

En Garde Reforged

Honorable combat from a more civilized age

2019 Reboot



Components needed: 85 card deck, plus a Poise Tracker card and a tracking marker for each player.

Setup: Each player takes a Poise Tracker card and puts a marker on the 10 spot. Shuffle the deck and deal 9 cards to each player. Randomly choose someone to go first.

Object: Be the last player standing.

Poise: Poise is a measure of how calm, cool and collected you are. If you cannot block an Attack using cards, then the Attack will cause you to lose Poise.

As long as you have Poise left, no Attack (no matter how nasty) can finish you. Any Attack that brings you below one Poise will leave you with No Poise. If you have No Poise, the next hit that would cause you to lose Poise will remove you from the game.

Some cards cost Poise to play, as indicated by a number in the upper left. You must pay the Poise cost of the card as you play the card from your hand (even if this puts you at No Poise). However, once you're at No Poise, you no longer have to pay Poise to play cards (you don't care about being calm, cool and collected anymore!)



Exchanges: At several points during the game, you will have a brief duel with one of your opponents. This is called an Exchange. You may start up to one Exchange on your turn by choosing a player and playing an Attack against them. During an Exchange, only the two dueling players may play cards. A third player may not interfere in the Exchange, and a player in the Exchange may not play cards that affect any players not in the Exchange.

The Field: During an Exchange, the area where the duelists are playing cards is referred to as The Field.

Turn Order

1. Discard and Refill: At the start of your turn, you may discard cards that you don't want (anywhere from none to your entire hand). After this, draw cards from the deck until you have 9 cards. If the deck runs out, shuffle the discard pile and use that as the new deck. You may not play any cards until you have finished drawing.

2. Prepare: You may play any number of Items and Restore Cards. (However, you may only have one Item in play at a time - see "Items" below.)

3. Exchange: You may start an Exchange with someone by playing an Attack against them.

4. Respite: After the Exchange, the active player has another chance to play Item and Restore Cards. (You may not play Item or Restore Cards during an Exchange.)

Ending Your Turn: When you are finished playing cards, play passes to the player to your left.

Card Types

Items: You may play Items during your turn, but not during an Exchange. Your Item stays in play in front of you and gives you a bonus, such as increased damage or defense against all Attacks. You may have at most one Item in play. If you play a new Item, discard your previous one.



You may choose to discard your Item during your turn, even if that would leave you with no Item. You may not do this during an Exchange, however.

An Item's bonuses apply to each Attack separately.

Example: Sam has a *Main Gauche* in play, which gives him +1 to his Attacks and 1 defense. At the end of an Exchange, he has two unblocked Attacks against Jen, and Jen has two unblocked Attacks against him. Because of the *Main Gauche*, each of Sam's Attacks causes 1 extra damage to Jen, and each of Jen's Attacks causes 1 less damage to Sam.

Pistol: One Item, the Pistol, allows you to make someone lose 4 Poise instead of starting an Exchange. This effect may not be enhanced, altered or responded to. (Playing without the Pistol is a house rule some players use - it's up to you!)

Attack: You may play an Attack Card during an Exchange when either of the following is true: a) the Field is completely empty (such as at the start of the Exchange), or b) a card effect says you may play an Attack.

One Attack, **Lunge**, deserves further explanation here. If it is your turn in an Exchange and all Attacks currently targeting you have Responses in front of them, you may play **Lunge** even if the Field isn't empty.

Enhancement: When you play an Attack Card, you may also play any number of Enhancement Cards along with it, as long as no two have the same name. You may not later add Enhancements to an Attack that you played earlier in the Exchange.

Response: Response Cards are played directly facing an Attack Card to block or otherwise mitigate damage from that Attack.



Recommended placement for Responses

Press: These cards allow you “press the attack”, and are played to remove Response Cards from the Field. When you play a Press, discard the targeted Response Card, then discard the Press Card.

If your opponent used **Parry Riposte** to play a new Attack and you play a Press Card to remove **Parry Riposte**, the Response is removed but the resulting new Attack stays.

Fancy Move: These cards represent particularly amazing maneuvers. They are played during an Exchange to give you a powerful benefit. When you play a Fancy Move, simply follow the instructions on the card, then discard it.

Restore: You may play Restore Cards during your turn, but not during an Exchange. These cards restore the indicated amount of Poise and are important for getting you back into the fight, especially if you are at No Poise!

Dueling

You may start up to one Exchange on your turn. To do this, pick another player and play an Attack (with possible Enhancements) against that player.

