

EN GARDE CHARACTER SHEETS

Duellist Name			Reputation		Honour		Sword School										
Actions	Strength	Toughness	Wounds	Reflexes	Attacks	Move Bonus	Max Move										
Missile Weapon			Range	Damage		Melee Weapon		Damage Attack Restrictions									
Attack Options		Combat Skills			DP's	Duels	Wins	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> </table>									
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Armour		Reputation Skills			Squares Moved:												

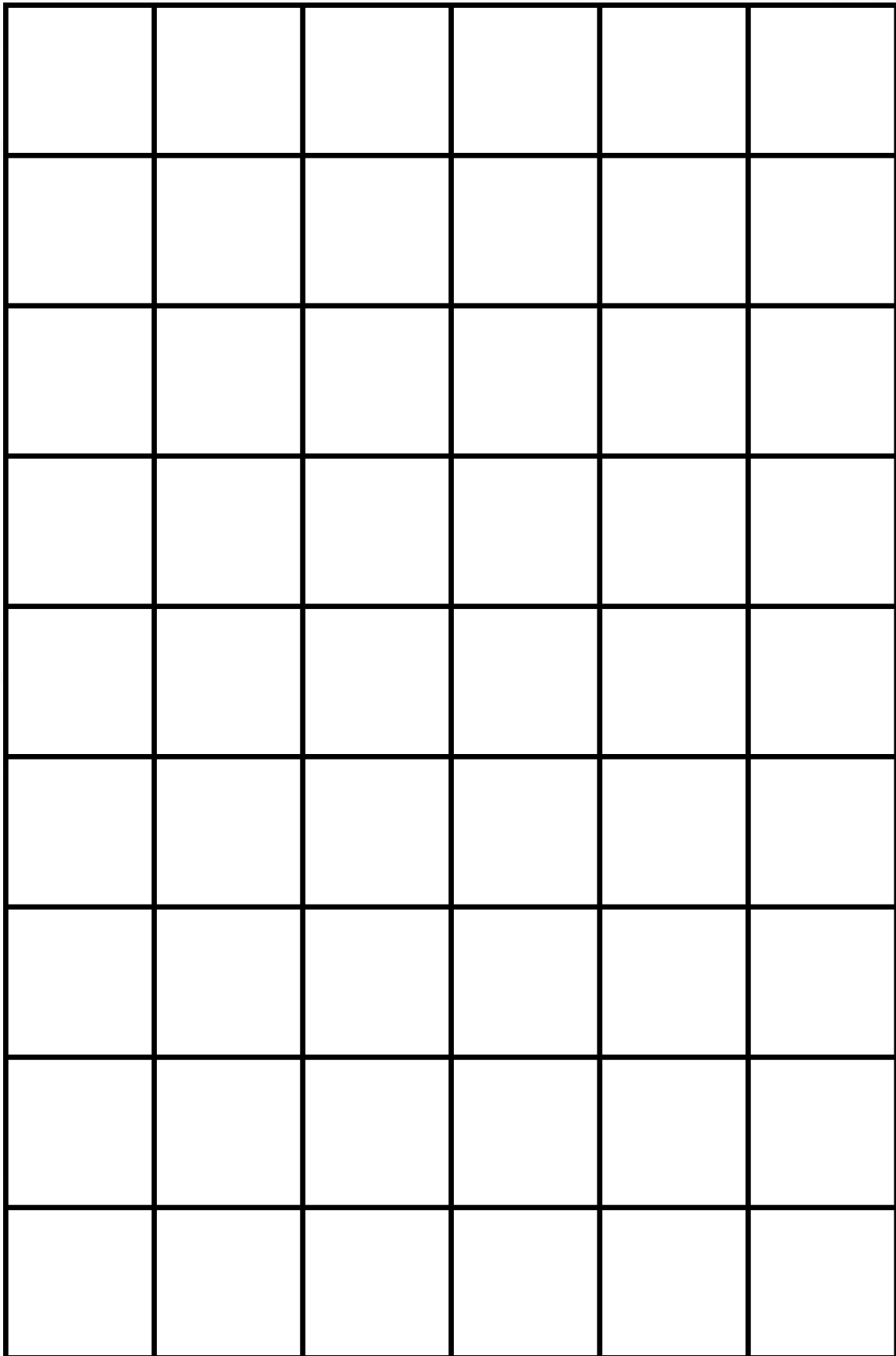
Primary Weapon	Secondary Weapon
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Use these blank Character Sheets to create your characters in En Garde and to keep track of their progress duel by duel. Permission is given to copy this page. It can often be useful to laminate your sheet or to alter it digitally rather than using a light pencil mark. Request it as an image or printable PDF from us directly if you wish.





THE DUELLING ARENA

We encourage you to play En Garde on any grid of squares in your collection to give a more scenic experience. However if you wish to practise or desire a simple Duelling Arena then please make use of this page. Permission is given to copy this blank standard arena of 25mm squares. Starting positions for the two duellists are three squares in from the top right and one row down and three squares in from the left and one row up from the bottom as laid out here. As long as it is squared as a grid you can make it as elaborate as you desire. Alternative Armies has some duelling arenas which can be given to you free for the asking too.





EN GARDE PLAY SHEET

Action Dice

- D6** Withdraw: The character moves back one square. A D6 is required for this action.
- D8** Side-Step: The character moves one square the side, either to the left or right of the characters previous position. A D8 is required for this action.
- D10** Advance: The character moves forward one or two squares. A D10 is required for this action.
- D12** Hold: The character does not move this turn. A D12 is required for this action.
- D20** Charge: This action is likely to deliver a very forceful attack.
The character moves three squares directly forward this turn. A D20 is required for this action.

Attack Options

- 1 Flurry:**
 - Two attacks.
 - Minus one to hit.
 - Minus one to damage.
- 2 Lunge:**
 - Minus one to hit.
 - Targets armour save is downgraded by one.
- 3 Cut & Thrust:**
- 4 Slash:**
 - Plus one to damage.
 - Opponent moves back one square if wounded.
- 5 Hack:**
 - Minus one to hit.
 - Plus two to damage.
- 6 Disarm:**
 - Minus two to damage.
 - If a wound is caused the opponent loses weapon.

