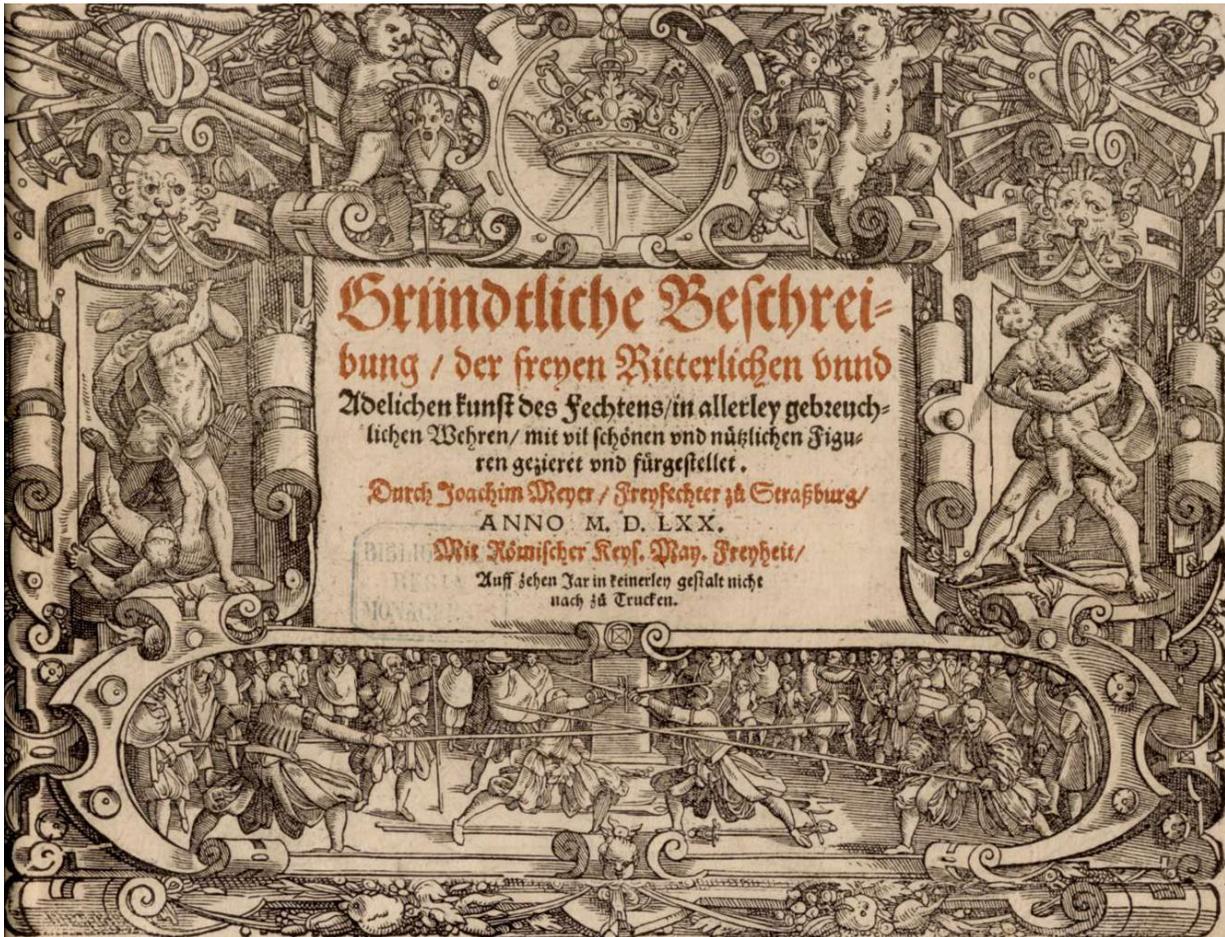


# A Thorough Description of the Free Knightly and Noble Art of Combat

with all Customary Weapons,  
adorned and presented with many fine and useful illustrations

## Book 2: The Dußack





# **A Thorough Description of the Free Knightly and Noble Art of Combat**

with all Customary Weapons,

adorned and presented with many fine and useful illustrations

## **Book 2: The Dussack**

by

**By Joachim Meyer, Freifechter of Strassburg, 1570**

**By privilege of His Majesty the Holy Roman Emperor not to be  
printed again in any form for ten years**



Copyright © 1570 by Joachim Meyer

All rights reserved.

First Edition: February 1570

## Table of Contents

Chapter 1: Contents of the Treatise on Combat with the Dussack, and in What Order this Combat Shall Be Described .....	1
Chapter 2: Concerning the Postures or Guards and their Use .....	2
Chapter 3: Concerning the Four Cuts, with Four Good Drills Teaching How to Execute and Learn Them Correctly, along with Some Pertinent Examples.....	4
The First Drill, teaching how to send each of the four cuts through its line; firstly halfway, that is into the Longpoint, secondly all the way through the line, cut after cut from one side .....	5
The Second Drill, teaching how to drive the cuts through one line opposite one another .....	8
The Third Drill, concerning the beginning of the deceiving, and how you shall pull the cuts away, and change them into one another .....	8
The Fourth Drill, teaching how one shall change the cuts into one another .....	9
Example with Six Cuts .....	10
Changing the Cross by means of the Middle Cut.....	10
A Cross Change.....	11
Chapter 4: Concerning the Secondary Cuts, Which Have Their Origin from the Four Chief Cuts, and How One Shall Execute Them in the Work .....	11
The Plunge Cut [Sturtzhauw] is executed with the High and Wrath Cuts .....	12
Crooked Cut [Krumphauw] .....	12
Short Cut [Kurtzhauw] .....	12
Constrainer Cut [Zwingerhauw].....	13
Roarer Cut [Brummerhauw] .....	13
Waker Cut [Weckerhauw].....	13
Rose Cut [Rosenhauw] .....	14
Danger Cut [Gefehrhauw].....	14
Anger Cut [Entrüsthauw] .....	14
Failing Cut [Fehlhauw] .....	15
Blind Cut [Blendthauw] .....	16
Flicking Cut [Schnellhauw] .....	16
Winding Cut [Windthauw].....	16
Knocking Cut [Bochhauw].....	16

Change Cut [Wechselhauw] .....	17
Cross Cut [Kreutzhauw] .....	17
[Chapter 5:] How One Shall Make Use of the Four Openings.....	18
Chapter 6: Concerning Parrying, and How All Cuts Are Divided into Three Types, namely the Provoker, Taker, and Hitter .....	20
Chapter 7: Now Follow the Postures along with the Devices.....	22
Chapter 8: Concerning the Watch [Wacht] and the Devices Assigned to It .....	23
How and in what way you shall overreach an opponent with a simultaneous cut.....	24
Precept.....	25
How you shall fight from the Watch if your opponent will not cut first: the First Device with the Failer .....	25
A Device and Example, teaching how you shall provoke your opponent so that he goes up, such that you may injure his right arm .....	25
Another that teaches how to provoke your opponent to a cut, catch it, and when he intends to go up again, how to cut meanwhile through his face or arm.....	26
How you shall drive an opponent up and down forcefully, so that he must give you space to cut both to his arms and through his face with Middle Cuts .....	26
Chapter 9: Concerning the Steer [Stier] and Its Devices.....	26
The First Device, which teaches how you shall overreach him with a simultaneous cut from the Steer, followed by a Middle Cut, along with a thrust and afterwards a Cross Cut .....	27
The Second Device, which teaches how you shall cut through his arm when he goes up, and when he cuts back down, how you shall cut over his weapon at his head at the same time.....	28
The Third Device, which teaches how you shall parry and counter cut from the Steer if he cuts outside at you, that is at your right .....	28
The Fourth Device is a precept that teaches how to catch all cuts surely in all postures, whether they come from the right or left .....	29
What you shall execute from the Steer against an opponent who will not strike first.....	29
An Example and Device teaching how you shall bring down an opponent who holds his weapon high in fighting, and shall come over it at his head or face .....	30
How you shall encounter an opponent who holds his weapon too low .....	30
An Example and Device teaching how to goad an opponent who is quick to counter cut by cutting through the foible of his dussack, then to catch his cut, and cut with the crooked edge to the right and with the long edge to the left through his face .....	31
An Example and Device teaching how you shall forcefully break through your opponent's parrying from below and above .....	32

An Example and Device teaching how you shall goad an opponent with body language as well as cuts, so that you can better injure the radius-bone of his forearm with the crooked edge.....	33
A Good Device with the Danger Cut that also can be appropriately executed from the Steer.....	33
Another with the Waker .....	34
A Good Device from the Steer with which you can break through powerfully.....	34
A Common Precept to counter all kinds of devices.....	34
Chapter 10: Concerning the Wrath Guard [Zornhut].....	35
The First Device teaches how to take his cuts from above and below, then counter cut with Winding Cuts .....	36
The Second Device teaches further how to take his cuts and counter cut from the same side .....	36
An Example and Device teaching how you shall turn the point in his face in all hits.....	36
Another, teaching how you shall turn your point in before you into his face.....	37
How you shall catch your opponent's cuts from the Wrath Guard by sliding, and then counter cut....	37
Another .....	37
A Good Laying On from the Wrath Cut [?read: Guard] with four cuts .....	38
Steer and Wrath to the Left.....	38
The First Device from the left Wrath .....	39
A Good Device how you shall compel him down with his parrying, so that you may come at his face.	39
A Quick and Strong Device to execute from the left Steer, which is executed with five cuts.....	39
A Good Device executed from the left and right Steer in combination .....	40
Precept.....	40
Counter against the Steer and Wrath on the Left .....	40
Chapter 11: The Straight Parrying [gerade Versatzung] or Slice [Schnitt].....	41
An Example and Device teaching how to work from below to the opening .....	41
Another .....	41
How you shall set off his cuts, hang in, and draw up through his face .....	42
A Good Device how you shall set off, step out, and slice through his face from the Straight Parrying .	42
Precept.....	43
A Swift Deceitful Device to execute against this Straight Parrying.....	43
Chapter 12: How You Shall Fight from the Bow [Bogen] .....	45
How you shall let his cuts glance off your Bow, and counter cut.....	45

Another that teaches how to cut below or above his dussack at his face, depending on whether he has gone too high or low in parrying.....	46
A Precept that teaches how to make him miss, and counter cut.....	46
How you shall cut at the radius-bone of your opponent's forearm when he pulls up for the stroke....	46
Counter against the Bow .....	47
The Flicking Cut.....	47
A Good Device with three Middle Cuts.....	48
How you shall change through, chase, slice, and fight from the binds .....	49
A Precept on working from the bind *Heading added by editor*.....	49
Concerning changing through, note this precept:.....	53
A brief introduction how in chasing you shall use the forte and foible, and the hard and soft, and how you shall fight against it *Heading added by editor* .....	53
Chapter 13: Concerning the Boar [Eber].....	54
The first device tells how you shall let his stroke slide off on [your] dussack, and counter cut long.....	55
Another that teaches how to step through against him and fight with Winding Cuts outside at his head and arms .....	55
How you shall run under his cuts, and jab in front on his chest so that he must make his face open ..	55
Counter .....	56
How in the middle of your parrying you shall thrust under his dussack at his face.....	56
How you shall thrust in the Before from the Boar.....	56
A Good Device in which you shall flick over out of the parrying, and seek his right arm with Winding Cuts and flicking.....	56
Chapter 14: Concerning the Middle Guard [Mittelhut] and How One Shall Fight from It .....	57
How you shall send your opponent's cuts away from you from the Middle Guard, and counter cut ...	57
How you shall cut his stroke up from below away from you from the Middle Guard, and pursue with Winding Cuts.....	58
How you shall cast in your dussack outside over his right arm and draw your long edge upward through his face .....	58
How you shall fight from the Middle Guard against an opponent who will not cut .....	59
Another, teaching how you shall attack from the Middle Guard against someone who will not cut....	59
How you shall flick from this guard outside at his right arm .....	60
Chapter 15: Concerning the Change [Wechsel] and Its Devices.....	61
How you shall slash an opponent's Bow upward and cut at his face before he recovers.....	61

This device is also a counter for the Bow .....	61
Counter .....	62
Another from the Change .....	62
Counter against the Change on the left.....	62
Counter against the Change on the left.....	63
Counter against the right Change .....	63
[Chapter 16:] Bastion [Bastey] .....	63
[Chapter 17: Grappling] .....	64
A Device for Running In.....	64
More material on running in *Heading added by editor* .....	66
The First .....	66
[Conclusion] .....	67
THE END .....	68
Images from the 1560 and 1570.....	I
1570 .....	V

*A Systematic Description and Teaching of Combat with the Dussack,  
in which many manly and shrewd devices are discussed in good order, and presented one after another,  
through which prospective students may be better trained to skill in this, and then in combat with the  
rapier.*

With this weapon extend far and long,  
hang over forward after the cut.

When he is about to run in at you,  
the point drives him from you.

With your body step far as well;  
send in your cuts powerfully around him.

But if he has run in on you,  
with gripping and wrestling you shall be the  
first.

To all four targets let them fly;  
with comportment and pulling you can  
deceive him.

Pay heed to the forte and foible,  
'Instantly' makes the openings apparent.

You shall parry in the forte,  
and meanwhile injure him with the foible.

Also step correctly in the Before and After;  
watch diligently for the right time,  
and do not let yourself be easily unnerved.

Also you shall come no nearer  
than where you can reach him with a step.

## **CHAPTER 1 : CONTENTS OF THE TREATISE ON COMBAT WITH THE DUSSACK, AND IN WHAT ORDER THIS COMBAT SHALL BE DESCRIBED**

Now that I have laid the groundwork with longsword combat, next comes the dussack, which takes its basis from the longsword, as the true source of all combat that is carried out both with one and with two hands. Since it is, after the longsword, not only the weapon most used by us Germans, but also an origin and basis of all weapons that are used with one hand, I will here present it and then discuss and explain it in orderly fashion with all its particulars and techniques.

Now since the dussack is so nearly related to the longsword that the greater part of the techniques that are used in the sword with both hands, are executed with very little variation in the dussack with one hand, I will follow the same order in describing it as I previously observed in the section on the sword.

- And since previously in the treatise on the sword there has been sufficient instruction concerning the division of the combatant, who is the subject of combat, and concerning the division of the weapon, I will first cover the postures or guards, and recount how many of them there are and how they shall be executed in the work.

- Secondly, I will present and discuss the cuts one after another and how they shall be executed.
- Thirdly, I will thoroughly teach the division of the combatant, according to which these cuts shall be arranged, specifically its use and employment, which I had passed over in the treatise on the sword as being appropriate for here, to ensure that nothing pertinent to the subject should be left out.
- Fourthly, I will add some necessary and useful instruction and advice about parrying, and how one shall use the cuts for three distinct purposes.
- And lastly, once all the elements necessary for combat with the dussack have been handled, I will cover one guard after the other, and present through diverse examples how you shall fight from each of them when you have come into it in the middle of combat or at the end of a cut, and correctly describe how to assemble the elements you have been taught, to make a full combat device from them.

## CHAPTER 2: CONCERNING THE POSTURES OR GUARDS AND THEIR USE

Although these postures that are generally used in the dussack take their origin from the sword, and are understood to be pretty similar, yet they have a distinct use according to the specifics of the weapons, both in their names and in how one fights from them.

Therefore I have considered it necessary to present these guards in order no less than those previously in the section on the sword, and to show how each of them may be profitably used. And firstly there are five postures, namely:

- the Wrath Guard;
- the Steer;
- the Middle Guard;
- the Boar;
- the Change

As you execute these on the right, so you shall also perform them on the left. Furthermore you also have five postures straight down in front of you through the vertical Scalp Line. That is:

- firstly the Watch;
- secondly the Slice, which is the parrying from above;
- the Longpoint;
- the Bastion in two forms;

- in going back up, you have the fifth, namely the Bow, which is the other parrying from below, as you will hear in the chapter about parrying.

Now since the postures will be illustrated later in the images near the devices assigned to them, I have thought it best to save for there the discussion of the postures and how you shall position yourself in them, since it will be more appropriate to describe them near the images; for every posture is to be found marked with its individual indicator in the listing that follows.

I will therefore now proceed to describe their use and what purpose they serve. And firstly, I do not want you to wait in the postures for the opponent's attack, but as soon as you can rush upon and reach him, you shall lay on against him with your devices according to your opportunity, and fully execute them; nonetheless it often happens that you cannot begin your device in the Before, much less carry it out usefully, without some harm befalling you as a result. Therefore it necessarily follows that you should position yourself judiciously with fine yet serious comportment in a posture in which he cannot readily cut at you without incurring his own harm and disadvantage, so that being safe in this posture you can look to lay on against him according to your opportunity, or are prepared to wait for his cuts.

Secondly they are also useful for this, that you may organize all your devices in orderly fashion by the postures, so that whenever you have cut into a posture, or else have come into one by preparing to attack, at once you may know what technique you can most appropriately execute against him from that place and posture, so that you are not delayed with long reflection. For in all cuts and devices you always come from one posture into another.

Thirdly you shall learn to recognize your opponent's combat from his posture, and what techniques he will execute against you, in order to easily deduce what techniques he might execute against you when he has brought his weapon above or below into a posture.

