AUDATIA

The two-player swordfighting card game based on authentic historical swordsmanship.

As far as possible these rules reproduce the system of swordsmanship from a manuscript written around 1410, Il Fior di Battaglia (The Flower of Battle), by an Italian master, Fiore dei Liberi. All of the terminology, and most of the specific rules, are derived from that book.

Galeazzo da Mantoa (ca 1370-1406) was an Italian condottiero (mercenary), who traveled the world having knightly adventures, one of which was fighting Jean le Maingre II, Boucicault, in a duel in Padua, in 1395. Galeazzo was a student of Fiore himself - and won the duel. They met again in Genoa in 1406, with the same result. Let's see if you can maintain his winning streak!

To play Audatia, you need two players and two complete Audatia decks. This *Galeazzo da Mantoa* deck contains the following:

> 1 Rules Sheet
> 12 Posta Cards
> 4 Virtue Cards
> 1 Stretto Side Card
> 18 Strike Cards
> 6 Stretto Remedy Cards
> 6 Stretto Counter-Remedy Cards
> 9 Skill Cards

TYPES OF CARD

Virtue Cards
Virtue cards define the Virtues and their advantages, and give +1 of that Virtue to the player who possesses them.

Posta Cards
Posta cards define the starting position, and so what your first action can be. Some give Virtue advantages. They only affect play in the Out of Measure process.

Stretto Side Card
A non-playing card that determines what you can do if the play is Stretto. It is oriented by the player with most Fortitudo at that moment.

Strikes
Strike cards are defined by the Seven Swords symbol on the bottom right corner of the card. There are two major types of Strikes: Cuts (Fendente, Mezano, Sottano), and Thrusts (Punta).

Stretto Remedies
Remedy cards are played when the Bind Type is Stretto. Each card works on the Inside or Outside, or both. See Stretto.

Stretto Counter-Remedies
Counter-remedy cards are used to defeat the Remedy cards. They work on the Inside, Outside, or both. See Stretto.

Skill Cards
Skill Cards are a Character's unique arsenal of tricks and abilities. Cards with Cycle symbol can be discarded for a new card from the Action Deck at any time. Some Skill cards can only be played in the Out of Measure phase.

Attack Cards

Note that if a card's text contradicts the rules, the card overrides the rules!

WINNING CONDITIONS

The objective of Audatia is to defeat your opponent. There are several ways to do so:

• Make an Attack that your opponent cannot Parry or avoid,
• Play a Stretto Remedy that your opponent cannot counter,
• Counter an opponent's Stretto Remedy perfectly,
• Skill Card effects

There is also a possibility of a draw, if the Challenger cannot attack the Respondent. Two draws means that the Respondent wins the game, since the Challenger failed to uphold his challenge.

For additional rulesets, examples of gameplay, and notes on design principles and how the game reflects reality, please visit our website: www.audatiagame.com

SETUP PROCESS

Setup is performed **once per game**.

> 1. Define who is the Challenger and who is the Respondent (who responds to the challenge). We recommend that the player who suggested the game be the Challenger.
> 2. Choose your Character decks.

CARD TYPES

Posta · Strike · Stretto Remedy · Stretto Counter-Remedy · Skill · Virtue · Stretto Side

3. Separate the 12 Posta cards from your deck and place them in a pile in front of you.
4. Separate the 12 Basic cards (the cards with a folded lower left corner and the letter B) from your deck and take them into your hand. Shuffle the rest of your cards and place them face down as your Action deck
5. You may discard any number of Basic cards, creating the Discard pile, and draw that many cards from the top of the Action deck.
6. Assign Virtues (See Virtues)
> 6.1 Challenger receives Audatia, and places it to one side (see Playing Area illustration).
> 6.2 Respondent chooses one of the three remaining Virtues
> 6.3 Challenger chooses one of the two remaining Virtues
> 6.4 Respondent receives the last Virtue card.
7. Respondent may Salute:
> Respondent discards any card from his hand. If the Challenger does not discard a card from his hand too, the Respondent gains +4 Audatia for the first Strike.
8. Go to Out of Measure Process.

OUT OF MEASURE PROCESS

Whenever there is a Break Off situation, players return to Out of Measure.

1. Both players can make Trades: Discard 2 cards face down and draw 1 card from the Action deck. You may make as many Trades as you like.
2. Both players select a Posta card, and reveal them simultaneously.
3. Starting with player with most Celeritas, players can play Skill cards that can be played in Out of Measure.
4. The Challenger may now play any Eligible strike with the Attack symbol, or change Posta. (See Eligibility)
> **If the Challenger attacks**, depending on whether it is a Cut or a Thrust, go to Cut Process or Thrust Process. Otherwise, continue below.
5. The Respondent may now play any Eligible Strike with the Attack symbol or change Posta.

