon larger than a knife gives the player a -1D.

Play this card with the Tempo to grab an opponent and enter the Clinch. Once in the Clinch, each net success from playing this card removes one card from your opponent's hand if you have the Tempo. If this card is played while in the Clinch and you do not have the Tempo, draw into your hand a number of cards equal to your net successes.



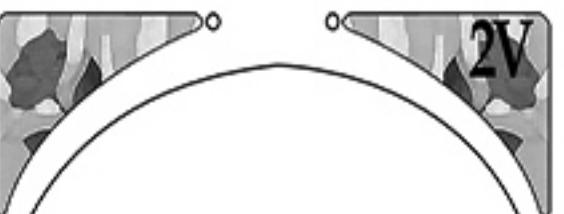
The Grapple



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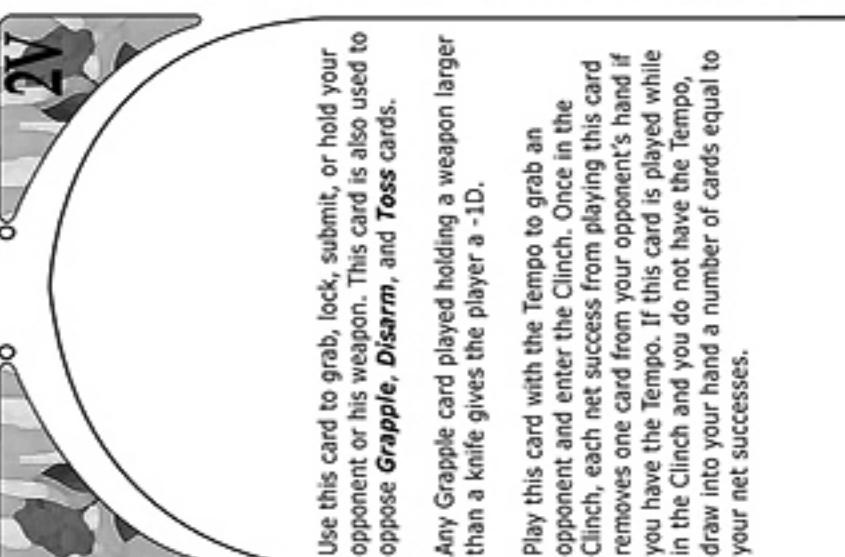
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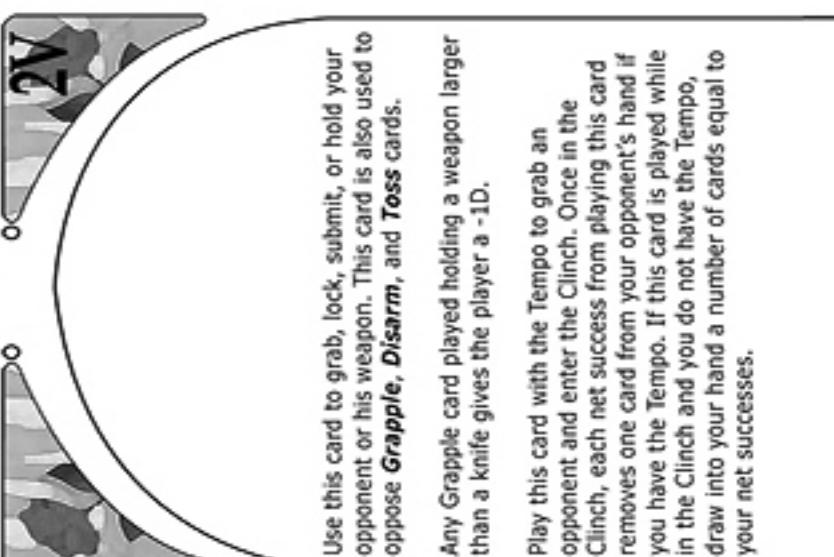
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Use this card to halt a **Strike** or **Thrust** card by leveraging your weapon.

Perform a **Riposte** with this card by using it to defend against an opponent's attack and combining it with a **Strike** or **Thrust** card. First resolve the Parry against the opponent's attack card. If successful apply the opponent may only use a Void card to avoid your attack. If failed, both cards are spent.



The Parry

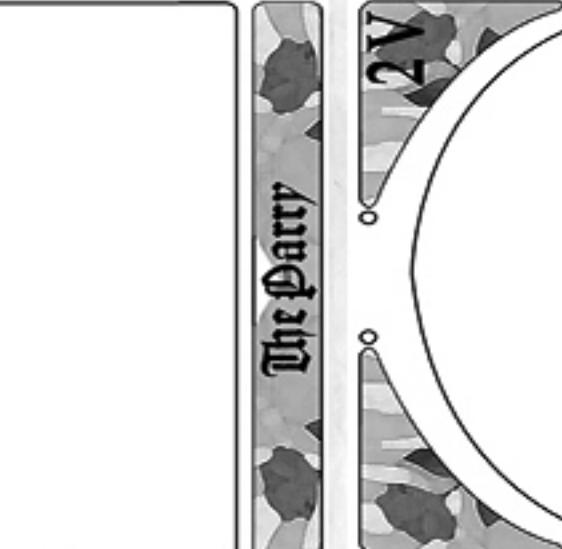


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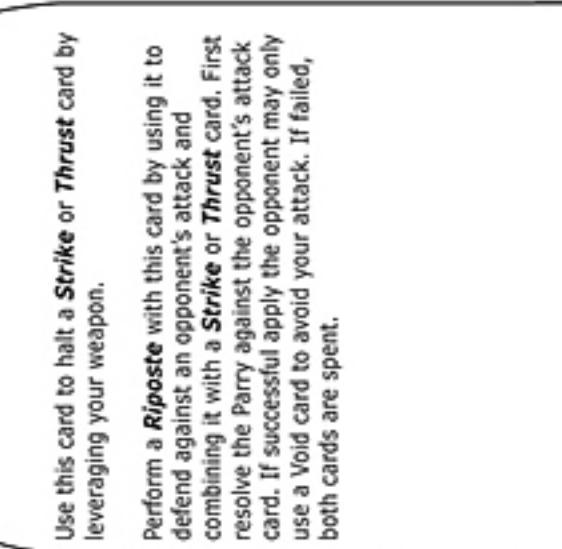
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