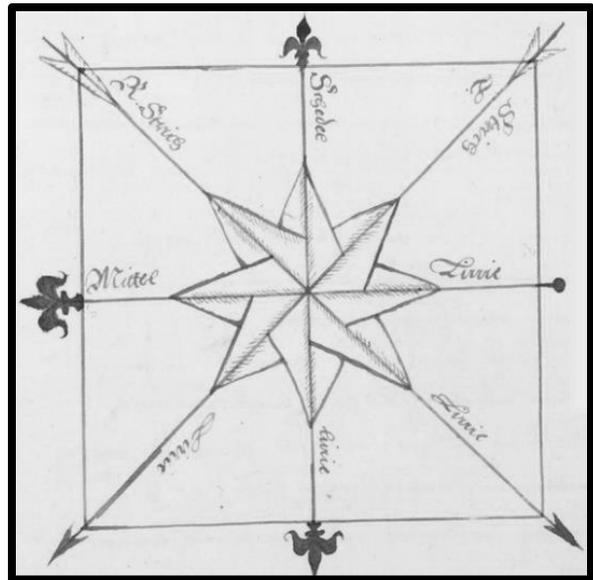
And fourthly, since one can generally find out or perceive the opponent's combat by his postures, as I have taught, you shall know that you should not lie still in any posture, but always change off from one posture into another, and this not only to deceive him, but also to make him confused, so that he cannot know what sort of device will be carried out against him or he should carry out against you. Concerning this, see the treatise on the rapier concerning the use of the guards. Now I will proceed to the cuts, which are the true chief element in combat.

## CHAPTER 3: CONCERNING THE FOUR CUTS, WITH FOUR GOOD DRILLS TEACHING HOW TO EXECUTE AND LEARN THEM CORRECTLY, ALONG WITH SOME PERTINENT EXAMPLES

Now that I have explained the postures or guards along with their uses, I come next to the true chief element of combat, and this is the cuts, which derive from the postures. Now there are essentially no more than four of these, from which all the others have their origin and beginning, as I will show later. And since these four cuts are the true basis of all combat, I will explain them in order for the benefit of the benevolent reader, not only how they are cut in their basic form, but also how they also can be learnt and executed usefully in many ways, so that you may see and recognize how one technique always arises from the other, and an initial one leads to the next. And since these four cuts may not be learnt naturally and properly, much less be understood by the learner, without prior knowledge and skill in the lines that serve for teaching the cuts, I must first teach you the forms and names of these lines.

Now since there are four cuts, so there are also four routes or lines through which they are cut:

- Firstly, the vertical line, through which the High Cut is sent and delivered, and therefore it is called the Scalp Line [Scheittellini], since it divides [underscheiden] the combatant into left and right.
- The second diagonal or hanging line, through which the Wrath Cut is sent, is called the Wrath Line [Zornlini] from the Wrath Cut, or also the Stroke Line [Strichlini].
- Through the third Thwart or Middle Line [Zwerch oder Mittellini], the Middle Cut is executed.
- The fourth rising diagonal line shows the Low Cut its way, just as it shows the route for the Wrath Cut from the other side down from above, so that the Low Cut is sent upward through the same line through which the Wrath Cut is delivered diagonally from above.



If you imagine these four lines standing with the Midpoint, at which they cross over one another, at the level of the chin, such that the Thwart or Middle Line runs across above the opponent's shoulders, then the Cross stands correctly; and you can then not only arrange the four chief cuts well and soundly according to it, but also all other cuts. However you should not suppose that you may not also send the cuts lower or higher than the lines indicate; rather it is only to be understood in this regard that you should first learn to execute and deliver the cuts through them.

Secondly, note also that when your opponent cuts at you, and you cut in at the same time as him, then you must send your cut at the height of the line, otherwise you are not parried or protected with your cut. But when you send your cut against your opponent in the Before, and he is not ready with a stroke to encounter your cut, you may then cut to his body under or over his dussack, regardless of where the lines indicate, as I will teach sufficiently later in the devices. As to what further pertains to the use and purpose of the cuts, and which ones counter one another or how, I will discuss this later at length in the fourth chapter. I will therefore now proceed to teach how to deliver the cuts through these four lines in four ways and forms, for they will be no small advantage to you in correctly executing and understanding the devices.

**The First Drill, teaching how to send each of the four cuts through its line; firstly halfway, that is into the Longpoint, secondly all the way through the line, cut after cut from one side**

2.4v1 Stand with your left foot forward and hold your dussack in the Steer, as shown by the large figure on the left in the previous image [B]. Step and cut straight from above down through the vertical line, as far as the Midpoint where the lines cross over each other; thus you stand with your arm extended in the Longpoint, concerning which see the large figure also on the left in the image on the following page [C].



From there, let the foible of your dussack drop and run off toward your left, and at the same time as your foible drops, pull your hilt up with hanging blade around your head for a stroke; meanwhile as you pull up your dussack for another cut, then at the same time also pull your rear foot up to the forward right one, so that you have another full step forward with your right foot to go with the cut you have prepared.

Cut as before through the vertical line, yet no further than to the crossing of the lines, into the Longpoint. From there, gather to cut as before; and do this one cut to three or four forward. As many cuts as you deliver forward, you shall also execute the same number of cuts and



steps backwards again; and as you have drawn the rear foot up to the forward foot in cutting forward, so that you can step further forward with the front foot, likewise when you will step backward in cutting, you must also give ground with the front foot as far back as the rear one, as you pull up to the stroke; and as you have previously stepped forward for the stroke with your right foot, so you must now step back in cutting with your rear left one.

As you have previously delivered the High Cut through the vertical line to the Midpoint, so you shall also execute the other cuts through their lines, namely:

- the Wrath Cut through the hanging diagonal line;
- the Middle Cut through the horizontal;
- and the Low Cut through the upward sloping line;

and always no further than to the middle at the Midpoint. Then let it run off again toward your left, and gather yourself for another similar cut by pulling up your hilt.

These cuts shall serve to teach you to hold off all your cuts halfway before they are fully completed, and to turn to a parry, so that you can catch your opponent's cuts in mid-course with simultaneous cuts.

Secondly, you shall cut right through these lines, thus:

2.5v1      Position yourself with your dussack as I have taught; from there, cut through the vertical line with extended arm, all the way through, and turn your right side well toward your left after the cut, so that in this cut your dussack runs back past your left side; and as your dussack runs back through by your left, then

meanwhile pull your hilt up by your left around your head, into the Watch for another stroke; thus you stand as shown by the figure on the right in the previous Image B. At the same time as you pull your dussack up for the stroke, as I have said, you shall pull your rear foot up as far as the forward foot, so that you have another step forward for this cut with the forward right foot, as I have just taught. Then step further forward with your right foot, and cut from the Watch straight from above as before, right through the vertical line. Do this also one cut to three or four, forward and backward, so that you will be well trained in it.



As you now have executed the High Cut through the vertical line, so you shall also cut the other three all the way through their lines. And so that you may better understand this (since it is difficult to do for someone who has not practiced it), I will describe how the Low Cut is to be delivered all the way through the lines, thus:

2.5v2 Stand with your left foot forward and hold your dussack again in the Steer; then step and cut with the long edge across from below following the upward diagonal line, through his face; in this cut turn your hand in the air, so that your thumb points toward your left, and in the completion of the cut your short edge comes onto your left shoulder; also turn your right side well to your left after the cut, as I have said before. As soon as you have come with this cut near your left shoulder, then pull your hilt quickly back up around your head for another stroke, and pull your left foot up to the right foot. Then cut again from your right diagonally up from below through his face, with a step forward on your right foot, so that your dussack comes to your left shoulder as before; from there gather yourself again for another cut. Do this one cut to three or four, back and forth, as you have done with the previous half-cuts.

As you have previously been taught to catch your opponent's stroke with the half-cuts, here you learn to send away and cut away his cuts entirely by cutting through.

## **The Second Drill, teaching how to drive the cuts through one line opposite one another**

Secondly, once you can deliver the four cuts from your right each through its appropriate line, half and full, as I have just taught, you shall also learn to cut through each line from both sides opposite one another, thus:

2.6r1            Stand with your right foot forward, yet with your feet not too far apart, so that you may have a step forward for the first cut. Then step and cut with extended arm all the way through from your right, from above through the vertical line, so far that your dussack shoots into the left Steer as it runs back through by your left side. Then from there cut right back through up from below with your long edge, forcefully and strongly up through the vertical line, so that your dussack shoots back around over your head through the Plunge into the right Steer. In this cutting you shall always keep your right foot forward in standing and stepping, and gather yourself for the stepping so that you have a step forward for every stroke, as I have taught.

In this way drive the High Cut from your right from above, the Low Cut from your left from below, one right after the other through the opponent's face. And let the High Cut plunge over from above, and also let the Low Cut shoot around through upwards from below, so that after the shooting, the point always stands toward his face. As you now have cut through the vertical line from below and above in opposition, so you shall also cut through the other two lines, namely the downward diagonal, and the horizontal, always from both ends in opposition.

However, when you cut from your right in opposition through the upward sloping line marked D-H, you shall not allow it to shoot forth, but simply drive over your forward right thigh from your right up from below, into the left Wrath or on your left shoulder, diagonally through the upward sloping line, up and down opposite one another.

You have already learnt at length about this driving and its use in the section on the sword.

## **The Third Drill, concerning the beginning of the deceiving, and how you shall pull the cuts away, and change them into one another**

2.6v1            After you have positioned yourself in a stance before your opponent according to opportunity, then step and cut with extended arm and the long edge, from above at his head following the vertical line. And meanwhile watch to see if he will meet your cut with parrying; as soon as you see this, do not let your cut connect or hit his parrying, but pull your cut quickly back away before it hits his

parrying, and forcefully cut through beside your left up from below through the same vertical line, as shown by the figure in this image on the right [D].



- 2.6v2 Contrarily, cut the first beside your left from below, almost right onto his parrying, and just when it should connect, then pull quickly back again up around your head, and cut from above right through the vertical line, that is through his face.
- 2.6v3 In this way cut from your right at his left following the Middle Line, as far as his parrying, and do not let it connect either, but just when it should hit, pull back away around your head, and cut from the other side, right through the same Middle Line.

You shall learn to execute this against and through all four lines, just as with the previous two cuts. This pulling is the beginning of all deceit.

### **The Fourth Drill, teaching how one shall change the cuts into one another**

Fourthly, it is also necessary and useful to be able to change off the cuts in a fluid motion into one another. Since this can take place in three ways, I will first show you the basis of this changing through the three lines, namely through the two diagonal (downward and upward), and through the horizontal Middle Line, and after that add some examples, thus:

- 2.6v4 When you cut diagonally through the opponent from your right from above or below, so that your weapon comes to your left, then cut the second right back across from your left through your opponent's right, along the Middle Line. However if you have cut from your left through one of the diagonal lines, either through the rising or falling line, so that you come through with the cut toward your right, then from there cut at once through the Middle Line again, from your right through his left, as you did before from your left through his right. For whenever you cut through a diagonal line from one side, you should at once cut from the other across through the Middle Line.

2.7r1 Furthermore note when you have cut the first diagonally through from above from your right side, and the Middle Cut from the other side opposite it, so that you have come back to the right side, then do not cut back from above through the downward diagonal, but up from below through the upward diagonal line, and then also up from the other side, through the upward diagonal line. Then deliver another Middle Cut from your right through his left, so that you can further deliver the High Cut diagonally through his right.

And the basis of changing off with all the cuts rests in the two lines, that is the diagonal and horizontal. For whenever you cut across from one side, then you shall cut back diagonally from the other opposite to it. Therefore if you cut from this side diagonally, whether from below or above, then cut across from the other. And so that you may better understand this changing, I will present three useful examples for you here.

### **Example with Six Cuts**

2.7r2 First, step and deliver a Wrath Cut from your right at his left, through the downward diagonal line marked B-F. Second, cut from your left against his right through the horizontal Middle Line. Thirdly, cut from your right at his left, through the upward diagonal line, strongly through with a Low Cut upward, so that at the end of the cut your dussack hangs down behind your left shoulder. From there, forcefully deliver another Low Cut diagonally upward through his right. Then for the fifth, deliver a Middle Cut from your right at his left through his horizontal line. And cut the sixth straight from above along the Scalp Line at his head or through his face, with a broad step forward. These six cuts shall run swiftly one after another. For these cuts, always keep your right foot forward, and as you step forward with the cuts, since you will need a step for every cut, always gather the rear foot somewhat toward the forward foot; thus you can have a further step forward with your right foot.

### **Changing the Cross by means of the Middle Cut**

It is very good to cut the Cross long and to change from one side to the other by means of the Middle Cut, in which you shall always deliver the Middle Cut with extended arm more strongly from you than the other two diagonal ones through the Cross. And do this thus:

2.8r1 Cut the first from above diagonally through against his left; cut the second from your left through against his right, also diagonally from above; cut the third from your right at his left across through the Middle Line; thus your dussack comes to your left into the Middle Guard. From there begin again, and cut the first from your left diagonally through his right; and the second diagonally through his left, both of them from above; the third, another Middle Cut from your left against

his right; and then cut back from your right. Do this once to six or seven times, one after another. With these cuts, always keep your right foot forward.

### **A Cross Change**

2.8r2      Execute Cross Changing thus: stand with your right foot forward as always, and cut the first from your right through his left Wrath Line with a broad step forward; thus you come into the left Change. From there slash back up with the short edge through the same Wrath Line through which you have come down with the Wrath Cut, upward toward your right shoulder. Let it go above in the air around your head, and cut the second through his right Wrath Line, diagonally over your forward right thigh, so that your dussack comes with the point beside your right toward the ground. From there slash up again with the short edge toward your left shoulder through the same line through which you have cut from above. Let the dussack go back around over your head, and cut back from your right through his left, so that you come back into the left Change. From there slash through upward again as before, and so forth. Do this once to three or four times, at your will, forcefully through your opponent's face.

Thus you now have the four chief cuts, and how you shall cut them in four ways, which I have discussed at such length, because all combat is embodied in these four cuts, as I have said before. And it is certain when you know how to deliver the four cuts well in the manner I have described, then all devices will be easy for you to carry out. Now follow the Secondary Cuts.

## **CHAPTER 4: CONCERNING THE SECONDARY CUTS, WHICH HAVE THEIR ORIGIN FROM THE FOUR CHIEF CUTS, AND HOW ONE SHALL EXECUTE THEM IN THE WORK**

Now that I have presented the four chief cuts as a basis of all other cuts, I will also present here the secondary cuts that arise from them (as many of them as are necessary); and first I will explain their purpose and how they are distinct from the chief cuts. And firstly you shall know that the cuts are delivered not only straight (as I have already taught) but also reversed—something I have already discussed in the section on the longsword—when your hands are turned around or reversed in cutting, so that you do not hit with the forward long edge, but with the rear short edge or with the flat. Therefore as the cuts are delivered differently through this reversing, so they are also named differently, regardless of whether they are delivered from above, diagonally, across, or from below, as can be seen in the Crooked Cut, which is so named in the dussack because in reversing the crooked edge goes forward, and the hit is delivered with it. Thus the reversing is the first and chief cause of these diverse names of the cuts.

Now some cuts are not reversed in delivering them, and yet are named differently, and the reasons are these. The first is according to the intention of the one who delivers it, as happens with the Failing and Knocking Cut, which although they are High Cuts, yet they are so named because my intent is to miss with the one, with the other to knock against my opponent if I have an opening. And some names are based on the emotion of the mind, like the Wrath and Anger Cut. Also some receive their names from the shape they resemble in cutting, like the Rose Cut. Some are named for the limb at which they are delivered, as you will see in the section on the rapier in the Hand Cut and the like. On the basis of what I have now presented, you can now easily understand the cuts that are presented afterwards, and observe how much they are distinct from the chief cuts. And the secondary cuts are fifteen in number, as follows:

### **The Plunge Cut [Sturtzhauw] is executed with the High and Wrath Cuts**

The Plunge Cut is used mostly in the Onset, thus:

2.9r1            In the Onset, step and deliver a High Cut from your right, going back through beside your left, so that your dussack shoots back around above your head, or plunges over, such that after plunging around, the tip of your weapon points back at your opponent's face, not unlike the left Steer, except that you must thrust the point further forward from you toward your opponent's face. It has its name from this plunging over, otherwise it is essentially just a High Cut. At once let the tip of your weapon drop toward your right again with your palm away from your opponent, and meanwhile pull your hilt upward around your head, and at the same time as you thus pull up, lift your left foot; step forth with that foot, and cut from your left back through beside your right, so that the tip of your weapon plunges around over your head as before, such that the tip of your weapon points at your opponent's face. At once let it run off again toward your left; and cut from one side to the other until you come to your intended place.

### **Crooked Cut [Krumphauw]**

The Crooked Cut is done thus: turn the grip of your dussack right around, so that the crooked edge goes forward in cutting and hits; then cut from above or below with the crooked edge according to opportunity.

### **Short Cut [Kurtzhauw]**

2.9v1            Execute the Short Cut in the Onset: when you realize that he intends to cut from above, then take heed when he goes up with his dussack for the cut, and meanwhile pull your weapon toward your left shoulder; from there cut at the same time as him with your short edge across over his arm through at his face, so that your palm stands upward in the cut; thus you catch his stroke and hit at the same time, etc.

It is also a Short Cut to go through short to the sides under his weapon. You have learnt about this in the section on the sword.

### **Constrainer Cut [Zwingerhauw]**

The Constrainer Cut is executed in two ways. Firstly when you stand in the Middle Guard on the left, and from there cut away your opponent's cut before you with the long edge; concerning this see the Middle Guard. As to the second, it happens in this way:

2.10r1 Stand again with your right foot forward, and hold your dussack with straight arm before you in the Slice or Straight Parrying. If your opponent cuts at you from his right, and sends his cut high, then let your point drop, and at the same time pull your hilt toward your left through under his dussack, so that he cuts over your dussack without hitting; and cut quickly outside over his right arm at his head, while his dussack is still falling toward the ground. See that in going through, you pull your head away from him under your parrying with your body leaning, such that he cannot reach you.