The players in the Exchange then alternate playing cards. When it is your turn to play during the Exchange, **you may only play one card**, unless you are playing Enhancements along with an Attack, or unless a card specifically allows you play another card. So, for example, you may not play a Response and a Fancy Move at the same time.

When you play a card during an Exchange, follow **all** of its instructions, then pass priority to the other player in the Exchange. A card may not be “interrupted” partway through resolution unless you are playing **Superior Technique** to Negate a Fancy Move. (So, for example, you may not play **Coupé** to stop your opponent from playing a counterattack while she is resolving her **Parry Riposte**.)

Remember that you may only play a new Attack during an Exchange when either the Field is completely empty, or when a card specifically allows it. (Only three cards, **Lunge**, **Parry Riposte** and “**Taste My Blade!**” do this.)

Ending the Exchange: The Exchange ends when **either one** of the duelists chooses not to play a card. When this happens, follow these steps in order:

1. If there is a **Disarm** on the Field, resolve its Item-removal effect (even if the Attack was blocked).
2. Calculate the total damage of each Attack by adding up all of that Attack's bursts and subtracting any applicable shields. Be sure to count Item bonuses!
3. Each player loses Poise equal to the total calculated damage of Attacks against them.
4. Discard all cards from the Field.

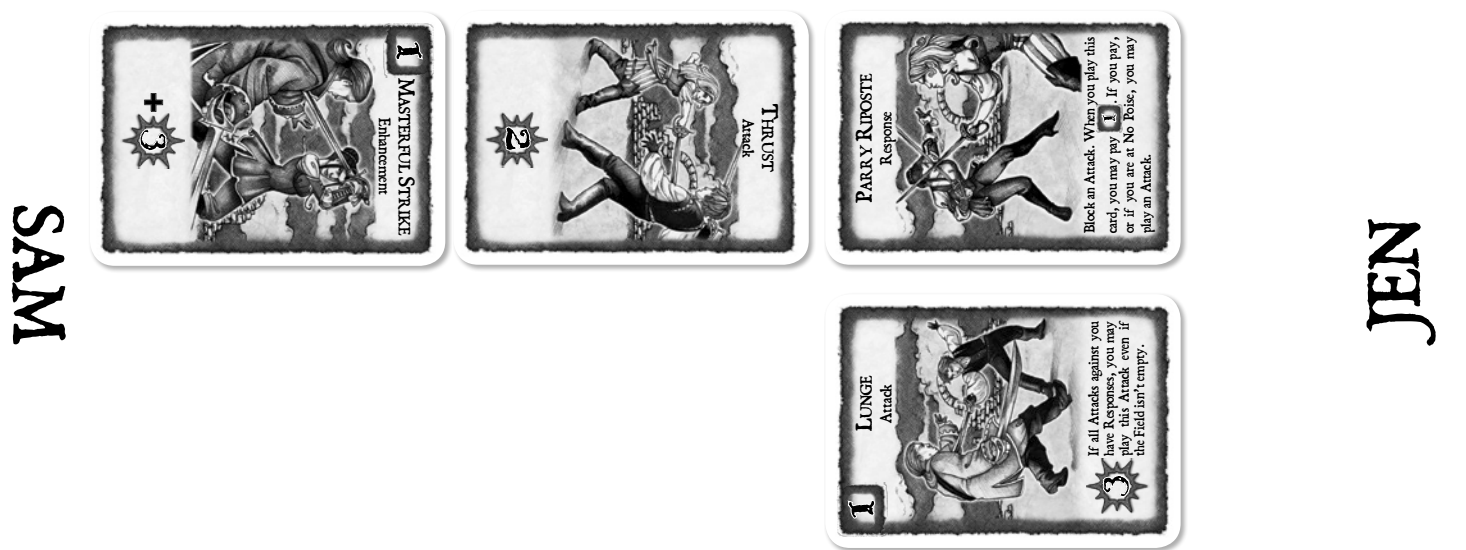
Damage and No Poise: Remember that if a player with at least one Poise left takes damage greater than their Poise, they go to No Poise, regardless of how much damage they took, and regardless of how many different Attacks caused damage to them in the Exchange. In other words, the duelists take damage from Attacks all at once, not one at a time.

If a player already has No Poise and takes damage, that player is out of the game.

Example Exchange

Sam is at 6 Poise and Jen is at 5. On Sam's turn, he starts an Exchange with Jen by playing **Thrust** with the Enhancement **Masterful Strike**. Sam loses 1 Poise to pay for the **Masterful Strike**, so he goes to 5 Poise.

