

6 Low Parry & Riposte **6**

Defensive Action **7** BT

Can be played to parry **Toe-Touch**, **Infighting**, **Straight Thrust** cards. If the speed of this card is equal to or higher than that of the opponent's card, the attack is parried, and an immediate riposte can be executed as if this were a **Straight Thrust** card with a Speed of **4**

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5 Low Parry & Riposte **5**

Defensive Action BT

Can be played to parry **Toe-Touch**, **Infighting**, **Straight Thrust** cards. If the speed of this card is equal to or higher than that of the opponent's card, the attack is parried, and an immediate riposte can be executed as if this were a **Straight Thrust** card with a Speed of **3**

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- Corps à corps **-**

Special Action **2**

It can only be played at "Short Distance" and after the opponent has played an **"Infighting"** card. It immediately ends the fencing phrase and discards the **"Infighting"** card just played by the opponent. No point is awarded. Banish this card (no longer to use it).

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6 Feint and Disengage **6**

Auxiliary Action **7** B

Can be played in response to your opponent's first action which is a Parry card (Dark Blue/Red) or Parry action without cards.

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5 Feint and Disengage **5**

Auxiliary Action B

Can be played in response to your opponent's first action which is a Parry card (Dark Blue/Red) or Parry action without cards.

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5 Advance Lunge **5**

Basic Action BT

If your weapon position is "Point-in-Line" and that of your opponent's is "Invitation", when this card is played, it has Speed **7**. It can only be played from the "Long Distance". It CANNOT be countered by the **"Infighting"** card.

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5 Advance Lunge **5**

Basic Action BT

If your weapon position is "Point-in-Line" and that of your opponent's is "Invitation", when this card is played, it has Speed **7**. It can only be played from the "Long Distance". It CANNOT be countered by the **"Infighting"** card.

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- Passata Sotto **-**

Counterattack **2** T

Can only be played in response to your opponent's first cards are: **Fleche**; **Straight Thrust**; **Advance-Lunge**. This card wins immediately and ends the fencing phrase. The **Counter Time** card cannot be played against this card. Discard this card after played.

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- Lose Concentration **-**

Special Action

As soon as you draw this card, show it to Opponent;

- ☠ - Discard your entire hand, then discard this card.
- ☠☠ - Have your opponent discard entire hand, then banish this card (no longer to use it).

In both cases, the new hand is restored by reshuffling unused and discarded cards, but NOT from Time countdown deck."

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