### **Roarer Cut [Brummerhauw]**

The Roarer Cut has this name because it goes so swiftly in its course that it sends forth a kind of bellowing wind; do it thus:

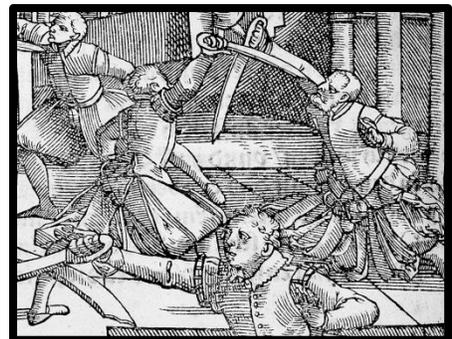
2.10r2 See that you drive your opponent high with his parrying; with this, turn your grip around so that you have your dussack crooked; pull your hilt around your head with hanging dussack, and cut beside your right from below across with the crooked edge under his dussack at the radius-bone of his forearm, or inside at the tendon, depending on how high he has gone, with a step out on your right foot toward his right; but let your dussack shoot back before your face for parrying.

I will teach more about this Roarer Cut later in the section on devices, since it is used and executed in many ways.

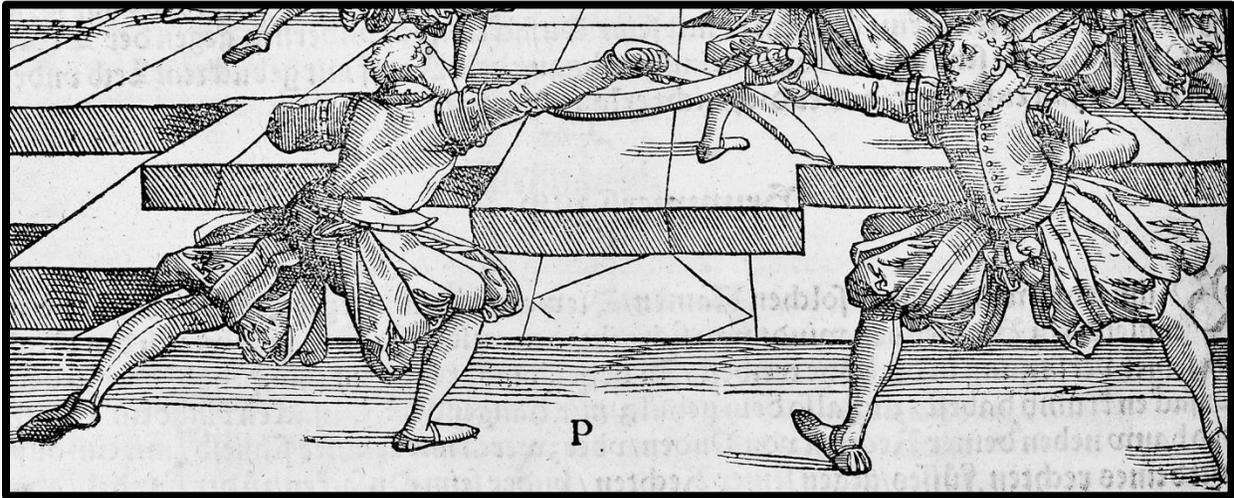
### **Waker Cut [Weckerhauw]**

Execute the Waker Cut thus in the Onset:

2.11r1 Deliver a powerful High Cut in at him; if he parries the cut, then note as soon as it clashes or hits on his parrying, and turn the cut into a thrust; thrust your dussack around on his, in at his face, as shown by



the two figures on the right in this image [P]. If he goes up, then cut upward with the crooked edge through his arm, as you can see in the large figures.



### **Rose Cut [Rosenhauw]**

2.11r2 *Rose Cut*: if you find an opponent waiting in the Bow, then act as if you intended to cut from above at his head; do not let the cut connect, but go outside his right arm and through below, so that you come around in a circle around his dussack, and let it run off again in the air beside his right, and cut at his face.

You may go around his parrying this way on the other side in a circle, and cut in where you find him open.

### **Danger Cut [Gefehrhouw]**

2.11v1 *Danger Cut*. Do it thus: in the Onset when you come before your opponent, then take heed as soon as you are able to reach him, and note diligently when he will cut; as soon as he pulls up his dussack for the stroke, then cut beside his hilt from above at his face or chest, while he still has his dussack high.

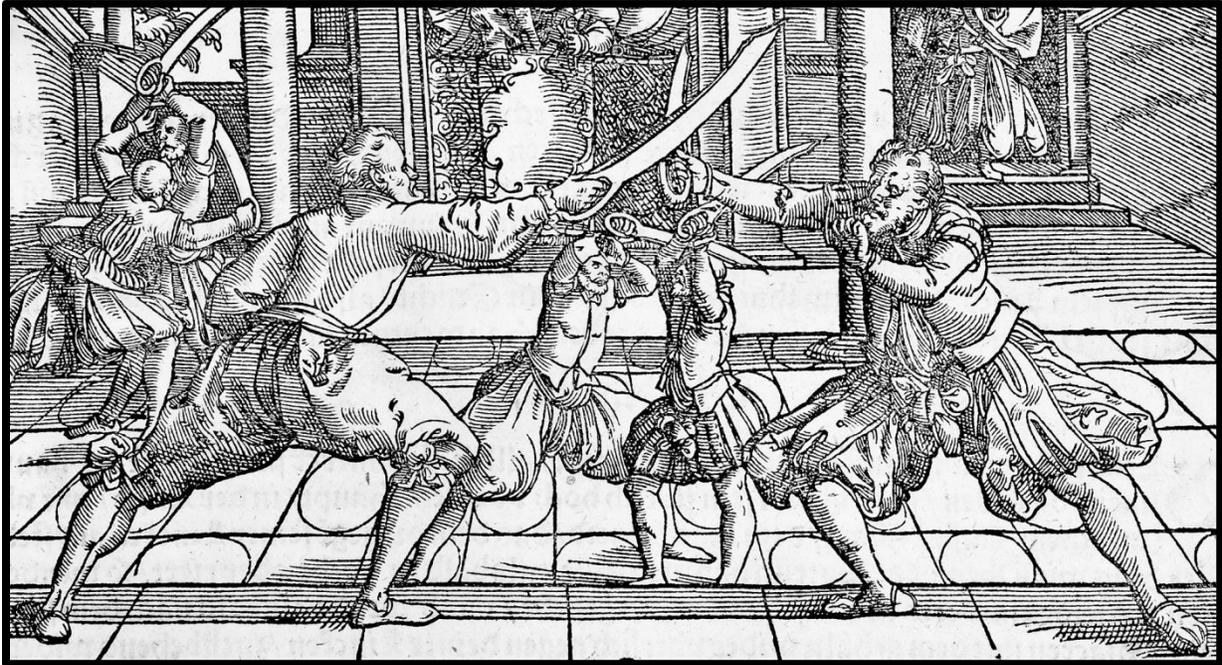
This Danger Cut must be done with prudence, otherwise it is dangerous; this is why it is named the Danger Cut.

### **Anger Cut [Entrüsthauw]**

The Anger Cut is also executed in many ways, and also has two names, the other being Armor Cut, since it catches the High Cut in the air and holds it off like a suit of armor. It is called Anger because it comes so suddenly and earnestly, as if you had suddenly become angry with wrath against him. To use it to intercept his cuts, do it thus:

2.11v2 If an opponent cuts at you from above, then note as he pulls his dussack in the air for the stroke; as he does this, pull quickly around your head and cut across

against his cut, a little upward from below, so that you catch his cut while it is still up in the air, with the long edge and horizontal dussack, so that your dussack stands across between you and him, as shown by the large figure in this image on the right [G]. Once the dussacks connect, you can execute many fine devices, etc.



It is also done in this manner:

- 2.11v3 Stand with your left foot forward and hold your dussack in the Boar, as you shall find written of later. If he cuts from above, then go up with both arms to parry, so that the back of your dussack comes to lie on your left arm, and spring under his stroke. When it clashes, then thrust outside his right arm at his face; back-step and at once cut across at his left, also through his face, as you can see in the small figures on the left in Image O.



### **Failing Cut [Fehlhaw]**

- 2.12v1 *Failing Cut:* in the Onset if you find your opponent in the Bow or Straight Parrying, then step and cut outside at his right arm from above, and when you

see that he will parry, then let the short edge drop just in front of his arm, and at the same time pull your hilt back up, so that you do not hit with the cut, but let it run past in front of his arm without hitting, so that he goes as quickly as possible to parry. Step quickly out to his left, and cut straight through his face. You may thus let the cut run past and miss every opening against those who go against the cut to parry.

### **Blind Cut [Blendthauw]**

The Blind Cut is done in many ways, but here note it in this way:

2.12v2 If your opponent cuts from above, then catch his stroke up in the air over your head on your long edge with horizontal dussack, so that your point stands out toward his left, as I have taught above concerning the Anger Cut. As soon as it knocks or connects, then turn the short edge inward in a flick into his face. And at once after the flicking, turn the hilt of your dussack back up toward your left; pull quickly back toward your right and cut forth with the long edge at his face; with this cut, step well around toward his left away from his stroke.

### **Flicking Cut [Schnellhauw]**

2.13v1 Flicking Cut: when you stand in the Bow before an opponent, and he will not cut, then pull up into the Watch as if you intended to cut from above, but do not do this, rather turn it in the air, and cut with your long edge up from below at his right arm in a flick, and turn the dussack back toward your left shoulder. From there cut a Defense Stroke through his right, either under or over his arm, through his face.

2.13v2 Item, when an opponent stands before you in the Bow and will not work, then flick at him with the short edge over his dussack at his head, or flick under his parrying at his face if he holds his dussack high in the parrying.

### **Winding Cut [Windthauw]**

The Winding Cut, a cut that one winds, is essentially from whichever side you strike in, to come back out toward the same side, thus:

2.13v3 When you cut in above from your left, then pull and turn the dussack back out down toward your left, all in a single motion, as if you intended to strike something like a half man from his side; and this goes to both sides.

### **Knocking Cut [Bochhauw]**

2.13r3 Do the Knocking Cut thus: when the two of you stand before one another in the Bow in a high parrying and neither will cut before the other, but each waits for

the other's stroke, then sink down before him, and cut straight before you in against his dussack, so that you hit his chest with your hilt, so strongly that his dussack rebounds toward his face once or twice. Thus you compel him to work; and as soon as he goes up, step out on his left side, and cut beside his hilt in at his face; or undertake another device that is more appropriate for you, once you have driven him up.

### **Change Cut [Wechselhauw]**

The Change Cut is also taught to the student with the five cuts at the beginning. Essentially it is simply to change from one side to another with the cuts. But since I often speak in this book of changing off with the cuts and devices, it is unnecessary to discuss it here.

### **Cross Cut [Kreutzhauw]**

The Cross Cuts are essentially two Wrath Cuts from both sides; they are executed through the two downward angling lines that run through the opponent diagonally from both sides, and cross over one another. Deliver it thus:

2.14r1      Stand with your right foot forward, and cut the first from your right through his left, the second from your left through his right, both diagonally through his face. Learn to do this one cut to four, five, or six, forward and back, but such that you always keep your right foot forward; therefore when you wish to step, gather your rear foot forward, so that you can step forward with the right foot; for you shall always have at least one step for both cuts that are delivered from both sides through the Cross.

You shall learn to deliver this Cross Cut, along with the aforementioned four cuts, in a fluid motion, powerfully and quickly with extended arm, and when you are cutting, to avoid holding your arm 'in the bosom' (as they say), i.e., not fully extended from you; for he who fights short and holds his arms near him is easy to deceive and hit, although the stretching out must also have its moderation and limit according to the situation of the moment.

Therefore I particularly wish to advise you, if you want to make this book useful for yourself, that you will above all things learn to deliver the cuts fluidly, long, and well; and when you well know the principal cuts, then all the others will be easy for you. For whatever devices you should wish to execute, however good they may be, if you do not fully know the cuts themselves, each one individually according to its manner, and execute the techniques correctly, then you will not accomplish much of use. For as I have often said, all combat rests upon the cuts.

Finally, briefly note this **precept** how the cuts counter one another, as follows. **First**, the High Cut counters all other cuts that are delivered at you, whether from below, diagonally, or across, provided you send it against your opponent's dussack upon the forte against his right hand. **Conversely**, the Wrath Cut or the horizontal Middle Cut counters or takes the High Cut. Also note that two simultaneous cuts that are delivered against one another with their steps always put off and parry one another. But he has the best with his cut who comes with his weapon above the other's in the cutting. **Therefore** whenever someone cuts at you across from below, whether from the right or left, counter him with a High Cut. But if he cuts at you from above, then take his High Cut away with a Horizontal Cut or diagonal Wrath Cut. This precept should be well heeded in all combat, and particularly take heed here of the forte and foible in the Before and After.

## [CHAPTER 5:] HOW ONE SHALL MAKE USE OF THE FOUR OPENINGS

You have previously heard somewhat here and there in the treatise on the sword what the division of the combatant is, and what it is useful for, as much as was necessary there. And since nothing less depends on this division than on the cutting itself, I have thought it necessary to offer further instruction concerning its use and function, and particularly what it is useful for here with this weapon, since the opportunity how and when you can usefully lay the cuts upon your opponent must be perceived in part from this division. Therefore you should here learn firstly how to recognize the opening quickly, secondly how to act against it. And although this can take place in many ways, and therefore it is entirely useless to recount it here at length, yet I will present it in brief, such that I hope if you will be serious to study it through diligent practice, you will be sufficiently able to see and learn the use of this division from the instruction I have offered. And firstly observe this instruction on how to perceive the openings in your opponent's cuts:

In the Onset, pay diligent heed from which side he will cut, and when he cuts, see that you escape his stroke, or catch it and send it away from you without harm; at once cut quickly at the same part from which he has cut at you. For you should diligently note that he is always most open in the part from which he sends in his stroke. This is a very noteworthy precept, which you shall study diligently and to which you shall give attention, so that you can attack with artful and quick work at the same opening from which he has come in with his weapon.

Secondly, it is easy and useful to perceive the opening in his parrying or in his positioning. For when he holds his weapon too high or low, or else too far to the side, you shall send your cuts powerfully and long (albeit judiciously) at his part that you perceive to be most open, and just as it hits, quickly cut back opposite it—always provided he has not offered you

this opening intentionally. For you shall not cut quickly and uselessly at an opponent who offers you an opening intentionally, but take good heed of your situation, since if you cut injudiciously at his opening, as you will see later in the devices, he can at once take it away from you by stepping out, and overreach you with his cut at the same time. For example:

2.15v1        When he holds his weapon in Wrath on the right, and you cut straight at his head, then he can step out to the side with his right foot to his right, toward your left, and at the same time cut in from above toward your head, so that you not only miss his opening, which he has withdrawn from you, but you also make yourself more open by extending, so that he can better overreach you with his cut. Thus you miss with your initial cut and he hits with his counter cut.

Therefore it follows secondly, how you shall attack the openings with deception, namely:

2.15v2        If he holds his dussack on his right side in a guard, whatever guard it is, below or above, then send a powerful high stroke at his left side which he has in front, not that you expect to hit him, but because he must intercept your cut from [his]78 right side to parry it. But do not let your cut connect on his parrying, rather pull your cut back away in mid-flight without him realizing it, and send it quickly for a second cut at his right side from which he has come to intercept your cut, so that he may easily stray with his parry.

Do this not just to both sides but against all four openings, that is if he sends his weapon into one of the four quarters, attack with a cut opposite to it, not to hit, but to draw him out of that quarter. When he goes out of that part with his weapon, at once cut deftly in at it. Thus you shall be judicious and circumspect in all initial cutting.

Further you shall arrange your cuts in such a way that of two, one will always hit, whether it is the first or second, and I will also offer you some examples of this, thus:

2.15v3        If your opponent stands before you in the Bow and holds his parrying so low that you can see his face over his dussack, then deliver two Middle Cuts from both sides opposite one another, that is cut the first from your right with extended arm across over his dussack close in front of his hilt through his face, and turn your body well toward your left after the cut; cut the second across from your left underneath his dussack through at his right arm. Now if he does not want to be hit by the first cut in his face, then he must go up, and by going up he will give you space to hit his right arm with the second stroke from your left. At once deliver thirdly a Wrath Cut from your right diagonally at his left through his face.

- 2.16r1            Now if he holds his parrying high, then cut the first from your left under his dussack through at his right arm, and when he falls after the cut, then cut the second quickly from your right over his dussack at his face. When you do these two cuts quickly one after another, then you will hit either his arm with the first under his dussack, or his face with the second over his dussack, for he will hardly parry both of them.
- 2.16r2            Likewise, if he holds his weapon too far to his right side, then cut the first powerfully through from above at his left side; when he sends his weapon to his left side to intercept your stroke, step and cut the second outside over his right arm.
- 2.16r3            Contrarily, when he holds his weapon too far to his left side, then cut the first through from above against his right, the second at his left with a back-step.

And these cuts shall always go quickly one after another with their steps. And throughout the section on devices, you will find sufficient instruction on how to deceive from one opening to another.

## **CHAPTER 6: CONCERNING PARRYING, AND HOW ALL CUTS ARE DIVIDED INTO THREE TYPES, NAMELY THE PROVOKER, TAKER, AND HITTER**

I have now explained at length the postures and cuts, as well as the openings at which the cuts are directed. But it is not enough to have learnt how to deliver the cuts against your opponent well and long from you: it is also necessary to be equally able to send away and parry these cuts when they are delivered at you by your opponent. Therefore although I have written in the treatise on the sword concerning parrying in general, yet I must discuss parrying somewhat more particularly here in the dussack as with the other chief elements of combat. It is therefore to be noted that there are two chief types of parrying, namely one from above, the other from below. From the first, which comes from the High Cut, the posture arises named the Slice or Straight Parrying. The second parrying comes from the Low Cut, from which the Bow derives its origin.

