

*Front*

*Left*

*Right*

*Rear*

**Instructions:** Print two sets on card stock (you never need more than two sets, although more may be convenient for multi-player games).

## *Artful Dodge*

Play when your character correctly parry-guesses a lower-level attacker. The defender lifts & places their attacker on the opposite side where they collide with everything their base contacts. Colliding miniatures that are a lower level than the defender stumble and must give up their turn or fall if their turn has already been taken.

## *Reversal*

Play on your character when they retreat. Before the retreat move is made the attacker and defender swap positions. Any miniatures engaging them may not pursue.

## *Bonatti's Defense*

Play on your character when it is time for them to retreat to gain all the benefits of making a retreat move while remaining stationary. Most fitting in close terrain.

## *Cappo Ferro*

Your character chooses a second attack card for a secondary weapon when they attack. Both attacks must be correctly parry-guessed to counterattack. Second weapons include fists or kicks, daggers, bucklers, etc.

## *Thibault's Defense*

Play on your character after they take a parry-guess to take a second parry-guess. Tends to cancel out Cappo Ferro.

## *Agrippa's Attack*

Play on your character when they attack or counterattack and you may roll one extra die to wound after one successful attack.

**Instructions:** Print 3 decks of the Panache cards on card stock. The blue back on the next page can be printed double-sided to distinguish from the Parry deck.

