

En Garde!

Nine Card Variant

- 1) Unless otherwise stated all of the normal **En Garde!** rules apply
- 2) When you draw cards, draw up to a hand size of 9 (rather than 7).
- 3) All cards that have the effect of ending the exchange no longer end the exchange, except for discarding the **Cloak** and playing the **Pistol**.
- 4) Anytime you play **Parry** or **Parry Riposte** you may either choose to:
Use the card as a Block and pay no Poise (as if it were a **Parry**).
or
Use the card as a Block, pay 1 Poise, and make an additional attack.
(as if it were a **Parry Riposte**).
- 5) During an exchange, if there are no unblocked attacks against you, and it is your turn to play a card, you may play a **Lunge** (You must still pay the one poise cost to play the Lunge). An attack is unblocked if there isn't a response card between the attack and it's target.

*Example 1: Cliff plays **Thrust** and Geoff responds with **Parry**. Cliff could then play a **Lunge** (he must pay 1 poise).*

*Example 2: if Geoff decided to **Parry**, and he paid 1 Poise, and played a new attack, Cliff would not be able to play a **Lunge** because there is an unblocked attack against him (unless he played **Taste My Blade**, or **Parry/Parry Riposte** and paid one poise).*
- 6) If you wish to use the **Pistol**, the Item space on your player mat must be empty (you may discard an Item just before using the **Pistol**)

That's it. The 9 card variant is designed to lead to more involved exchanges more often, so it tends to play faster. Beware, if you over extend yourself; things can go very badly, very quickly!