These two parries are each executed in two ways, firstly by catching or intercepting the stroke, secondly by cutting away. Now catching is simply when you intercept and hold off your opponent's strokes with parrying, whether it be with the Bow from the Low Cut, or with Straight Parrying from the High Cut. However, you shall not understand this parrying as some do it, namely that they merely hold out their weapons and let them be struck upon; but if you want to catch and parry an opponent's stroke, then you shall send your parrying up from below

with extended arm against his High Cut in the air; for the higher you catch his cut in the air, the more you weaken it, and you can not only lay your counter cut on your opponent that much more usefully, but also execute it that much more safely.

Likewise if you wish to parry the Low Cut, then you shall go from above against the cut, and fall on it with extended arm. Both these parries end in the Longpoint, namely thus:

2.17r1 If an opponent cuts at you from below or across, then fall on it with Straight Parrying, and note as soon as it connects or knocks, and turn your point in his face, with a step out from his cut.

2.17r2 Now if he cuts from above, then catch it from below in the Bow, and when the dussacks knock together, then thrust the tip of your weapon in before you at his chest. This is sometimes called the Stork's Beak [Storcken Schnabel].

The other way to parry happens with simultaneous cuts, when one cut is countered with the other. And here you shall note that the counter cut always counters the Low Cut.

2.17r3 Thus when he cuts in, then cut at the same time as him, and with this simultaneous cut, spring well out sideways from his cut; thus in connecting together his dussack comes underneath, and yours above. The step has then served you for this, that he has come below with his initial cut and you above with your counter cut.

2.17r4 Thus you can also counter his High Cut with your Low Cut, namely when his cut flies in, then step out sideways from his stroke, and forcefully cut through upward against his High Cut. For although the Low Cut is too weak against the High Cut, yet the step sufficiently strengthens the Low Cut for the taking out.

Thus one cut always counters another, as I have also said before; and the High Cut counters all other cuts, as you will hear later in the section on the Watch.

Now so that you may better understand this, I will distinguish the cuts into three uses: that is, firstly they are used to provoke; secondly to take or parry; thirdly to hit. The Provoking Stroke is what I call the cut with which I goad and provoke the opponent to go out of his advantage and to cut. The Taker is what I call the cut with which I cut away and take out the cuts to which I have stirred and goaded him. The Hitter is what I call the cut when, after I have first goaded him to strike, and secondly taken out the stroke to which I provoked him, then thirdly I cut quickly to the nearest opening before he recovers from his parried stroke.

2.18r1 Now in the Onset when your opponent positions himself in a posture, guard, or parrying, and will not strike, and you cannot cut against his advantage at his

opening, then do to him thus: extend yourself long before him, and deliver one cut, two, or three, through before him against his opening or through his parrying, somewhat with earnest wrathful comportment, as if you were overcommitting to your cuts. And meanwhile diligently watch for him to go up and cut in; then step sideways out from his cut, and cut his cut away from you with a powerful cut. But if he is not sufficiently weakened with one cut, then do this with two or three cuts crosswise through his dussack, until you feel that he is sufficiently weakened; at once before he is back up to strength or comes up and recovers, then cut at his nearest opening, and from the opening be quickly back on his dussack, either with binding or with cutting.

2.18r2 But if he stands before you in such a guard that you cannot cut him through his parrying, or he holds his parrying such that you do not believe you can execute your first Provoking Cut to the opening without harm, then see that you cut through at once with a stroke to or against his weapon, the nearer his hand the better, with one or two strokes opposite one another according to opportunity.

Further you shall also know and note that one always changes off with the three cuts, such that sometimes the first, sometimes the second, sometimes the third will be a Provoker, Taker, or Hitter. Therefore when you can hit with the first, you shall use the second for parrying; but if you hit with the second, then parry with the third. For if you want to fight soundly with one-handed weapons, then you shall accustom yourself always to send three cuts quickly one after another; nor should it be just a single kind of cut, but always vary and change between the High, Middle, and Low, in such a manner that always one of the three hits, either the first, the second, or the third. And I will remind you of this as examples arise later in the devices.

## **CHAPTER 7: NOW FOLLOW THE POSTURES ALONG WITH THE DEVICES**

Now that I have taught all necessary elements pertaining to this weapon, I will proceed to explain the postures along with their devices. And you shall well note here (as I have also said previously) that the postures must be understood not merely as a position in which to wait for the opponent's fighting, but much more as a beginning or end of the cuts and parrying. So for example when you are standing in the Bow, if you will now strike out of the Bow, then in gathering for the cut you come up into the Watch or Steer; and when you pull your dussack around your head for the stroke, then in pulling around you come through the Wrath Guard; from there the cut is first completed; then when you have completed the High Cut, if you do

not go through to the side with the cut, you come at the end of it into the Change; if you will parry up from there, then you come into the Bow, or into the Longpoint.

And note that the body positions are named for the shapes they assume in pulling around or gathering for a cut, as the Wrath Cut from its wrathful attitude, the Steer from its thrust, and the Boar because it cuts from the side like a boar.

Now this is the chief reason for the invention of these postures, that when you pull up into a posture for a cut, you can change it while you are still in the air, and turn or send it to another opening; also when you pull up for a cut, that at the furthestmost point into which you come with pulling up, you can tarry an instant to see whether he will cut at your opening as you cut, so that you may perceive in the air whether you can reach him over his incoming cut by cutting simultaneously over it. Nonetheless you shall tarry no longer in any posture than as long as it takes to gather for the stroke, but always change off from one posture into another, until you perceive opportunity to cut. Also you shall fully fix in your mind the devices that are appointed for every posture, practice them, and make them familiar to you, so that as you come into a posture in the middle of the fight, you are ready and prepared with counter devices.

Further you shall also know that although I have assigned to every posture its particular devices, it is not my intention that these devices shall not be executed or take place from other postures. The chief reason that I have assigned some devices to one posture, others to another, is so they can be discussed in an orderly fashion. Also these devices are not so set in stone that they cannot be changed in practice—they are merely examples from which everyone may seek, derive, and learn devices according to his opportunity, and may arrange and change them as suits him. For as we are not all of a single nature, so we also cannot all have a single style in combat; yet all must nonetheless arise and be derived from a single basis.

## **CHAPTER 8: CONCERNING THE WATCH [WACHT] AND THE DEVICES ASSIGNED TO IT**

This High Guard [Oberhut] is the beginning of the High Cut, and it is called the Watch because you attend with a prepared stroke, and hold watch, so that if he opens himself before you by cutting, you can overreach him at once by cutting from above. For no matter how your opponent cuts at you, from this guard you can overreach him, or at least bring his cut to nothing and suppress it.

For this guard position yourself thus: stand with your right foot forward, hold your dussack over your head, and let the blade hang down behind you, as shown by the figure on the

right in the previous image [B]. And so that you may also know what is to be executed from this guard, I will explain it for you through some examples, namely first:



### **How and in what way you shall overreach an opponent with a simultaneous cut**

2.20r1

In the Onset, position yourself in the High Guard; if your opponent cuts outside at your body, whether at your arm, high, or low, then note when he extends his arm for the cut, and step toward his right away from his stroke, and cut forth outside over his right arm at his head, strongly through, so that after the cut has taken place, your dussack comes to your left into the Middle Guard. From there cut across against his right arm through his face; it doesn't matter whether this takes place with the flat or with the long edge. Thus at the end of the cut your dussack comes to your right shoulder; from there quickly deliver two Wrath Cuts in the blink of an eye from both sides crosswise opposite one another through his face.

2.20v1

Now if he cuts forth at your face at your left, then when he cuts in, step out from his cut with your left foot behind your right around toward his left side, and follow up with your right foot somewhat to him; as you step thus, deliver two long straight cuts with extended arm diagonally from above through to his face and at his hand, both swiftly one after another; thus you come at the end of the second cut to your left in the Middle Guard. And by following through with this cut you make your right side open; therefore if he should meanwhile cut at the opening you have given him, see that you cut his incoming cut away from you

upwards from your left toward your right with a powerful cut, so strongly that your dussack shoots around again above your head into the right Steer; as you cut him out, step with your left foot toward his right; and threaten to thrust at him with the tip of your weapon outside over his right arm. But quickly pull your thrust back to you and cut forth through his face with a back-step. However if he does not cut at the opening you have given him, then cut nonetheless with the long edge upward from your left through his right, and complete the device as I have just taught. Then cut away from him with the Cross.

### **Precept**

In sum, when you stand in the High Guard, and he cuts outside or inside at your body, that is to the left or right, then always step out from his stroke, and cut long at the same time above his stroke, in at his head. And whenever you execute such a High Cut from one side, always deliver a Middle Cut opposite it from the other side, through his face. Then pursue him further with other devices, or cut away from him with the Cross.

### **How you shall fight from the Watch if your opponent will not cut first: the First Device with the Failer**

2.21r1 Note when your opponent will not cut, but positions himself in a parrying before you, then step with your right foot around toward his right, and cut the first from above outside at his right arm. He will have to defend against this; as soon as you see that he sends his dussack against your cut to parry it, then do not let your cut hit or connect, but as he goes up, let it run off past without hitting; with this, step quickly back around toward his left and again cut forward through his face.

### **A Device and Example, teaching how you shall provoke your opponent so that he goes up, such that you may injure his right arm**

2.21r2 Another: cut the first straight from above at his scalp, and as your cut flies in from above, then turn the short edge outward toward him in the air, as if you intended to hit with it. And when he goes up to catch the cut, at once pull it back away around your head without hitting, and cut with the flat outside from your left across at his right arm, strongly through; and this shall take place as he falls down with his cut. At once follow up with Cross Cuts. This is a clever failing device, for as you turn the short edge toward him, you gather to execute the Middle Stroke more quickly and strongly; for even as he goes up with his arm, your blow flies in across and hits.

**Another that teaches how to provoke your opponent to a cut, catch it, and when he intends to go up again, how to cut meanwhile through his face or arm**

When you see that your opponent is inclined to counter cut at once, then you shall execute this device against him, with which you provoke and induce him to cut, thus: act as if you intended to cut powerfully, yet do not let it hit, but withdraw that cut to a parrying. Thus you catch the cut with which he intends to rush upon you, and drive him from his advantage. Take an example of this:

2.21v1        Send a high stroke at him with a step forward, and just as it should hit, turn the short edge against his left, gathering for a Low Cut against his right. However, you shall not complete this Low Cut, but as soon as he pulls up and cuts in, then deliver the Low Cut for which you have just gathered to catch his incoming cut from your left while it is still in the air. And as soon as he goes back away from the parrying and goes up, then at the same time deliver a powerful Middle Cut from your right quickly through his face, then a Wrath Cut long after from your left.

**How you shall drive an opponent up and down forcefully, so that he must give you space to cut both to his arms and through his face with Middle Cuts**

2.21v2        Turn your right side well toward him and deliver two high straight and strong cuts, driving through his face with two steps forward on your right foot. As soon as you have driven him up in the air with his dussack, then quickly deliver two Middle Cuts from both sides opposite one another, the first from your right under his dussack through against his inward arm; the second when he goes down, from your left against his right over his dussack through his face. Thirdly cut a high stroke back from your right from above through his face.

Two particular techniques are allotted to the Watch that are executed with the High Cut, namely first to overreach, which I have already partially taught, second to suppress the cuts, which will follow more fully later in the Straight Parrying.

**CHAPTER 9: CONCERNING THE STEER [STIER] AND ITS DEVICES**

This posture is not unlike the Plunge, and is one of the best postures, from which all kinds of techniques can be appropriately executed using all the cuts at the Onset in the Before. For this posture, position yourself thus: stand with your left foot forward, hold your dussack with the hilt on the right beside your head, so that the tip of your weapon stands against your

opponent's face, as shown by the large figure on the left in the present image [L] who is in the middle of a step. And the posture is essentially a gathered thrust from above.



**The First Device, which teaches how you shall overreach him with a simultaneous cut from the Steer, followed by a Middle Cut, along with a thrust and afterwards a Cross Cut**

2.23r1 In the Onset when you come into the guard of the Steer and your opponent cuts at you from his right, whether from below or above, then spring well out from his stroke toward his left side, and cut right through at the same time as him at his face and against his weapon-hand, with extended arm, yet such that you keep your weapon over his; and cut so strongly that your dussack shoots back around over your head into the Plunge, that is into the left Steer. From there cut a Middle Blow with the outside flat against his right, back through at his face, so that your dussack again shoots around over your head into the right Steer. These two cuts shall go quickly and strongly one after another. From there, threaten a thrust; however, when you are halfway in, pull the thrust back and cut after with two strokes using the Cross.

**The Second Device, which teaches how you shall cut through his arm when he goes up, and when he cuts back down, how you shall cut over his weapon at his head at the same time**

2.23r2        In the Onset when you come into this guard, then take heed as soon as he cuts, and as he pulls up to the stroke, cut him across or from below from your right through against his hand; then as he cuts back in, quickly cut outside over his right arm at his head, with a great step out toward his right away from his stroke.

**The Third Device, which teaches how you shall parry and counter cut from the Steer if he cuts outside at you, that is at your right**

2.23v1        Now if he cuts at your right side when you stand in the Steer, whether from below or above, then step out sideways to him toward his right with your right foot, and extend your dussack away from you against his right; in this thrusting forward let the tip of your weapon hang toward the ground, and thus send his stroke away from your left toward your right with hanging dussack; this setting off and stepping out shall take place with one another. As soon as your [?read: his] cut connects on the outside flat of your dussack in the parrying, then pull your dussack back up away from his, toward your left for the stroke, and cut outside over his right arm at his head; with this cut, step further around toward his right. Or if you have set off his stroke with hanging dussack using the Bow, and he pulls up from your parrying to cut, then step well out with a double step to his right side, and along with this stepping out, pull your dussack up around your head, and cut with the crooked edge from your right diagonally up under his dussack at the inside of the radius-bone of his forearm, or the tendon, as can be seen in the following image [1]. This Low Cut must take place when he pulls up to cut, so that your dussack comes to your left shoulder. From there, cut two strokes long after using the Cross.



**The Fourth Device is a precept that teaches how to catch all cuts surely in all postures, whether they come from the right or left**

This is a good precept: if you come into the posture at some time intentionally or by following through with a cut, and he counter cuts at you rapidly and suddenly, then go from the posture with the point at his face, yet such that in thrusting forth, your long edge is turned against his incoming stroke to catch it, such that at the end of the thrust you stand in the Longpoint. Take an example of this thus:

2.24r1      In the Onset, when you come into the Steer before your opponent and he cuts at you from his right against your left, then step out quickly with your right foot toward his left somewhat to the side, and as he cuts in, thrust at his face with extended arm; and as you thrust in, turn the long edge against his incoming cut; thus you parry his stroke and thrust at the same time. If he parries your thrust and sends it up, then go up with your hilt toward your left. From there, deliver a Low Cut through his right, and then quickly cut back straight from above through his face with a step forward on your right foot.

**What you shall execute from the Steer against an opponent who will not strike first**

2.24r2      In the first Onset when you see that he will not cut or lay on first with his devices, then note diligently how he positions himself in a guard or posture, to see whether he holds his hand too high or low, or else too far to one side. As soon as you see that he sends his hand and weapon too high, see that you attack him thus: step and cut through from the Steer from your right across from below

under his dussack while he is still sending it on high, up at his face and against his right weapon-hand, so that at the end of the Low Cut you come to the left in the Wrath Guard. From there cut again as before with the long edge powerfully and strongly up against his right through his face; with this Low Cut you shall step forth toward him with your right foot which you have in front; thus you come with this cutting upward into one of the right high postures. From this, quickly cut long after with a strong Cross Stroke through his face.

### **An Example and Device teaching how you shall bring down an opponent who holds his weapon high in fighting, and shall come over it at his head or face**

2.24v1

In the Onset, approach him with your right foot and thrust under his dussack at his face or chest, as shown by the small upper scene in



Image K; as soon as he falls down after the thrust to parry it (for he must parry it if he does not want to get hit in the face), then pull your dussack back around your head again, and just as he falls down with his dussack, cut over it across through his face. Then cut thirdly straight from above through the vertical line with a step forward on your right, so that at the end of the cut you come into the left Change. From there, go quickly with your long edge outside his right arm up against his weapon to parry; thus bind him from below on his dussack. Then note diligently as soon as he goes away from your weapon and draws up to cut, and cut while he is still drawing up, close beside his hilt from above down through his face; with this cut you shall also step around to him with your right foot, such that your upper body is well lowered forward after the cut, and with your feet wide apart; thus you can come back up with the dussack to parry that much sooner.

### **How you shall encounter an opponent who holds his weapon too low**

2.24v2

However if he holds his dussack rather low with his parrying, namely in the Bow, so that you can well see and reach his face over his hilt, then step and cut from your right from the Steer above his hilt across through his face, so close to his hilt that you meet and hit it with this cut. And when your cut thus flies in through his face, then with this, pull your hilt back up, and meanwhile step with your left foot behind your right toward his left, and follow up with the right to him toward the same side; with this stepping, quickly cut the second straight from above through his face. These two cuts, namely the Horizontal and then the High, shall

be completed quickly and swiftly one after another along with the steps I have taught; thus the device proceeds well.

**An Example and Device teaching how to goad an opponent who is quick to counter cut by cutting through the foible of his dussack, then to catch his cut, and cut with the crooked edge to the right and with the long edge to the left through his face**

2.25r1

Next, if he holds or sends his dussack extended far in front of him and is quick to counter cut, then step and cut the first from your right from the Steer against his left, again through the foible of his dussack. He will quickly counter cut against this cut, intending to rush upon you; therefore after the first stroke quickly pull your hilt back up around your head, and cut the second also from your right, but across against his cut (to which you have provoked and goaded him with your first cutting through), so that you catch it while he is still flying in, as shown by the large figure on the right in Image G. As soon as his cut connects or knocks on the long edge of your dussack, then quickly step out with your left foot around



toward his right side, and with this step, pull your dussack back away from his weapon around your head, and cut with the short edge outside his right arm at his head, as shown by the small figures between the large ones in the same image. He must parry this if he does not wish to be hit; however when he defends and parries this, he makes his face open; you shall then quickly cut strongly through at it with a back-step on your left foot. After following through with this cut, go quickly back up into good parrying.

