

Advanced Guards

The standard rules present a huge simplification of historical guards, where you simply name a Hit Location. If you are up for the challenge you can use the following table of advanced Guards instead. For added roleplaying flavor the Northman and Southmaren fencing terms are listed, which correspond to historical German and Italian schools.

Guard	Position	Next Action	Northman	Southmaren
High	overhead, point up	cut or parry	vom tag oberhut	guardia di alta
Crown	in front of head, point up	cut or parry	kron	guardia di testa
Face	in front of face, point up	stop thrust		guardia di faccia
Longpoint	front mid, point forward	thrust	langenort	porta di ferro
The Roof (R/L)	shoulder level on R/L side, point up	cut or parry	vom tag	
Ox (R/L)	head level on R/L side, point forward	thrust or cut	ochs	guardia d'alicorno or becca cesa/possa
Plow (R/L)	waist level on R/L side, point forward	thrust	pflug	coda lunga e alta
Fool's Guard (R/L)	low on R/L side, point angled at ground	thrust or parry	alber ("fool")	coda lunga e larga
Tail (R/L)	behind on R/L side, point behind	cut or parry	nebenhut	coda lunga e distesa

Some Guards do not cover any Hit Locations, and are used as provocations to entice attack. This grants COMBO on an attack Action you take in response to an opponent's attack.