Jen plays **Parry Riposte** to block Sam's Attack and decides to pay 1 Poise so she can play an Attack of her own against Sam. She is now at 4. As her counterattack, she plays **Lunge**, which costs her another Poise. She is now at 3, and the Field looks like this:



Sam now looks at his hand and realizes that he has two different cards that he could play. He has a **Parry Riposte**, which would allow him to block Jen's **Lunge**, and he has a **Coupé**, which would allow him to remove Jen's **Parry Riposte**, causing his original **Thrust** to become unblocked.

Sam may not play both cards at the same time, so he chooses to play it safe, playing **Parry Riposte**. He does not have another Attack in his hand, though, so he chooses not to pay 1 Poise to counterattack.



Jen plays the Fancy Move “Taste My Blade!”, which allows her to play a new Attack against Sam. She plays **Slash** with the Enhancement **Powerful Strike**.

SAM

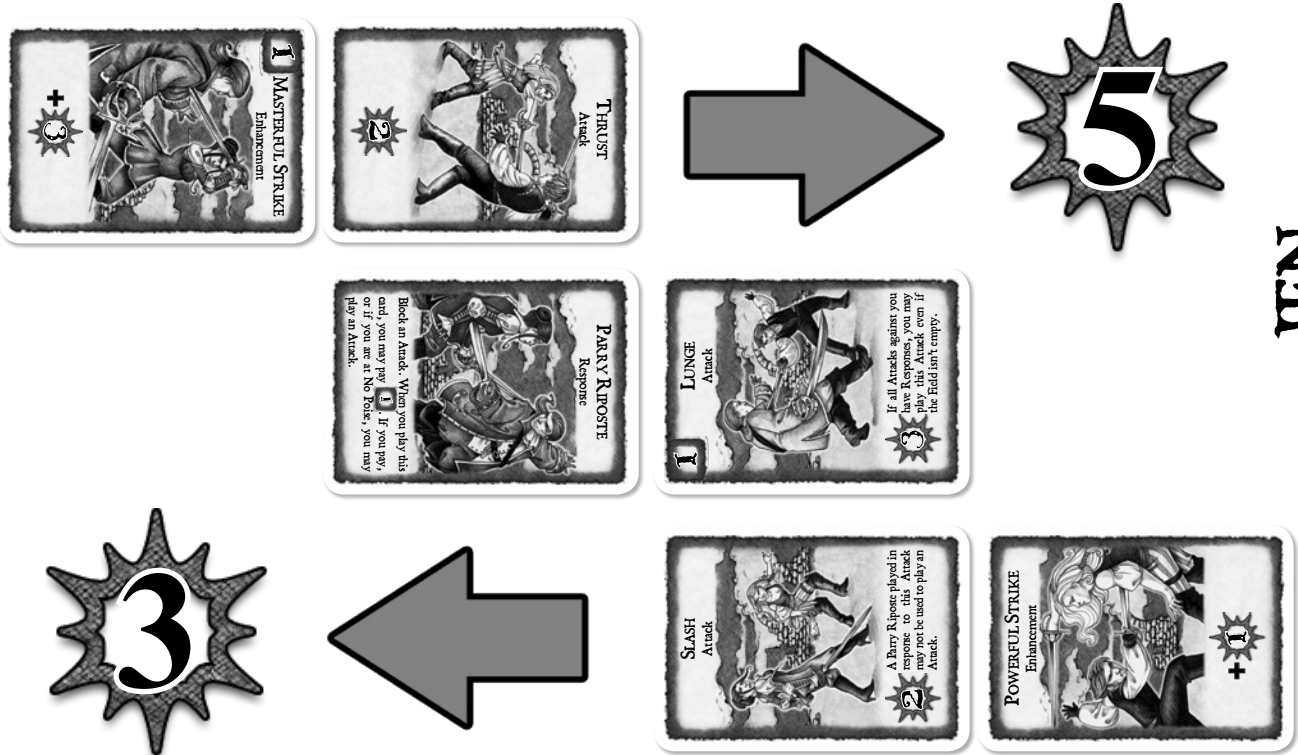


JEN

Sam has no more Response Cards, so he decides to play his **Coupé** to remove Jen’s original **Parry Riposte**.

Jen has no more cards that she wants to play, so she passes. The Exchange ends immediately and damage is calculated:

SAM



JEN

Sam loses 3 Poise and goes to 2. Jen loses 5 and goes to No Poise, but she’s not out of the game yet! The next hit she takes will finish her off if she doesn’t recover some Poise first.