## **An Example and Device teaching how you shall forcefully break through your opponent's parrying from below and above**

2.25v1 If your opponent confronts you in a posture (it doesn't matter what posture it is), then position yourself in the Onset in the guard of the Steer, again on the right. From there threaten a powerful thrust from above at his left; as soon as he goes up to intercept your thrust, then before it is completed, pull it quickly back to you up toward your right, and sling from there forcefully with the short edge up against his left through his face and parrying. With all this you shall step in this way: when you threaten the thrust, then raise your right foot for the step, and pull the threatened thrust so quickly, that just as you complete the Low Cut, you set back down the foot you raised in stepping forward, so that the step and the stroke are completed at the same time. After this Low Cut, cut quickly from above through his face powerfully and long from you with another step out toward his left. When you thus send the slashing from below along with the High Cut swiftly one after another with their appropriate steps, then the device proceeds well.

However if someone uses this device against you, then counter him thus:

2.25v2 When you have gone up against his thrust to catch it, and at that moment realize that he is pulling it back from you, and intends to cut from below, then step well toward his [?read: your] right side with your right foot, and fall with the long edge strongly from above on his incoming Low Cut, so that in falling on him, the tip of your dussack extends toward your opponent's right side; thus bar his Low Cut, so that he cannot come through. From there, quickly pull back away toward your left shoulder. From there, cut outside over his right arm at his head. However if he should break through upward with his slashing, then in addition to sending away his Low Cut from above without harm to you, also catch his High Cut upward on your long edge. And when his cut knocks or connects on your parrying, see that you pull your dussack toward your left shoulder as before, and cut at his nearest opening. Or when you have caught his High Cut on your parrying, then quickly thrust in under his dussack at his face before he recovers again; he must defend against this, and thereby give you room in the upper opening.

## **An Example and Device teaching how you shall goad an opponent with body language as well as cuts, so that you can better injure the radius-bone of his forearm with the crooked edge**

2.26r1 Note when you are in the Onset, and diligently take heed if your opponent will position himself in the Bow. As soon as you see this, then step and send a powerful High Cut at his left from the guard of the Steer with earnest comportment. However, do not let this cut hit or connect, but note diligently as soon as he goes up to parry it, and pull your cut quickly back away around your head toward your left; and in this pulling away, turn your grip right around, so that when you cut, the crooked edge goes in front to hit. And when he has gone up to catch your cut, cut from your right under his dussack inside at his arm up through toward your left, as you can learn and observe in the figure on the right in this image [I].

However you shall not come nearer to him with this cut than that you can just reach his arm between his elbow and hand with the foible of your dussack. After this



cut, let your dussack go above around your head, and deliver a Middle Cut along with a High Cut through his face, etc.

## **A Good Device with the Danger Cut that also can be appropriately executed from the Steer**

2.27r1 If you find your opponent in the Bow, then step and deliver a powerful cut from above strongly on his hilt. He will quickly counter cut against this cut; therefore see that you do not come through with your cut, but as soon as your cut knocks on his, then let your blade run off down beside his right arm, and at the same time pull your hilt back up; thus cut the second quickly inside through his face as he pulls up for the stroke, beside his hilt while he is still sending it in the air for his stroke. And see nonetheless that you come no nearer with your foot than you can readily reach him with your foible.

## **Another with the Waker**

2.27r2 Note in the Onset when you find an opponent in the Bow to parry, then step and deliver a powerful cut from the right Steer. As soon as the cut knocks or connects on his parrying, then turn the tip of your weapon over his dussack inward at his face, and thrust in at him on his dussack. He must parry this upward and defend against it; therefore note when he goes up, and pull your dussack around your head and strike from your right across against his left at his face, while he is still up in the air with his dussack. If he parries it again from above, then remain with your dussack on his in the bind, and turn your point around on his dussack inward at his face. If he defends against this too, then go through under his right arm with your point, and thrust outside over his right arm also to his face. If he wards off your thrust again, then let your dussack go around your head, and cut across through against his nearest opening with Middle Cuts.

## **A Good Device from the Steer with which you can break through powerfully**

2.27v1 Note in the Onset, as soon as you can reach your opponent, then step and deliver a strong cut with extended arm powerfully through his parrying, so that at the end of the cut your dussack swings right beside your left with the tip extending behind you. From there, cut in the opposite direction powerfully and strongly upward from below through his right. Thirdly, cut from your right at his left, either below or over his dussack, through his face.

## **A Common Precept to counter all kinds of devices**

Although I originally intended to lay out and present for every device its particular counters, yet I have thought it best to defer this here, particularly since I have presented and described many fine devices along with their counters in my second book (which if I have the time, not to mention the skill, to do it, I will get into print). I will therefore here only present a general precept, from which you can derive and learn all kinds of counters. For in combat you cannot easily know or quickly see what kind of device he will execute against you, much less be so quickly able to think how to counter it. Therefore I always hold with the one who knows many devices and few counters, and how to execute them judiciously in the Before and After, and allows his opponent to concern himself about the counters, and is so prepared with devices, that when one is countered against him, he will have two other fine ones upon the spot in the middle of the work.

**But the common counter that I will present here is this:** when you are rushed upon by your opponent with cuts, so that you must parry him, then go under his cuts with strong parrying, and hold them off, so that he cannot come through with them, and must pull his dussack back from yours again; as he pulls up from your dussack for another stroke, thrust

straight before you in his face, and meanwhile also turn the long edge against the place from which you see that he will cut back in: thus you are parried. However when you cannot hold off his cuts, since he may be too strong, and will break through with force, then when his cut falls through from your dussack toward the ground, or has strayed out to the side, then you should again thrust straight at his face while his dussack is going through, and complete this thrust before his weapon has fully fallen to the ground. And if he encounters you with deceitful cuts, then as he sends his dussack around from one place to another, again thrust straight forward from the Longpoint at his face or chest; and meanwhile take diligent heed if he will fall in with his cut: turn the long edge in that direction with the hilt up, and meanwhile keep the point before his face or chest; and whenever you perceive your opportunity, let a cut fly to the next opening.

And that is the true summary and final intent of all counters, namely whenever two cuts connect or bind, that just as they knock in the bind, you thrust in before you on his dussack, regardless of where his dussack goes from yours.

You shall well heed and observe this precept in all hitting; thus you will easily counter everyone, whatever attack he will execute against you, and be able to drive his devices away from you.

Now if your opponent will not cut at you, and positions himself before you such that you cannot blithely cut in at his opening, you will need to know how to counter all postures, and how to drive him out of them, namely thus: if your opponent positions himself in whatever guard he will, then thrust straight from the Longpoint in his face; from whichever side he then strikes out your thrust, cut in at him on the same side. This is something I will frequently discuss later.

## CHAPTER 10: CONCERNING THE WRATH GUARD [ZORNHUT]

This posture is also used on both sides; from it one delivers the most powerful cut, which is called the Father Stroke [Vaterstreich]. Now the only difference between this posture and the Steer is that the Steer threatens the thrust, and the Wrath threatens the cut with wrathful comportment; and as regards the devices to execute from them, you can fight



from one as from the other. And although this Wrath Guard presents the one side quite open, you can nonetheless execute many and diverse clever and strong devices from it, a few of which I will relate and present here.

Now how you will position yourself in this guard is shown by the figure on the right in the previous image [M]. From this posture you shall send away from you all strokes that are cut at you, and counter cut.

### **The First Device teaches how to take his cuts from above and below, then counter cut with Winding Cuts**

2.29r1        When you come in the Onset into the right Wrath Guard, you present your whole left side open, which will induce your opponent to lay on against it with cuts. Therefore note diligently as soon as he cuts at you from above, and meanwhile step out from his stroke with your right foot well sideways to his left side toward him, and cut at the same time as him in at his head and weapon-hand (yet such that in this simultaneous cutting your dussack comes over his dussack), so that at the end of the cut your dussack comes beside your left into the Change. From there (if he cuts at your right opening) take out his incoming stroke with your long edge strongly up toward your right; along with this taking out, step with your right foot well toward his right side; and in taking him out, let your dussack go entirely around your head; then cut him with Winding Cuts outside over his right arm.

### **The Second Device teaches further how to take his cuts and counter cut from the same side**

2.29v1        If you stand in the right Wrath as before to wait for your opponent to lay on, then as soon as he cuts at the opening you have presented, whether from below or above, then step out toward his left, and cut his incoming stroke away from you with a Wrath Cut against his hand. Before he recovers from this stroke you have taken, then quickly cut the second to the opening before he comes up, as I have said, also from your left, springing forward on your right foot. After these two cuts you shall at once come back from outside up against his right arm with a Low Cut, ending in a parrying.

### **An Example and Device teaching how you shall turn the point in his face in all hits**

2.29v2        Next, if he cuts outside your right arm at your body, whether it takes place from above or below, then meanwhile step out from his stroke with your right foot well toward his right, and just as his stroke is coming in, cut over it from outside

over his right arm at his head, or deliver a Suppressing Cut from above on his hand. But if he turns his parrying against your cut, then note when the dussacks connect together and hit, and thrust your point on his dussack or on his right arm before you in at his face. He must ward off this thrust, and strike or send out your dussack to the side. From whichever side he takes out your thrust, then quickly cut in to the same side, either to the left or right, as you have already been taught concerning counters. But if he sends your dussack upward in taking you out, then at once let it go over your head, and cut across from below with the crooked edge through his face, while he is still sending his arm in the air with taking you out.

### **Another, teaching how you shall turn your point in before you into his face**

2.30r1 In the Onset, position yourself in the Wrath Guard, and note diligently as soon as he cuts in at you, and step and cut with extended arm at the same time as him, against his left at his head. And as soon as the cuts connect or knock together, then immediately thrust the tip of your dussack before you into his face, and in this thrusting forth, turn your long edge and hilt upward against his incoming weapon. And as soon as his second stroke knocks on your long edge, then go up in the air with your hilt, and keep it over your head, and meanwhile strike with the inside flat and hanging dussack outside at his right arm. As soon as he slips after your blow, then step back and cut forward through his face.

### **How you shall catch your opponent's cuts from the Wrath Guard by sliding, and then counter cut**

2.30r2 In the Onset, position yourself again in the Wrath Guard, and note as soon as your opponent cuts at you, and send your dussack over your head under his incoming stroke, and catch his cut with the long edge of your dussack, so that in catching his cut your dussack hangs down with the point toward your left at the ground. Then as soon as his cut clashes on your dussack, then cut two swift and strong strokes with the crooked edge from both sides up from below through his face. After these Low Cuts quickly cut back with a horizontal Middle Cut and a straight High Cut from your right, also through his face, or where he is open, so that at the end of the last cut you come to your left in the Change. From there go back up with your long edge to parry.

### **Another**

2.30v1 In the Onset, when you come into the Wrath Guard, and you see that your opponent will not cut first, then send a powerful high stroke at his head with a step forward on your right foot. Meanwhile note diligently as soon as he goes up

with his dussack into the Bow to parry, and do not let your cut hit on his parrying, but pull your dussack back up around toward you, and jab with your point under his dussack at his chest, as shown by the small upper figures in Image K.



2.30v2 If you wish, you may also let the first hit strong from above, and afterwards let your dussack snap around in the air as before, and jab forth at his chest; however, as soon as he falls down after your jab, then quickly cut over his hilt across through his face.

### **A Good Laying On from the Wrath Cut [?read: Guard] with four cuts**

2.30v3 Note in the Onset when you come into the Wrath Guard, as soon as you can reach him, then raise your hand from your right shoulder and meanwhile turn the point of your dussack at his face. Thus threaten to thrust at him, but pull your dussack quickly back around your head and cut the first below his dussack up through his face; cut the second across from your right also through his face; and cut the third diagonally from above back at his left, again through his face; and cut the fourth from your left diagonally through at his right arm. And note also, however many cuts you deliver from one side, you shall also take as many steps with the right foot to him toward the same side after your cuts—for in these devices, you shall always keep your right foot forward in stepping.

### **Steer and Wrath to the Left**

Since you have now briefly heard about these two postures from your right and what you shall execute from them, it is also easy to understand from it without specific instruction what you may execute from these guards on the other side, namely merely to reverse the devices. But to give you a little introduction to such reversing of devices, I will offer a few devices here by way of example. And these two postures are taken together, because there is little you can execute from one that you cannot execute from the other. Now the left Wrath is shown by the figure on the right in the previous Image L; as to the left Steer, note how you have executed it previously on the right: thus you shall also do it on the left.



### **The First Device from the left Wrath**

2.31r1 In the Onset when you come into the left Wrath, drive from your left from above and from your right from below in close succession over your forward right thigh through his face, following the downward diagonal line marked H-[D], one cut to three or four, until you see an opening. Cut in at it; then quickly cut back long after through the Cross, so that you protect yourself from his cuts.

### **A Good Device how you shall compel him down with his parrying, so that you may come at his face**

2.31r2 *Item*, drive over your right thigh as before, but send all the cuts under his dussack at his arm or toward his fingers; thus you will incite and compel him to go down with his parrying. As soon as he falls down with his cut, then cut quickly and suddenly over his dussack from your left against his right diagonally through his face; or deliver a Middle Cut across from your left over his hilt against his right, again through his face; then cut the second quickly through at his left.

### **A Quick and Strong Device to execute from the left Steer, which is executed with five cuts**

2.31v1 In the Onset, position yourself in the guard of the left Steer, and as soon as he cuts outside at your right, then step with your left foot well out from his cut toward his right, and cut at the same time as him, diagonally against his right through his face (yet such that you come with your dussack over his in striking in), so that at the end of this cut your dussack comes beside your right thigh with the point toward the ground. Then turn your long edge back up and deliver a strong Low Cut with the long edge from your right up toward your left, so that at the end of this cut your dussack comes to your left shoulder. From there, deliver

a Low Cut strongly up through his right side, so that after this cut your dussack shoots into the guard of the right Steer. From there, deliver a swift cut across through his face. Then finally deliver a powerful High Cut long after, also straight from above, through his face with a broad step forward [read: backward] etc.

### **A Good Device executed from the left and right Steer in combination**

2.32r1 *Item*, forcefully drive one cut to three diagonally over your right thigh through your opponent's face from below and above in combination; and note when you have come the third time to your left shoulder, then deliver two Low Cuts, one from your left, the other from your right, both strongly upward through his face, so that at the end of the two Low Cuts you come back into the left Wrath Guard. From there cut with the short edge or strike with the flat with extended arm across through his face, so strongly that at the end of the cut your dussack shoots into the guard of the right Steer. From there step to him with your right foot, and thrust with extended arm from above toward his face. Then finally cut quickly after the thrust also from above through his face. And in all the stepping keep your right foot forward.

### **Precept**

2.32r2 *Item*, if an opponent cuts at your right when you stand in one of the left high postures, then deliver a powerful Winding Cut outside over his right arm at his head, with a step out toward his right.

For whenever you come into one of these two postures, then you shall always be diligent to step out from his incoming stroke, and cut at the same time as him over his dussack at his head, extending far.

### **Counter against the Steer and Wrath on the Left**

2.32v1 In the Onset, when you see that your opponent confronts you in these left high postures, then position yourself at once in the guard of the right Steer. From there, thrust at his face from your right with a broad step forward. He must ward this off, and strike out your thrust; then let it go around your head toward the side to which he has sent it away with his striking out, and cut against the other side at his opening. But if you see that he will also bear off and parry this, then let your dussack run off before that side without hitting, and cut to his other side.

## CHAPTER 1 1: THE STRAIGHT PARRYING [GERADE VERSATZUNG] OR SLICE [SCHNITT]

In this parrying, position yourself thus: stand with your right foot forward and hold your dussack in front of you with your arm extended, so that your long edge stands toward the opponent and the tip of your weapon is forward, as shown by the large figure on the right in the adjoining image [F]. I consider this posture the best of all, because you can wait for your opponent in this position more safely than in any other.



### An Example and Device teaching how to work from below to the opening

2.33v1 Now when you come before your opponent in the Straight Parrying, then note when he will cut forth at your face: turn your long edge against his cut, and catch it in the air toward his right; with this, step with your left foot behind your right toward him; and quickly follow up with your right foot toward his left; as soon as his stroke knocks on your dussack, turn your long edge back away from his dussack, and draw it toward your right through his mouth. And with this, pull quickly back around, and deliver a Middle Cut with good parrying against his left at his face, so that if he should cut, you will hold off or send away his cut with this Middle Cut. After this Middle Cut, pull quickly back around your head and flick outside at his right arm. At once cut long with Cross Strokes. You shall complete the slice and step behind simultaneously; thus the device proceeds well.

2.33v2 Next, if he cuts in front at your face, then turn your long edge against his cut as before. As soon as the dussacks knock together, then pull your dussack back away again, around before your face, and cut outside at his right arm; then quickly cut the second back in front through his face.

### Another

2.33v3 *Item*, parry his High Cut with your long edge as before, and when the dussacks knock together, then jerk your hilt up toward your left so that you come into the left Steer. From there deliver a Low Cut or Middle Cut, or else cut diagonally over his right arm against his right through his face, powerfully and long from you. Then at once cut long after with Cross Strokes, also through his face.