PLAYING AREA

Virtues · Opponent's Stack Area · Stack Area · Stretto Side · Action Deck · Discard Pile · Posta Pile · Chosen Posta · Hand

If the Respondent attacks, depending on whether it is a Cut or a Thrust, go to Cut Process or Thrust Process. Otherwise, continue below.
6. The Challenger must now play an Eligible Strike with the Attack symbol, or the game is a draw.

The player who makes the first strike is the Attacker, until you return to Out of Measure, or the game ends. Note, you cannot open the game with a Stretto Remedy.

CUT PROCESS

1. The Attacker plays an Eligible Cut. See Eligibility.

2. The Defender Parries the Attack with an Eligible Strike with the Parry symbol. **If they cannot**, they lose. See Parry. If the Defender has most Celeritas, they may Counterattack instead of parrying. See Counterattack.

3. Check the Bind Type. If the Sun Symbols on the cards align and create a complete Sun, the Bind is Stretto and the player with the most Fortitudo orients the Stretto Side Card. Otherwise the Bind is Largo.

### BIND TYPES

Largo · Stretto

4. In case of Largo, the Defender may now:
4A: Perform an Eligible Attack. **If it is a Cut**, go to the Cut Process; **if it is a Thrust**, go to the Thrust Process.
4B: Wait. **If the Defender does not perform an Eligible Attack,** the Attacker may perform an Eligible Attack. **If he does not**, then both players Break Off. Return to Out of Measure Process.
5. In the case of Stretto, the Defender may now play a Stretto Remedy. See Stretto.

There are two special cases:

A: After the Bind Type is checked, if the Attacker has most Audatia, he may immediately play a Stretto Remedy regardless of Bind Type (This is an Audatia Entry).
B: After the Defender Parries, the Attacker can play the Feint Skill card and make another strike.

Thrust Process

1. The Attacker plays an Eligible Thrust (Punta).
2. The Defender responds:

   2.1 If the Defender has the most Celeritas 🛡, he may Exchange. 🗡 See Exchange.

   2.2 They may treat the Thrust as a Cut, so go to Cut Process. When parrying a Thrust the Bind is always Largo.

   2.3 They may Break the Thrust with an Eligible card that has the Break symbol. 🗡

   2.3.1 Check who has the most Celeritas. 🛡

   2.3.2 **If it is the Attacker**, he can play a Stretto Remedy. If the Defender's Break was a mandritto, play an Outside Stretto Remedy. If Defender's Break was a roverso, play an Inside Stretto Remedy. Or the Attacker can wait. If he waits, the Defender can act (see 2.3.3).

   2.3.3 **If it is the Defender**, he can either play an Eligible Mezano or wait. If he waits, the Attacker can act (see 2.3.2)

   2.3.3.1 If the Defender plays an Eligible Mezano, the Attacker can play an Outside Stretto Remedy against a Roverso, or Inside against a Mandritto.

   2.3.3.2 If the Mezano was a Roverso, the Attacker may alternatively counterattack with a Mandritto Mezano.

   2.3.3.3 The Defender must play a Stretto Counter-Remedy on the Eligible side, to Break Off, or, play the Soprana Tor di Spada Stretto Remedy card. The Attacker may counter with a Stretto Counter-Remedy.

   2.3.3.4 If both wait, Break Off and return to Out of Measure.

Eligibility And Stack

When in a Posta, the Seven Swords symbol shows all Attacks you can make. Additionally, some Poste cannot be attacked by certain Strikes. All Poste have an upside-down Seven Swords symbol on them to inform the opponent which Attacks he can make (assuming they are otherwise Eligible).

When Attacking, you are limited by whether your sword, represented by your Stack on the Playing Area, is on your left or right. When not in a Posta, the location of your Stack defines whether your sword is on the left or right. You can only make Attacks 🗡 and Parries 🗡 from the side your Stack is on: A Mandritto comes from the right, a Roverso from the left. You cannot parry in the same angle as the attack. Each Strike has a Permitted Parries symbol (an upside-down Seven Swords sym-

bol) which shows your opponent which Strikes he can use to Parry (assuming they are otherwise Eligible).

Playing Area

When you play a Strike as an Attack, place it in your Stack area, on the side where you played it from. Mandritto cards go on your right and Roverso cards on your left. Thrusts go to the middle. This card forms your Stack.

When you play a Strike as a Parry 🗡, first place it as you would an Attack. Then, move it and the rest of your Stack (if any other cards have been played) to the other side of your Stack area, moving your opponent's Stack along with it. Both of your Stacks should end up on the opposite side to where your Parry came from. E.g. if you were attacked with a Mandritto, and you parried with a Mandritto, only your Stack moves. If you would have parried with a Roverso, both of your Stacks would move.

When you play a Stretto Remedy, place it on your Stack so that your opponent can check his possible Counter-Remedy to it. When you play a Skill card, put it on your Discard pile immediately, unless the card says otherwise.

