



# EN GARDE!

Swashbuckling Skirmish Wargames Rules

Craig Woodfield

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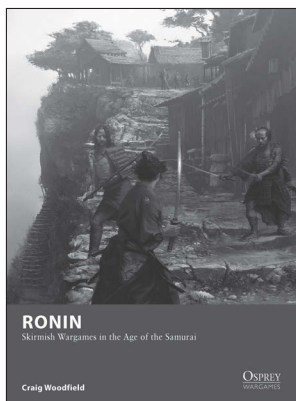
## AUTHOR

**Craig Woodfield** is a defence analyst from Canberra, Australia, and has previously written for magazines such as *Slingshot and Wargames, Soldiers and Strategy*. He is the author of the *Ronin* Samurai skirmish rules in the Osprey Wargames series and a number of wargaming supplements. He has a long-standing interest in martial arts and military history.

## ILLUSTRATORS

**Peter Dennis** was born in 1950. Inspired by contemporary magazines such as *Look and Learn* he studied illustration at Liverpool Art College. Peter has since contributed to hundreds of books, predominantly on historical subjects, including many Osprey titles. A keen wargamer and modelmaker, he is based in Nottinghamshire, UK.

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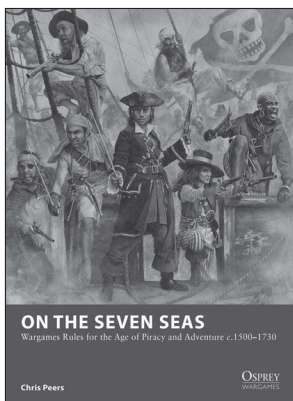


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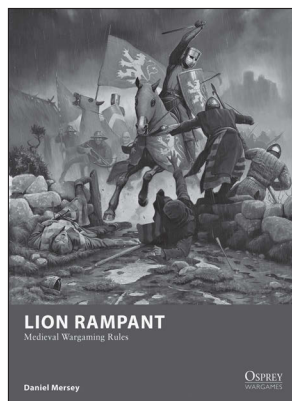


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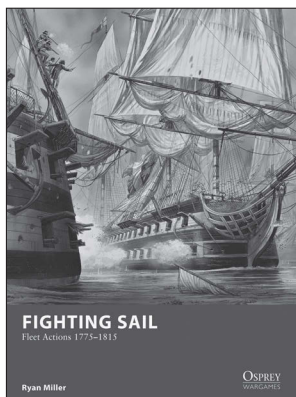


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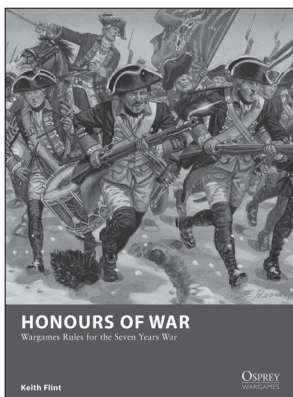


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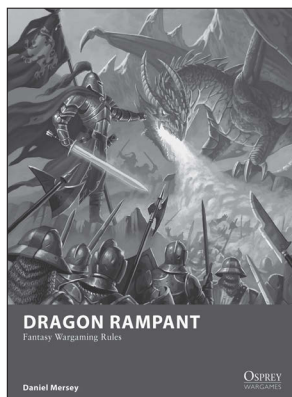


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# EN GARDE!

## SWASHBUCKLING SKIRMISH WARGAMES RULES



CRAIG WOODFIELD

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# INTRODUCTION

*En Garde!* is a skirmish game set during the Renaissance period, in which small groups of warriors referred to as *warbands* fight each other for honour or riches. Rather than just rolling a few dice, *En Garde!* allows players to make tactical decisions about how the models that they control will fight – offensively, defensively, or applying special martial skills.

The Renaissance era ran roughly from the late-14th to the 17th Century, and saw many ground-breaking discoveries and advancements in the fields of science, arts, politics and religion. It was also a time of great conflict and advancements in military technology. Gunpowder weapons began to be widely used, gradually becoming the dominant battlefield tool. Consequently, personal armour declined in use with the plate mail-clad knight eventually becoming redundant. Skill in hand-to-hand combat was still a vital attribute for a warrior, however, and the study of swordsmanship reached new heights in Europe.

In 1492 Christopher Columbus re-discovered the Americas, which heralded a new age of colonisation and conflict with the indigenous peoples of the region. The Spanish conquered the great civilisations of South America, while the British and French established footholds in North America. This was accompanied by a massive expansion in trade as ship-building technology evolved to increase the range and size of ships. In the Mediterranean, however, the galley still reigned until the end of the 16th Century, used by Christian, Muslim and pirate alike. Beyond the Mediterranean, the seafaring nations of Europe slowly established vast maritime empires and fought numerous wars and battles against each other. The 17th Century saw the eruption of the great war of religion known as the Thirty Years' War on the European mainland, and the descent of



the British Isles into civil war. The Ottoman Empire, which had captured Constantinople in the mid-15th Century, cast a shadow across Eastern Europe for centuries.

The army lists that are contained in *En Garde!* are all taken from the Renaissance world, but the rules can be used for almost any period, real or imagined, and the points system included in this rule book allows players to design their own factions and warbands.

## WHAT YOU NEED TO PLAY *EN GARDE!*

- A warband of up to 20 models.
- A table and a few pieces of scenery.
- A tape measure and a handful of six-sided dice (referred to as D6).
- Counters (about a dozen per player) in two distinct colours, shapes, or sizes.
- Counters to represent wounds (a total of 3 different types).

## MODELS

These rules were designed and play-tested using individually based 28mm-scale miniatures that are referred to in these rules as *models*. The recommended base sizes are listed below.

- **Infantry:** 20–30mm diameter round or square.
- **Cavalry:** 40–50mm diameter round or 25–30mm by 40–50mm rectangular.

Models also have facings – front and back – that are defined by an imaginary line through the centre of the base. By and large, a model will be facing to its front. If ever in doubt, use the *D6 Rule* (see Basic Principles, below).

## CHARACTERISTICS

In *En Garde!*, each model has the following *characteristics*:

- **Name:** This describes the type of model.
- **Rank:** The model's relative importance:
  - Rank 1 models are militia and 'green' warriors.
  - Rank 2 models are basic foot soldiers, well-trained and well-equipped.
  - Rank 3 models are veteran warriors and non-commissioned officers.
  - Rank 4 models are elite warriors with excellent training and equipment.
  - Rank 5 models are legendary warriors, generals and leaders.
- **Move:** The model's movement rate.
- **Combat Pool (CP):** The model's capacity to make attacks in hand-to-hand combat and to defend itself. Rank 1 models have a CP of 1, Rank 2 have a CP of 2, and so on.
- **Initiative:** The model's ability to strike quickly. This will often be modified by the weapon it is wielding.
- **Fight:** The model's skill with hand-to-hand weapons, ranging from 1 to 5.
- **Shoot:** The model's skill with missile weapons, ranging from 0 to 2.
- **Armour Rating (AR):** The degree of protection the model has (if any).
- **Points:** The cost of the model when building your warband.
- **Equipment:** The weapons and equipment carried by the model.
- **Attributes:** Special skills and abilities that the model has.