2.34r1 *Item*, parry his stroke with your long edge as before, and when it connects, pull your dussack back again toward your right and around your head; step and thrust outside over his right arm at his face. Pull quickly back and cut forward, also at his face.

2.34r2 *Item*, if you stand in this parrying, and your opponent cuts outside at your right, then parry his cut with your long edge, and at once deliver a Low or Middle Cut from your right at his left through his face; do this cut so strongly that with this \*winding [in solchem windt] your dussack runs around twice over your head, once to each side; with this running around you will confuse and deceive him; and at once cut after with a Cross Stroke.

### **How you shall set off his cuts, hang in, and draw up through his face**

2.34r3 *Item*, if you stand before your opponent in Straight Parrying, and he cuts outside at your right, then as he cuts in, quickly step out from his stroke toward his right with your left foot, and meanwhile turn your long edge against his cut; with this parrying, go up with your hilt, and thrust your point on his dussack outside over his right arm in his face. Rapidly hang your dussack outside over his right arm in before his chest; with this hanging in, step further to his right side; draw your long edge back up toward your left through his face; then at once cut back long with the Cross.

### **A Good Device how you shall set off, step out, and slice through his face from the Straight Parrying**

2.34r4 Or if you stand in this parrying, and he cuts or flicks outside at your right arm, then as he is striking, step well toward his right, and turn his cut away from you toward your right with your long edge, with a back-step. From there draw your long edge over his arm back toward your left through his face into the Middle Guard. From there, fight further as you will learn later in the section on the Middle Guard.

2.34v1 But if he cuts at you from both sides so swiftly that you can cannot thus quickly attack him in the first cut, then turn away a few of his cuts with your long edge toward both sides, and then see that you rapidly counter cut him, to wherever he makes himself open by cutting.

2.34v2 *Item*, if your opponent delivers a Wrath Cut from his right against your left side, and sends the cut in high, then do not take the cut with any parrying, but let your point drop; go through thus under his right arm with a broad step out to his right side as you have been taught previously with the Constrainer, and cut at

the same time as him outside over his right arm to the same side or opening from which he has cut. You shall use this against those who cut high, and more at the dussack than at the body.

2.34v3 But if an opponent will not cut at you when you stand in this parrying, then note how he positions himself against you; if he positions himself in a side posture, whether below or above, then thrust with extended arm straight in before you at his face, into the Longpoint. He must ward this off; then note from which side he strikes or takes out your thrust, and let it go around, and cut at him to the same side from which he has struck or taken out your thrust. You may do this counter cut from above, across, or from below. Then cut after with Cross Cuts.

Or if you see that he will parry both the thrust and cut, then thrust straight at his face, as I have taught before; when he bears off your thrust, then act as if you intended to cut at the side from which he has parried you; yet do not let the cut hit or connect, but pull it back away around your head, and cut to the other side. For whenever you see that he will parry one of your cuts, then do not let it hit, but pull back away to another side; but if he goes after to parry, then pull away again, and so on until you believe you can hit an opening.

### **Precept**

2.35r1 If an opponent cuts at your right or left, then parry him with your long edge, and as soon as it clashes, then pull back up, and cut straight from above back to the nearest opening, with stepping out.

2.35r2 *Item*, if he binds you, or stands before you in a parrying, then note diligently when he goes up, and as soon as he pulls up for a stroke, then cut through across at the radius-bone of his forearm.

### **A Swift Deceitful Device to execute against this Straight Parrying**

2.35r3 Note when you find your opponent in Straight Parrying, then position yourself in the Onset in the Wrath Guard or Steer, and send a high stroke with earnest comportment from your right shoulder at his face. Yet do not let it hit, but just as the cut should connect above, go below with your dussack and toward his left right around his dussack in a circle through the Rose, so that your dussack comes under his right arm and out toward your [?read: his] left up in the air. Then quickly let it run off twice in the air, once against his left, the second time against his right, and deliver a Middle Cut through from your right at his face. For all this you shall have two steps forward, the one for the first Wrath Cut, with which you will not hit but go around beside him without hitting, the second for the double running off and the Middle Cut; for when you bring your dussack in the air for

the running off, you shall at the same time lift up your right foot, and execute the double running off so quickly that you hit with the Middle Cut just as you set your foot back down again.

This is a fluid and swift device and proceeds well, if you first learn to do it well. As soon as the Horizontal Cut has hit, then strike back across from below to his right arm with good parrying. When you hit with this cut, then note whether he is high or low with his arm: if he is high, then turn your point under his arm with a thrust at his chest or hip; but if he is low, then turn your point above his arm at his face, palm away from him, so that your long edge stands upward in the thrust. One of these two thrusts will be most suitable for you, either palm toward or away from him. Then follow up this thrust powerfully and quickly with a cut, namely the High Thrust with a Low Cut through his right, the Low Thrust with a High Cut through his left.

2.35v1 *Item*, if you find an opponent in Straight Parrying, then cut from your right quickly across against his hilt, with a step forward. When the weapons connect, then step and wind through underneath with your hilt, and send it outside over his right hand. Force it down to you, and draw the dussack through his face.

And you will find in the Middle Guard how you shall further counter this Straight Parrying.

And lastly when you stand in this Straight Parrying, then note as I have also said before, if your opponent cuts at your right or left, then turn your long edge against his cut, and along with this parrying, thrust your point forth at his face. Thus you force him to go up to parry, and give you room to the openings. But if he does not cut, then attack him with whatever devices seem most appropriate to you—you will find plenty of them in this treatise.

## CHAPTER 12: HOW YOU SHALL FIGHT FROM THE BOW [BOGEN]

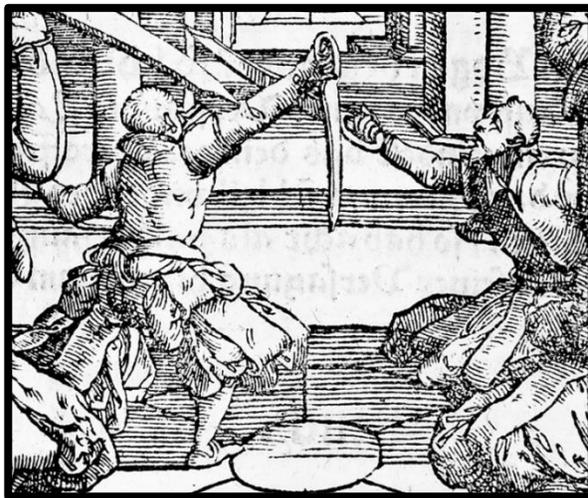


In this guard, which is the parrying from below, position yourself as shown by the figure on the left in the nearby image [N].

### How you shall let his cuts glance off your Bow, and counter cut

2.36v1 Note when you come before your opponent in the Bow, then take heed as soon as he cuts from his right against your left at your head, and turn your long edge upward with hanging dussack against his stroke; at the same time as this parrying, step out from his stroke to him with your left foot behind your right; and thus let his cut glance off your long edge down beside your left; then step with your right foot to his left, and cut forward through his face.

2.36v2 Or when you have parried his cut with your Bow up toward your left, as I have just taught, then just as it clashes or knocks, pull your dussack toward your left shoulder; at once cut from your left shoulder against his right, diagonally through his face or



arm. Then cut away with Middle and Cross Cuts.

Concerning this parrying see the small figures between the large ones in Image B.

### **Another that teaches how to cut below or above his dussack at his face, depending on whether he has gone too high or low in parrying**

2.36v3 Note when you stand before your opponent in the Bow, and he cuts at you powerfully through your parrying, then take heed how he goes back up to parry, whether he comes too high or low. If he is too [low] in going up, so that you can see his face over his dussack, then quickly deliver a Middle Cut across through at his face over his dussack, before he fully comes up to the parrying; at once pull back around your head and cut away with a Cross Stroke. But if he goes up too high after he has cut, then as he is going up, counter cut under his dussack across at his face.

### **A Precept that teaches how to make him miss, and counter cut**

2.37r1 In the Onset, position yourself in the Bow, and see that you are not too near him. As soon as you see that he will cut, then do not catch his stroke, but let him cut and miss, thus: as he cuts in, pull your dussack up toward you, and give ground with your forward foot to the rear one, so that he does not hit; and as his dussack falls toward the ground, then quickly counter cut with a step forward. You may execute this counter cut from above, diagonally, across, or from below, depending on where you see he can be hit; and you shall quickly follow up this counter cut with Cross Cuts, unless you perceive an opportunity for other devices.

### **How you shall cut at the radius-bone of your opponent's forearm when he pulls up for the stroke**

2.37r2 If you find your opponent in the Bow, then position yourself the same way, and take heed as soon as he pulls up to strike, and as he pulls up, cut through inside at the radius-bone of his forearm with a Middle Cut, as you can see in the small figures on the left in the previous Image P.



- 2.37r3 You can also attack him as he pulls up with Winding Cuts outside over his arm.
- 2.37v1 Or when he goes up, step out toward his left, and turn your dussack right around; cut beside or under his hilt inside at his face as he is pulling up.

### **Counter against the Bow**

Now if he will not cut from the Bow, then execute devices with the High Cut against him thus:

- 2.37v2 Deliver a swift High Cut at his face through the foible of his dussack. With this cut you will provoke him to strike; as soon as he goes up to cut, then cut his incoming stroke away from you with a Middle Cut against his hand; at once quickly cut after with the third.
- 2.37v3 Note if you and your opponent stand in the Bow, then pull your dussack toward your left shoulder. From there send your outside flat beside his hilt up at his face; thus you will unnerve him such that he goes up; with this rushing up, let it go around your head, and cut through with the second one from your left across at his right arm.
- 2.37v4 *Item*, in the Onset when you come into the Bow, then pull your dussack from the Bow toward your left into the Middle Guard; from there send your outside flat outside his right arm up at his face and toward your right shoulder; and give it a strong swing, so that your dussack snaps around over your head. Threaten to flick with the inside flat outside at his right ear; as soon as he slips after this flick, at once pull back up around your head, and cut through with your crooked edge across from your right at his face or arms. This is a very good device if you do it correctly; it will not fail you.

### **The Flicking Cut**

- 2.37v5 When you stand in the Bow before an opponent and he will not cut, then pull up into the Watch. Act as if you intended to cut from above, but do not do this, rather turn while you are still in the air, and cut with the long edge from below in a flick at his right arm, and turn the dussack back toward your left shoulder. From there cut back opposite it through his right shoulder, either under or above his arm, through his face. At once deliver Cross Cuts or straight Driving Cuts long from you.
- 2.38r1 *Item*, if he cuts from above, then parry up toward your left, and when he draws his dussack back up from his cut, then meanwhile cut quickly from your left through against his right, either below or above his dussack, depending on

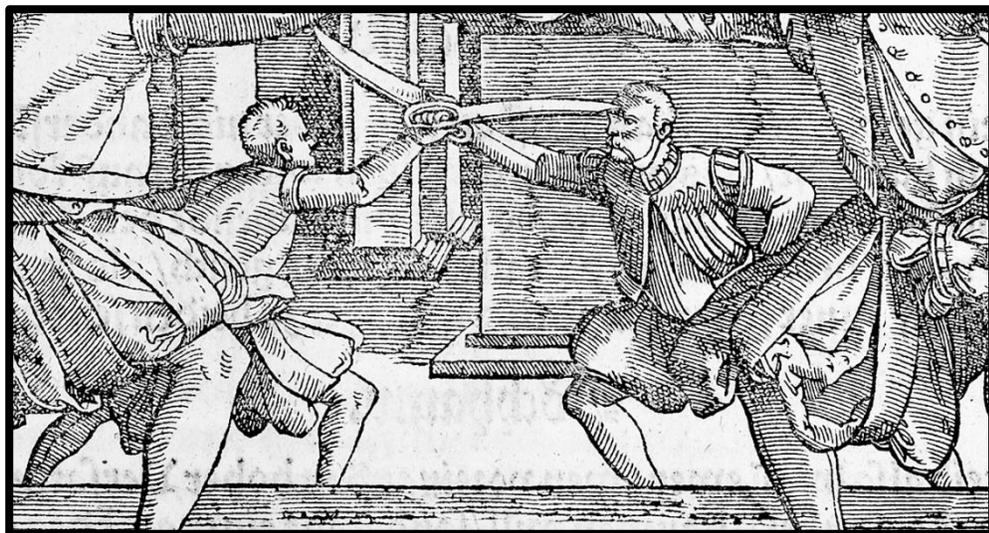
whether he has gone up quickly or slowly. Thus you come at the end of the cut with your dussack by your right side; from there cut through quickly and strongly back across up from below with your long edge, so that your dussack comes back on your left shoulder. From there, cut after straight and long from above.

2.38r2 When an opponent cuts at you from above, then note as he draws up, and pull your weapon above your left shoulder. Cut in at the same time as him with your long edge across from your left; with this cut, step well out toward his right. Thus you hit him and take his cut away with the Cross.

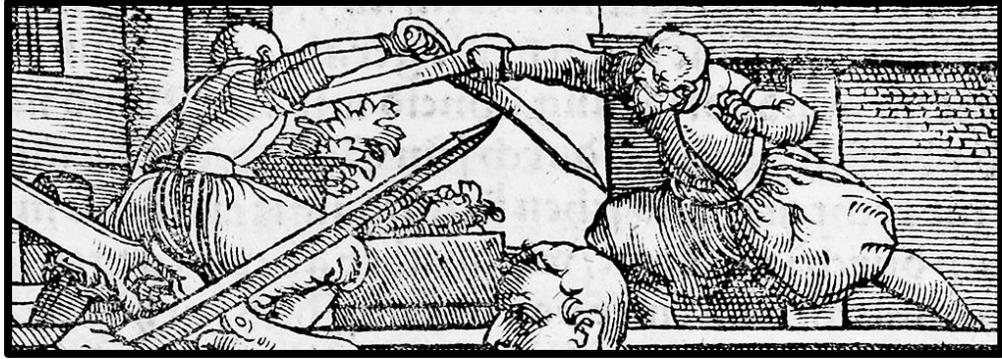
### **A Good Device with three Middle Cuts**

2.38r3 Deliver your first Middle Cut from your right over his hilt through his face, the second from your left under his right arm also strongly through, the third back opposite it from your right against his left at his face. If you cut them correctly, one of these three will hit.

2.38r4 Note when you come in the Onset before your opponent, and he does not strike at once, but waits for your stroke, then see that you provoke him with comportment until he goes up and strikes. Meanwhile note diligently as soon as he goes up to strike in, and pull your dussack around your head for the stroke, and strike in at the same time as him such that you catch his stroke on the forte of your dussack, and at the same time as his dussack knocks on yours, you hit his head with the short-edge foible, as you can see in the two small figures between the large ones in Image H.



From there, let it quickly snap around again, and thrust at him with reversed hand under his dussack in front on his chest, as shown by the small figures on the right in Image K. Then cut away long with the Cross.



In the second part of this treatise you will find what else can be executed from both of these parries.

### **How you shall change through, chase, slice, and fight from the binds**

2.38v1      Namely thus: if you and your opponent stand in the Bow, then bind him on the middle of his dussack—it doesn't matter whether it takes place with the Bow or Straight Parrying. Remain on his dussack with the bind, and provoke him with your point over or under his dussack depending on how you have bound him, until he goes up to cut. As soon as he pulls around away from your dussack, then as he is sending his hand in the air to cut in, cut through beside his hilt at his face or against his arm with a back-step.

### **A Precept on working from the bind** \*Heading added by editor\*

Thus one must take good heed that in all binds, with whatever cut they take place, you can rush at an opening with the windings on his dussack, as you can gather from the following verses from my epitome, which I will somewhat explain before I go on to describe the other postures, and, among others, it goes thus:

For whenever your cut connects in the binds,

the point is sent to the opening by winding.

And you feel correctly in all remaining,

likewise slicing off and counter slicing.

You draw the cuts straight and directly,

you go through quickly, thus you rightly find him.

You change through at once, go with stepping,

you greatly harm his chest and face.

**The first element** embodied here is this: whenever you bind with your dussack on his, whether it takes place from below or above, then just as your weapon connects on his, you shall turn your point inward against his body. Likewise whenever two cuts hit against one another, again always turn your point quickly inward on his dussack, as I have said, and do it just as the dussacks connect or bind together. This shall or can be executed in all cuts. Yet you shall take heed that you cut and bind against the High Cut from above, and bind from above against the Horizontal or Low Cut. And whenever two cuts connect in this way, then turn your point inward—still remaining on his dussack—and thrust at his body. If he rushes meanwhile at your opening, then wind back against his dussack and send him from you with a counter slice.

**The second element** embodied in these verses teaches you how to draw the cuts correctly from the bind to the body, and from the body to the bind, that is to the dussack. That is, whenever the weapons hit together in the bind, or you have caught his cut with parrying, you shall slice from that bind with your dussack with a drawn slice against his body; and then from the body you should be at once on his dussack again with counter slicing, so that you pull your weapon to his body, from his body back to his weapon using the slice, concerning which I have already taught in the section on the Straight Parrying.

**The third element** I will teach about here is changing through. This changing through, although it is also executed outside the context of the binds, yet it is also very serviceable and artful to execute it from the binds. For whenever two cuts hit against one another, then when the weapons connect or bind together, you can properly go through under his weapon with a step out and attack to his weapon and body on the other side with all kinds of techniques.

**The fourth** is how to pull your cuts and parrying from him. That is, when your opponent cuts in at you, you shall make him miss just as his cut should hit, and counter cut at him quickly, concerning which I have also spoken before. Or you shall send a powerful cut against one of his openings, and as soon as he goes up against it to parry, you shall pull back away and send it to another opening.

**Lastly** you shall also learn to step correctly and to feel diligently, which will be the best of all these techniques for you to execute rapidly; for with the word ‘feeling’ you should here also understand that you should learn to recognize the true and ordained time for every technique.