Stretto

When the Bind Type is Stretto, the players can only use an appropriate Stretto Remedy card. The Stretto Side card shows which Remedies can be played: If the Moon and Night symbol is on the right, the player can use only Inside Remedies, and if it is on the left, Outside. If it is on both sides, the card can be played in either Inside or Outside situations.

When a Stretto Remedy is played, the opponent must play a Counter-Remedy with a symbol that lines up with the Remedy card's, or lose the game.

If the symbols on Remedy and Counter-Remedy cards create a complete Moon-Night symbol, the card is a perfect counter, and the Remedy player loses the game. If the symbols do not create a complete symbol, but do align, then Break Off and return to Out of Measure.

Extended Poste

Some Posta cards are marked as Extended. To Attack an opponent who is in an Extended Posta, you must first play a Strike card that has the Parry symbol 🗡. Your opponent then discards their Posta, and continues as if they had made an Attack with a cut that you have Parried. Their Stack is now on the side where your Parry pushed it. You may now Attack with any Eligible Strike. This simulates beating the opponent's sword aside, before attacking. If you don't Attack, the opponent may do so.

To Attack an Extended Posta with a Thrust, you must treat the Extended Posta as a Thrust that you are defending against with an Exchange of Thrust. E.g. you must be in a Posta with the Exchange symbol 🗡, and you must have most Celeritas 🛡. See Exchange.

Eligibility

Posta

Eligible Strike

Ineligible Strike

Exchange

From a Posta: If the Attacker's Thrust comes from a Posta with the Exchange symbol, and if the Defender's posta has the same symbol, and he has most Celeritas 🛡, he may play a Punta as an Exchange.

After the first strike (so Poste no longer relevant): You may defend against a Punta by Exchanging with your own Punta, if you have most Celeritas 🛡.

If your Punta is Exchanged, you must play an Outside Stretto Remedy card. This overrides the Stretto Side card. If you don't, you lose the game.

Virtues

You need only one set of 4 Virtue cards. There are four Virtues of a Swordsman: Audatia, Prudentia, Celeritas and Fortitudo. Virtues are a numerical value, which is 0 by default. Effects that can increase a player's Virtue include:
• Virtue Cards, which give +1 Virtue
• Posta, which may give additional Virtue to the first Strike played from that Posta.
• Skill cards

The effects of Virtues are universal, and apply to the player with the most of a given Virtue. If a Posta or a card effect gives a player's Strike a Virtue advantage, then that effect applies as long as that Strike is on the top of his Stack.

If a card text is preceded by a Virtue symbol, it means that the player must have an advantage in that Virtue to use the effect. E.g. when in Dente di Zenghiaro, you can only Defend with a Thrust if you have most Celeritas.

Counterattacking

Cuts with 🗡 can be used to Counterattack. A Counterattack defends and attacks with a single card. When you Attack with a card that has Counterattack symbol, the Defender may Counterattack, with the following restrictions:

1. The Defender must have most Celeritas 🛡.
2. The Defender may only Counterattack using the same Strike as the Attack (e.g. Mandritto Fendente can Counterattack only Mandritto Fendente).
3. The Defender's Strike must be Eligible. See Eligibility.
4. If your Attack has been Counterattacked, you must Parry the Counterattack or lose the game. You can only Parry with the same type of Strike card as the Counterattack. You cannot Counterattack against a Counterattack.

If you parry the Counterattack, continue as if you had made a normal Parry, with you as the Defender. Your Parry defines the locations of both Stacks.

Terminology on Cards

Attack	A Strike made against your opponent. If he cannot react, he loses the game.
Parry	A Strike made against your opponent's Attack. Results in a Bind. See Cut Process.
Defend X	When an opponent makes an Attack, you can play X as an Attack. The opponent must now react.
Feint X, Strike Y	After an opponent has reacted to your X Attack, you may play Y as an Attack. Your opponent must now react to that Attack.
React	Parry, Exchange, Counterattack, Defend or Break a Strike.
Extended	See Extended.
End Posta	The name of a Posta at the bottom of a Strike card. Determines where attack finishes in case it is avoided.

Glossary

Challenger	The player who issues the challenge.
Respondent	The player who responds to the challenge.
Mandritto	Forehand
Roverso	Backhand
Fendente	Descending blow
Mezano	Horizontal blow
Sottano	Rising blow
Punta	Thrust
Posta	Guard position
Audatia	Boldness
Prudentia	Foresight
Celeritas	Swiftness
Fortitudo	Strength
Stretto	Constrained play
Largo	Wide (play)
Counterattack	Defend and strike with a single card.

Symbols

Attack

Parry

Counterattack/ Exchange

Break

Exchange

Virtues
Audatia
Celeritas
Fortitudo
Prudentia

Sun

Moon and Night

Remedy

Counter-Remedy

Cycle

Seven Swords

Permitted Parries

Permitted Strikes

Card Number/ Set Icon

48

Growl Partnership Oy
For a full list of credits, additional rules examples and videos etc. please visit: www.audatiagame.com