



READY... FENCE!

Deckbuilding Expansion New cards and Explanation

In this expansion, we will have new types of cards that will be added to our base deck. The Yellow/Red cards will be Referee or Situation cards for the assault. You will find new terms on the new cards:

Discard the card - The term "Discard" refers to moving the card to the discard pile. This card will be able to return to play when the Out-of-Play deck is re-shuffled during the time change of bout periods.

Banish the card - With the term "Banish the card", we mean to remove that card from the game. This card can no longer be used for the current game.

Out-of-Play Deck - These are all the cards that do not take part in the current game, but can be used to restore to the hand when the Referee or Situation cards are played.

There are 9 new cards in this first set. The cards are divided as follows:



LOW PARRY & RIPOSTE

This card is added to the previous ones to be able to defend more shots. In fencing, a low parry means a block that covers the lower part of the body (from the belt down). The "Low Parry and Response" is used like other Blue\Red cards, but can be used only to parry the card **Toe Touch, Infighting, Straight Thrust**. The attack is parried, and an immediate riposte can be executed as if this were a **Straight Thrust** card with a speed of (X).



CORPS A CORPS

Let's start by introducing some referee and situation cards (Yellow/Red), that is, which reflect real situations where the referee intervenes to resolve. In fencing, it is not possible to come into contact with your opponent. When the contact happens, the referee stops the bout and declares the contact between the fencers. This card is only played at Short Distance. It immediately ends the Fencing Phrase and makes the opponent discard the "Infighting" card that has just been played. The opponent fencer who played the "Infighting" card has to place the fencer at Lunge Distance for next play. Eliminate both "Infighting" and "Corps a corps" cards from the game. Draw new cards NOT from the Time countdown deck, but from the Out-of-Play deck. Banish the card "Corps a corps".



FEINT AND DISENGAGE

It is a fencing action that is applied on the parry action of our antagonist, practically the same attack that changes the final target of the action. It can be played in response to a Parry card or Parry action without cards. It is played as the second card after the first red card played. The response of the opponent's Riposte is not carried out.



ADVANCE-LUNGE

Basic action that can be performed starting from the Long Distance. When you play this card, if your weapon position is "Point-in-Line" and your opponent's is "Invitation", you will increase the speed of the card played by 2 points. This card can be countered by any Defensive Action or Card (Blue/Red). After playing the card, your fencer is moved to the Lunge Distance. This card CANNOT be countered by the "Infighting" card.



Ready...

PASSATA SOTTO (E8)

This Counter-offense or Counterattack action applies against all offensive actions ending at a high target. It is performed by lowering the body and the head which will come under the opponent's weapon. In this position, the chest adheres to the right thigh, while the left hand rests on the strip at the side of the right foot as a support. This card can be played in response to the **Flechè, Straight Thrust, Advance-Lunge** cards. It wins immediately and ends the fencing phrase. The **Counter Time** card cannot be used against this card. Discard this card after played.



LOSE CONCENTRATION

Situation Card, that is, means those events not related to the assault but which happen in an assault. This card mimics a fencer's condition that sometimes is triggered during an assault. As soon as this card is drawn by the player, it produces a different effect whether we are playing with the normal rule (Single Deck) or with the two-deck tournament rule (Double Deck).

In the event that the Lose Concentration card comes out in the initial hand, the player who gets it will follow below instruction:





Single Deck - Simply discard the whole hand and draw new cards from the Out-of-Play deck. It is basically a mandatory "Mulligan".



Double Deck - Nothing changed. The player can choose to play the card "Lose Concentration" later whenever he wants during the game, as per the rules.

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 - Nothing changed. The player can choose to play the card “Lose Concentration” later whenever he wants during the game, as per the rules.