But since I discuss these techniques here and there in the guards, it is unnecessary to speak of them at length here; I will only show what is most necessary in the briefest form.

And **firstly**, you have heard already how you shall turn the point inward at his body in both the guards, namely the Steer and Wrath. Therefore as regards the drawn cut, note this example:

2.39v1 If you find an opponent in the Bow, then bind him with your own Bow on the foible of his dussack; and when it connects, send your point outside around his weapon in at his body, and draw the long edge between his body and dussack up through his face, \*F.I. and although you may overextend in the air with your drawing up and make yourself open, yet you can hasten back and recover by slicing down or counter slicing.

2.39v2 **Item**, bind him with your Bow on his on the forte, and when the weapons hit together, turn your hilt over his dussack in against his chest with a step forward, rapidly press his dussack down, and draw your long edge through his face behind his dussack.

2.39v3 **Item**, if you bind him near his hilt, then as soon as your bind connects, if he should hold his parrying against you, cut from outside over his right arm inward through his face.

2.39v4 But if he holds his parrying high when you have bound him with the Bow on the middle of his dussack, then turn your short edge under his dussack inward at his left, and meanwhile remain on his dussack with the bind; and turn your short edge quickly back against his right; thus the short edge comes on his head, or through his face, as shown by the small figures in Image K.



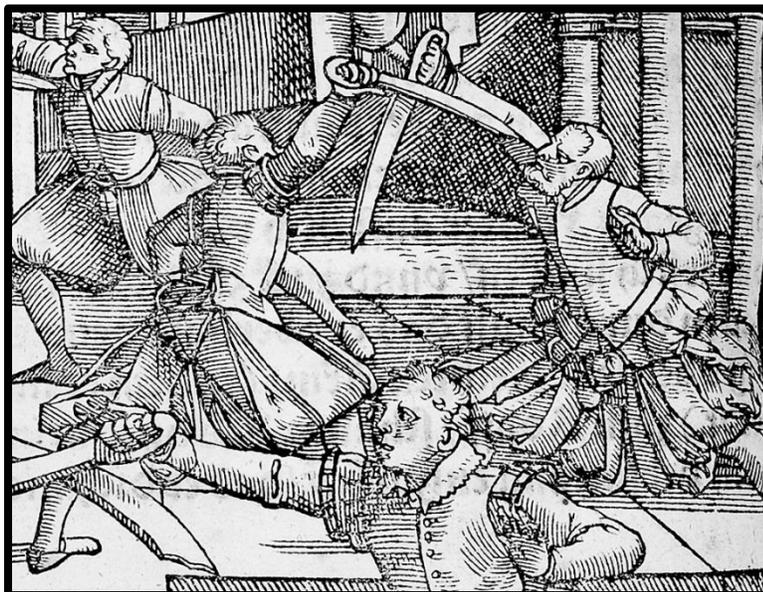
Quickly pull your hilt back up toward you, and cut long after. This device seems to be impossible, but when you do it at its proper time, which is quickly in the first hitting of the bind, then you will have completed it before he knows it.

2.39v5 **Item**, if an opponent binds you with [his] Bow on yours and is high with his parry; then again turn your short edge under his dussack inward against his left. Thus you make yourself open in front; when he rushes to this opening from above,

slice him on the arm from your right as he goes in with his stroke, with a step out, as shown by the large figures in Image K. From this slice, go quickly at his face with the point.



2.39v6 **Item**, bind on his Bow with Straight Parrying, that is with the High Cut, and when this cut connects, remain on his dussack, and turn your long edge either down or up in the bind, against or through his face, as you can see in the small figures on the right in Image P. Thus you drive him up; therefore cut across through his arm as he goes up.



Moreover you will find here in some places, how you shall slice off and counter slice; namely thus:

2.40v1 When an opponent cuts in at you from above, then cut across against it, and when your cut connects on his, then meanwhile step quickly out sideways toward his left, and draw your long edge away from his dussack toward your right through his face. And if he rushes meanwhile at your opening, then at once slice back again against his weapon. But if he goes after your dussack, then quickly go through below, as follows in the section on changing through.

**Concerning changing through, note this precept:**

2.40v2 If an opponent cuts at you from his right, then cut also from your right against his cut, and just as the cuts should hit together, then go through under his dussack toward the other side with a broad step out, and cast your blade outside his right arm at his head, etc.

2.40v3 Or if he will not cut, then cut with serious comportment at him against some opening. As soon as he sends his dussack to catch your cut, then do not let it hit, but just as it should connect, then go through under his dussack and sink your point outside over his right arm at his face. If he wards this off and sends the thrust away from him, then draw your long edge inside his right arm up through his face, and cut quickly from your right back against it. However, should it meanwhile become necessary for you to parry, you should not let anything hinder you from it.

2.40v4 *Item*, if your opponent stands before you in the Slice, then cut from your right at his left, and just as it should hit, then step well to his right side, and again go through underneath with your dussack, and thrust outside his right arm again to his face. If he parries this and goes up, then go back with the point outside around his arm and underneath it, to the right side of his chest. If he wards this off again and goes down, then send the point back around his right arm and thrust back from above outside over it at his face. In this way you shall always send your point around [his] arm, so that you are sometimes below, sometimes above his dussack, with your point on his body.

**A brief introduction how in chasing you shall use the forte and foible, and the hard and soft, and how you shall fight against it** \*Heading added by editor\*

Learn chasing, with every danger,

whether he is soft or hard in the binds;

if you chase and follow with slices,

pay heed to his arm, be quick with stepping.

You have already sufficiently heard what chasing is, and that it is a particularly artful technique. Therefore I will here only give a brief introduction how in chasing you shall use the forte and foible, and the hard and soft, and how you shall fight against it.

2.41r1           And note when he is hard on your dussack holding against you in the bind, then quickly go or change through underneath, or let it snap around away from him, concerning which you have already been instructed at length.

2.41r2           But if he does not hold hard against you, but is soft on your dussack in the bind, then push his dussack from you with a jerk; yet you shall not fall too far with this jerking out, so that you can be upon him quickly with the slice or with cutting to the opening before he takes it away from you again.

2.41r3           Now when you have bound him on the forte of his dussack, however that were to happen, then if he strikes around from there at you, follow with the slice against his arm and to the opening, and see that you do not stray after his arm, if he should go through against you.

Understand all this from both sides. Now as to how you shall chase from the foible with slicing or pulling, you will find here and there in the devices sufficient clear examples of it.

## CHAPTER 13: CONCERNING THE BOAR [EBER]

You have heard something about the high postures along with their devices; now follow the low postures by which the high guards are countered; for when your opponent fights you from above, then you shall fight him from below. The guard of the Boar is used only on the right side, as shown by the figure on the left in Image M.



## **The first device tells how you shall let his stroke slide off on [your] dussack, and counter cut long**

2.42r1      When an opponent encounters you in one of the high postures on the right, then position yourself in the Boar; as soon as he cuts at you from above, then step well out from his stroke with your right foot toward his left, and at the same time as this step go up with hanging dussack so that you let his stroke slide off on your Bow. And quickly cut long after through his left with two strokes, one after the other.

## **Another that teaches how to step through against him and fight with Winding Cuts outside at his head and arms**

2.42r2      If he cuts from above, then step with your right foot toward his right, and thrust the point of your dussack straight at his face, and with this thrusting forth, catch his cut on your long edge. When the cut knocks or connects, then wind through with your hilt under his right arm up toward your left, as shown by the small figure on the left between the large ones in this Image F etc.



Then step quickly toward his right and cut with Winding Cuts powerfully outside over his right arm. As soon as you meanwhile perceive that he has gone too far from his face with his parrying, at once attack forward at his face.

## **How you shall run under his cuts, and jab in front on his chest so that he must make his face open**

2.42r3      In the Onset, when you come into the Boar and your opponent cuts at you from above, then go up in the air with the Bow, and catch his stroke in the air with a step forward on your right foot; at once lower your body, and jab with your point

under his dussack on his chest; quickly step back and cut through his face with Cross Cuts.

2.42v1 Or after you have caught his cut from the Boar with the Bow, then quickly step with your left foot well around his right, and thrust outside over his right arm at his face. He must ward this off or be hit; if he wards it off, then he makes his face open in front; therefore quickly step back again with your left, and drive against him powerfully with High Cuts through his face.

### **Counter**

2.42v2 Parry the thrust and stroke, and deliver a Middle Cut through his face; then cut after with the Cross.

### **How in the middle of your parrying you shall thrust under his dussack at his face**

2.42v3 Catch his High Cut up in the air on your Bow, and pull your dussack back out from under his stroke in the air, and thrust by your right side up from below under his dussack at his face; meanwhile keep your left hand above your head, until you turn your hilt back up into the Bow. From there you shall at once pull around your head, to cut from above. The thrust from below must take place quickly, before he has recovered from his cut.

### **How you shall thrust in the Before from the Boar**

2.42v4 If an opponent will not cut at you, then pull your dussack back out from the Boar beside your right; step and thrust at him from above; with this step, pull your thrust quickly back again without completing it, and thrust beside your right up from below under his dussack as before; pull it back up and finish as before.

### **A Good Device in which you shall flick over out of the parrying, and seek his right arm with Winding Cuts and flicking**

2.43r1 *Item*, position yourself in the guard of the Boar; if your opponent cuts at you from above, then step toward him with your right foot and go forcefully upward with the Bow. As soon as his cut knocks on your dussack, at once flick the short edge above his dussack at his left ear, palm away from him; quickly step with your left foot across out toward his right, and cut him powerfully with a Winding Cut outside over his right arm. Or as soon as the flick has taken place, let your dussack snap around again, and flick outside at his right arm with hanging dussack and the inside flat; then cut in front through his face with a back-step.

The Roarer and the Waker both counter the Boar.

## CHAPTER 14: CONCERNING THE MIDDLE GUARD [MITTELHUT] AND HOW ONE SHALL FIGHT FROM IT

I call this the Middle Guard because it arises from the Middle Cut. Now you can come into this guard at the end of three cuts: first when you strike a Crooked Cut from your right through the Wrath Line, and let it swing beside your left right back into the Middle Guard; then through the Middle Cut itself; thirdly when you strike a Crooked Cut from below through the upward diagonal line from your right toward your left. These three cuts always swing most readily to the Middle Guard, even if you try to pull them to another.

Position yourself for it as shown by the figure on the right in this image [C]. From this guard you can execute all the devices that are taught in the left Wrath and Steer; therefore I will only briefly recount a few devices, from which you will sufficiently learn the use of this guard.



### **How you shall send your opponent's cuts away from you from the Middle Guard, and counter cut**

2.44r1      And firstly, in the Onset when you come before your opponent in the Middle Guard, and he cuts at your nearest opening, then cut his incoming stroke away with your long edge from your left against his right from above through the downward diagonal line, so that your dussack comes to your right side; with this cut, step well out to his right side with your left foot. As soon as this has taken place, then step to him with your right foot, and before he recovers from his first stroke, which you have taken, cut quickly from your right over his dussack through his face or over his right arm. But if he is so quick after the first stroke that you cannot come over his arm with your second stroke, then nonetheless

cut through from your right as he is drawing up, or goes upward, inside at his arm or hand. Thus you come back into the Middle Guard as before.

### **How you shall cut his stroke up from below away from you from the Middle Guard, and pursue with Winding Cuts**

2.44r2 If he cuts at you from above when you stand in the Middle Guard, then take out his incoming stroke up from below with your long edge, so strongly that your weapon flies back around over your head for the stroke; quickly double-step well to his right, and cut him with a powerful Winding Cut outside over his right arm or to the side where you can reach him in this onrush. These two cuts shall take place swiftly so that you hit with the second stroke before he recovers from his first stroke, which you have taken. But if he is swift enough to come up before you have completed the Winding Cut, then see that you least come at the same time as him outside with the Winding Cut over his right arm.

### **How you shall cast in your dussack outside over his right arm and draw your long edge upward through his face**

2.44v1 Or when you stand in the Middle Guard, then note when he cuts at you, and step out from his cut to his right; meanwhile cast your crooked edge against his right, outside over his right arm in at his face; and in this casting in, lean your head well away from his stroke behind your dussack. And note diligently if he does not resist hard in the first hitting; if so, then rapidly push down away from you with a jerk with your forte; then draw your long edge up through his face up in the air, as shown by the small upper figures in Image L; and in the air draw your dussack back around for a Middle Cut against his right back on his dussack. And when you have thus bound him with a Middle Cut from your left against his right, then take heed as soon as he goes up away from the bind, and as he is going up, cut forth at his face, or what is even more certain, inside toward his arm, with a back-step. At once defend yourself with the Cross.



2.44v2            However if he turns his cut into a parry against your casting in, then pull your hilt back up toward your left, and let it fly above in the air around your head; then cut through forcefully from your right up from below with the crooked edge, so that your dussack comes back to your left, either in the Wrath or Middle Guard. From there at once cut after with a Cross.

### **How you shall fight from the Middle Guard against an opponent who will not cut**

                    However if your opponent will not cut at you, then fight against him from the Middle Guard as follows:

2.44v3            Note as soon as you can reach him, and cut a Cross through his face; and if he has his dussack extended for parrying, then attack his weapon-hand with this Cross. With this Cross Cut you will drive or provoke him to cut in response; as soon as he does this, then quickly be ready to cut through forcefully with two Middle Cuts from both sides opposite one another, against his incoming strokes. Thus you not only weaken his stroke, but tire his arm so much that you can well come to his opening with further counter cuts.

### **Another, teaching how you shall attack from the Middle Guard against someone who will not cut**

2.45r1            Note when you find an opponent in the Bow or else the Straight Parrying, and you have your weapon in the Middle Guard; then step out sideways with your left foot well toward his right, and with this step, cut across outside at his arm. Meanwhile take heed if he will ward off or parry this; then do not let your cut connect, but at once pull it back to you around your head, and cut inside through his face with a back-step toward his left side.

2.45r2            Or when he encounters you with Straight Parrying, then cast the crooked edge outside over his right arm at his face, as shown by the small figures on the upper left in the previous Image C. He must ward this off; thus he will give you an opening in his face, so that you can well cut at it with back-stepping.



## **How you shall flick from this guard outside at his right arm**

2.45r3      Another: if an opponent encounters you in the Bow or in Straight Parrying, then position yourself in the Middle Guard; from there strike outside at his right arm with the outside flat in a flick. Quickly pull your hilt up, so that in this pulling up, your blade hangs down, and with this, jerk your dussack around your head. Then cut through with the crooked edge from below inside at his right arm with a step forward on your right foot, so that at the end of the cut your dussack comes into the left Wrath Guard. From there cut powerfully from below through his face; then quickly cut after with the Cross.

Also you can attack from this guard using the Rose, with Flicking Cuts and other deceits. For the Rose Cuts go particularly well with a deceit from this Middle Guard, thus:

2.45v1      If you find an opponent in the Bow who is smaller than you, then send your outside flat from your right above his hilt toward his right, outside his right arm, and in a single motion under his dussack back up toward your right. Let it fly back around above your head in the air, with your foot raised, and strike him with hanging dussack and inside flat in a flick outside to his right arm. Then pull upward, and cut the Roarer across through the Middle Line, as you have learned previously in the section on the cuts. And this must take place in a single motion, so that in the beginning of the motion you lift your right foot, and as the Roarer hits, you set it back down with a step forward.

## CHAPTER 15: CONCERNING THE CHANGE [WECHSEL] AND ITS DEVICES



In this guard, position yourself thus: stand with your right foot forward, and hold your dussack beside you pointing to the side with extended arm, with the tip toward the ground, so that the short edge stands toward the opponent, as shown by the large figure on the right in the previous Image N. It is called the Change because you come into this guard through the Change Cuts; and it goes on both sides.

### **How you shall slash an opponent's Bow upward and cut at his face before he recovers**

2.45v2 If you are a strong man, then position yourself in the Change against your opponent's Bow, and forcefully slash his forward hanging Bow upwards with your short edge; thus you compel him to go up. As he goes up and still has his dussack in the air, then meanwhile quickly cut back down from above at his face or chest. Only one step is called for in this device, which you shall execute by stepping out in a spring forward on your right foot.

### **This device is also a counter for the Bow**

2.46r1 Note when an opponent encounters you in the Bow, and position yourself in the Change on your left; step and thrust long up from below under his parrying toward his face or chest. As soon as your point has hit or has been set upon him, then quickly go up with your hilt in front of your head, and meanwhile keep your point on his body. He will ward this off or strike it out, so take heed as soon as he

goes up for the stroke, and step to his left side, and strike beside his parrying in at his face.

### **Counter**

2.46r2

Now if an opponent thrusts under your parrying in at your face as I have just taught, then turn that thrust away. Thus you make your face open; as soon as he cuts at it, then go under his stroke to catch it between your hands near his hand, and jab your hilt in his face, as shown by the small figures on the left in the following Image B.



### **Another from the Change**

2.47r1

When you come near your opponent, then cut through before him from your right into the left Change, with such comportment as if you had lost control by cutting. As soon as he rushes at your opening from above, then quickly go up with your long edge outside against his right arm to parry. As soon as the dussacks knock against each other, then quickly turn your point up and thrust outside over his arm at his face, palm away from him. Pull quickly back up and let the blade snap around; strike him with your inside flat with hanging dussack outside on his elbow, palm toward him. Before this is fully completed, then step back and cut forth through his face. This is a fine deceitful device with which you make an opponent very open if you execute it quickly.

### **Counter against the Change on the left**

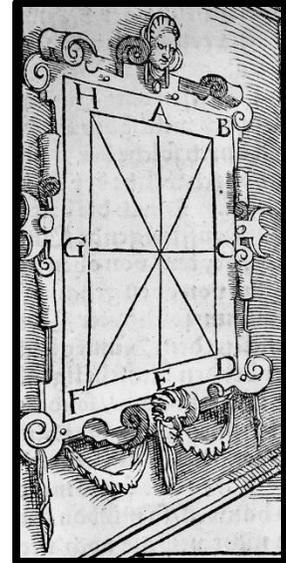
2.47r2

If your opponent also encounters you in the left Change, then go up from that posture into the right Steer. From there deliver a Low Cut through his left; next, step and cut from your right from above also through his left. And with this Low

and High Cut step well out toward his left, with a double step; then cut long after with a Cross Stroke.

### Counter against the Change on the left

2.47r3 In the Onset, when you find an opponent in the Change, then as soon as you can reach him, cut from your left shoulder diagonally through his face, following the line H-D, so that at the end of the cut you come beside your right with the point toward the ground. Then as he goes up, turn your dussack and cut through forcefully in a pulling motion from below through his arm under his dussack, so that your dussack comes back to your left shoulder. From there deliver a Low Cut across through his face, so that at the end of the cut your weapon comes to your right shoulder for the stroke; cut long after from that shoulder with a Cross.



2.47v1 Position yourself in the guard of the Boar; from there step and thrust forward at his face with extended arm; he must ward this off, and thus he will make his face open.

### Counter against the right Change

2.47v2 Go in his face with the Longpoint; as soon as he goes up, then deliver a Low Cut with your long edge from your left through his right; follow up with Middle Cuts.

2.47v3 Note when you cut into the right Change, and your opponent pursues you, then strongly cut through with the long edge up against his cut. Let it go above around your head, and cut back from your right through his left from above, stepping around. However if you do not come through in cutting up, then turn your dussack on his for a thrust.

## [CHAPTER 16:] BASTION [BASTEY]

I believe the Bastion is so named by the combat masters of old because with it the lower part of the body serves the upper, just as the lower sections of a city wall are protected and shielded by a bastion. Position yourself for it thus: stand with your left foot forward; and lay your dussack extended far from you toward the ground, as with the Fool in the longsword, except that here you shall send your hilt further in front of your left foot, and your upper body leans well after it. Now as you conducted yourself with the Fool, fight the same way from this guard in the dussack, with setting off and slicing off.

The Bastion can also be done this way: stand as before, and set your dussack before your foot with the point toward the ground, so that your hilt stands upward. If an opponent cuts at you wherever he will, then step out from his cut, and cut over at the same time as him; or catch his cut on your long edge, and work to the nearest opening. For there are many fine devices to execute from it, and you will find them above and below in this book.

## [CHAPTER 17: GRAPPLING]

### A Device for Running In

2.47v4 In the Onset, cut a high stroke from above at his head; if he parries the cut on his Bow, and goes up in the air, then go up with your hilt and drop your point over his parrying in at his face, just as I have taught above concerning the Waker; thus you force him to parry even higher. Meanwhile lower your body somewhat, along with a spring forward, and send your hindmost point, that is with your hilt, under his dussack in at his face. If he falls after it with his dussack, then thrust at him again with your tip outside over his right arm, as you can see in the small figures on the upper left in the previous Image O. Afterwards cut back away from him with the Cross.



2.48r1 Or when an opponent will overrun you with high strokes, then while it is still up in the air, catch it from below on your Bow with a broad spring forward under his weapon. When it clashes or connects, then jab your hilt under his dussack at his face; then finish the device as before.

There are some who, once they have fully protected their arms with all kinds of clumsy work, are accustomed to take their head between their arms and run right under the

opponent's weapon. Since you must concern yourself with his falling in from above, and dare not make yourself open with any technique, you shall use three kinds of techniques against him:

2.48r2 Firstly when he thus runs under your weapon, then at the same time go up with your arm also, and remain up with parrying; and while you both have your arms up, strike with the crooked edge in a flick at his face. Secondly if he wards this off, then send your point outside around his arm and strike with the crooked edge outside his right arm at his head, as shown by the small figures between the large ones in the previous Image G.



2.48r3 **Item**, keep both hands high and hold your left over your head near his hilt; and meanwhile before he realizes it, strike him quickly under his left arm behind at the nape of his neck. Concerning this see the small figures on the left in the same image [G].

Also when you come this near the opponent as I have just taught, then in cutting away before him, you must not cut through, unless you can escape his High Cut with a step out.

2.48r4 Now when you wish to cut away from him safely, then act as if you intended to cut in earnest before him through his opening; but don't do this, rather turn your cut in mid-flight to a parrying in the Longpoint, so that your long edge is turned against the incoming stroke that he will rapidly counter cut at you. For as soon as he sees that you will cut through before him at his opening, then he will quickly counter cut from above. You will catch his cut with this extended parrying, and as soon as it connects or knocks, then counter cut, this time completing it, and withdraw with the Cross.



2.48v1 Or when he comes near you, so that both of you stand with your arms up as I have just said, then jab at him with your tip in front on his chest, as shown by the figure in the previous image. This is called the Stork's Beak, since you extend long from you with the thrust. If he parries your thrust, then cut long after.

However if you find your opponent stronger than you, then do not come too near to him, and do not let him run in on you. Also, if he cuts in, see that you catch his cut up in the air and go through quickly under his weapon, so that you may hold off and send away his cut with parrying. But if you can escape his cuts, which is better, and let him cut and miss, then you shall do it in such a way as I have already taught in the counter cutting.

**More material on running in** \*Heading added by editor\*

Next follows more material on running in. Concerning this, see these verses, which are also presented here from my epitome, thus:

Also when you come near the opponent,

grip his right hand with your left.

Learn both grips, straight and reversed;

be guarded with quick steps.

Quickly seize his unmentionables;

turn your hand reversed on his chest.

If you wish further to avenge yourself on him,

then you can break his arm.

In all running in, one should especially take heed of gripping, wrestling, breaking, and casting; and although this is diverse in form, yet they are embodied briefly in the above verses.

2.48v2      Therefore firstly, as soon as you have come near your opponent or under his weapon, see that you grip as quickly as possible with your left hand at his right weapon-arm, by his wrist close behind his hand; at once drive it around, then jerk it toward you, depending on what opportunity you see.

And you shall know that gripping is carried out in two ways, as I have said, namely straight and reversed. There is no need to explain what straight gripping is; reversed grips are also of two types: firstly when you turn your thumb inward in gripping, secondly when you turn it outward in gripping. I will describe how to use these more fully later in the treatise on the dagger. Therefore I will here only relate a few devices pertinent to running in or casting.

**The First**

2.49r1      When an opponent will overreach you with high strokes, then parry his stroke with high parrying, and at the same time quickly grip under your parry with your

reversed left hand strongly on his right. Twist it up from you; meanwhile step forth with your left foot behind his right, and push him from you with your hilt in front on his chest; thus he falls on his back.

2.49r2 Or if an opponent overruns you, then parry high as before; at the same time as the parry, step between his legs with your right foot, and grip under his right arm outside around his back with your right hand with bent body; grip with your left hand underneath on his right knee; lift up at the same time and cast him.

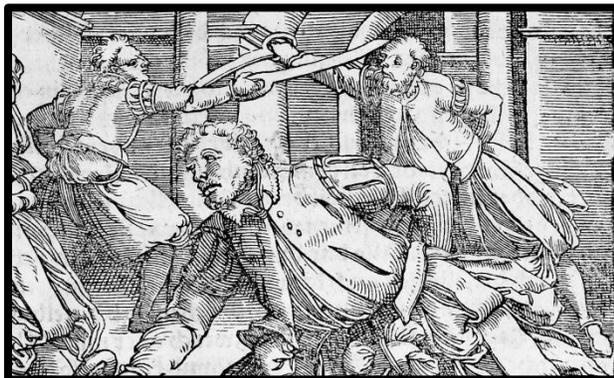
However since I do not much approve of running in with the dussack, I will let it be here for now.

## [CONCLUSION]

And in conclusion, when you wish to fight with an opponent, then take heed if he lays on quickly with his devices, and sends his cuts wide around; if so, then arrange all your devices such that if he should stray too far, you will rush to the opening with counter cutting while he is overextended into his cut. Yet do not be too eager, so that you do not lose any advantage.

Secondly if your opponent will not cut first, but busies himself to parry and counter cut, then make use of deceiving: send your cuts to his parrying, pull it back before it is completed, and cut to another opening. Also you shall pay heed to his posture, and do not cut at his opening to hit, but to bring him out of his advantage, so that you can hit him that much more certainly with the second cut, depending on whether he strays high or low. Take a small example of this:

2.49v1 If he holds his weapon in the Bow too far to his left, then cut forcefully from your left across from below at his right arm. If he parries this with hanging dussack, then he makes his face open; therefore pull your hilt quickly back up toward your left and cut back from that side over his dussack at his face, as shown by the small figures in Image A.



Thus you can incite him from one place to another with your comportment, and cut at his opening deftly and quickly with advantage while he is still sweeping around. But if an opponent comes before you who takes heed of your pulling up, and cuts at your opening while you are pulling up for the stroke, you shall deceive him concerning his cuts thus:

2.49v2        Gather as if you intended to cut, and note with diligence as soon as he will cut; then turn the gathered cut into a parrying and catch it. And as soon as his cut connects on your parrying, then you shall counter cut, as you will find in plenty of diverse devices included in this book.

I have discussed this weapon so extensively because commonly youths are led to skill in it, and if something is not properly presented to them, it will hard to understand, particularly in this art; also some techniques cannot be intelligibly taught without repeating or including others. Therefore may the benevolent reader be pleased by my service in this matter.

**THE END**

IMAGES FROM THE 1560 AND 1570









Von vier Häuten.

III





Sechten auß der Mittelhüt.





Die manne die in der  
 dach die hande die  
 von dinnen in den gassen  
 von dinnen gegen die  
 von dinnen gegen die  
 von dinnen gegen die



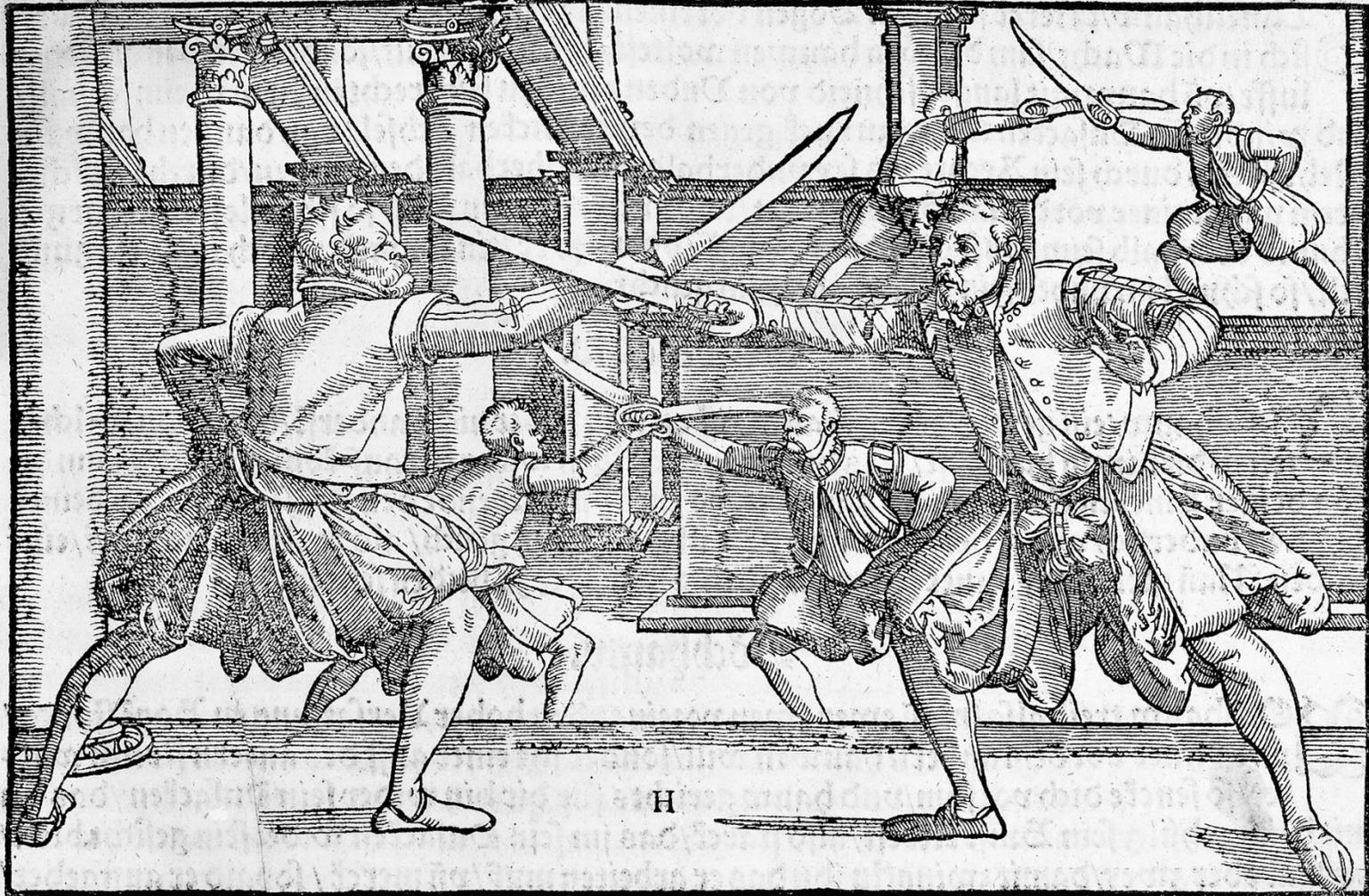
F

J 4 Lin



G

D



H

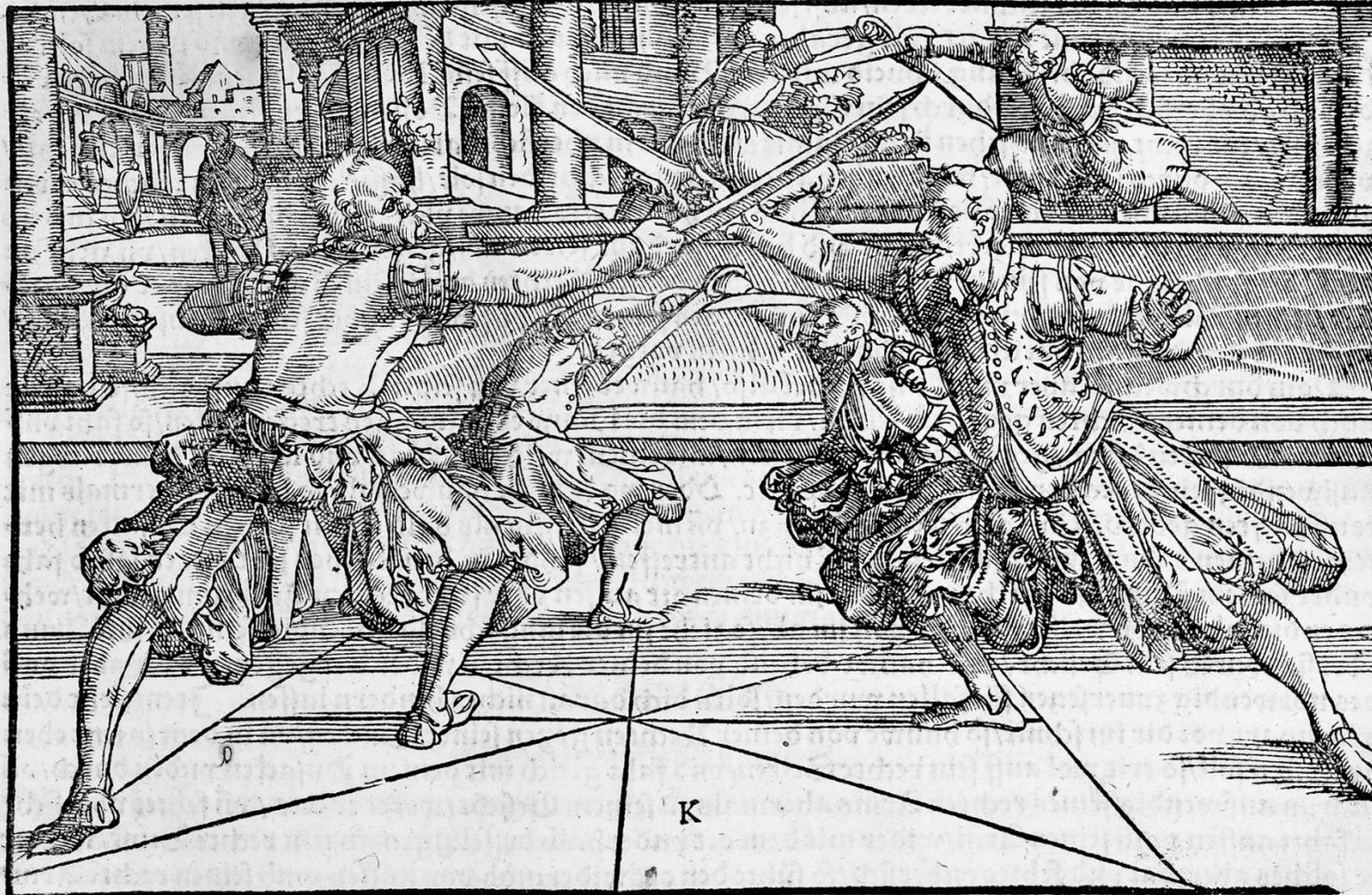
D ij

Vom Stier vnd seinen Stucken.



Fechten auß dem Boagen.

XL



K

R Figur

Von der Hüt des Stiers.



Rechten auß der Hüt des Ebers.





N

K Oder

Vom Versehen.



Von Häuften.

