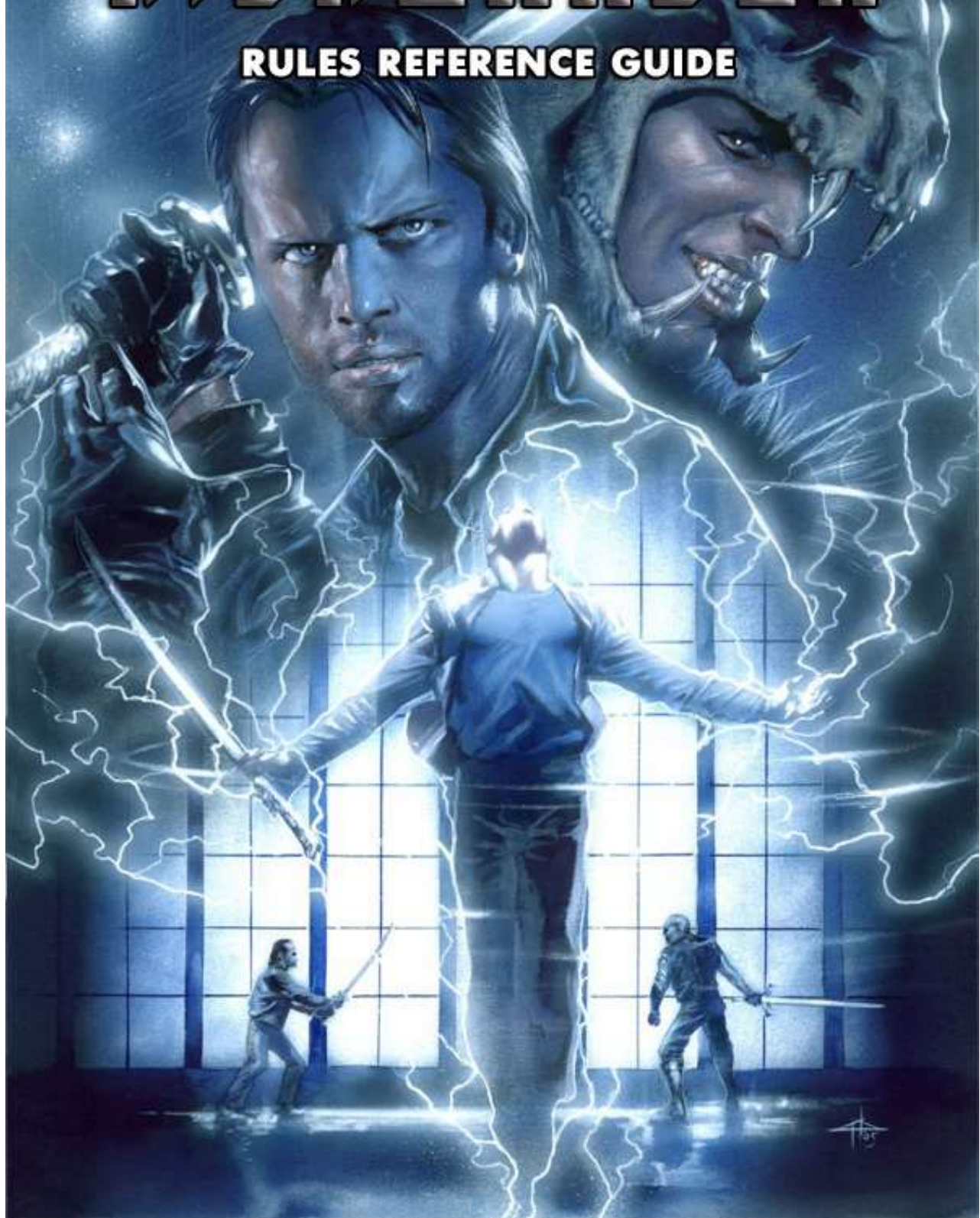


HIGHLANDER

RULES REFERENCE GUIDE



Sequence Of Turns :

Sweep Phase – Take all cards you control on the board that are attacks, blocks, Edge and Event cards and place them in your Discard Pile.

May Do/Must Do Phase – You must resolve any effects that say “During your May Do/Must Do Phase”, you may also play any cards that say “Play during your May Do/Must Do Phase”. The only cards you may play during this Phase are Edge cards and Illusions.

Defense Phase – During this Phase you may start playing Special Cards (Events, Situations, Locations, Objects and Plots). You also use this Phase to defend any attacks your opponent played on their last turn.

Attack Phase – During this Phase you may play Special Cards and may also play your attack(s) against your opponent. This is the last Phase you may play Special Cards.

Ability Adjustment Phase – During this Phase you resolve any Damage or Ability Loss, as well as any Ability gained.

Draw/Discard Phase – During this Phase you may Draw up to or must Discard down to your Maximum Hand Size.

The following cards are SPECIAL CARDS. You may only play ONE Special Card per turn.

Events – These are cards that affect the turn they are played and the following turn. These cards are placed in the owners Discard Pile at the beginning of their next turn.

Situations – These cards affect both players (unless otherwise stated) and continue their effects as long as they are in play. These cards are only removed from play if a card or effect removes it.

Locations – These cards affect both players during their turn. There can be only one Location in play on either side of the board. When either player plays a Location, the previous Location is placed in its owners Discard Card. Locations stay in play until a card or effect remove it.

Objects– These cards affect both players and remain in play until a card or effect remove it. If it is a Hilt, there may only be one Hilt in play for each Weapon the player has. Playing a Hilt does not bump a Hilt already in play.

Plots– These cards affect both players and remain in play until a card or effect remove it. There may be only one copy of a Plot in play by each player. Playing a Plot does not bump a Plot already in play.

These Two Card Types Are Not Special Cards and Each Follow Their Own Rule.

Edges – These cards are not Special Cards, you may play as many Edge cards as the text on the card allows. Edge cards may be played alone, or in conjunction with another card (the Edge will state this). Edge cards that state “Play During your May Do/Must Do Phase” may ONLY be played during that Phase.

Illusions – These cards may ONLY be played from a Hard Exertion. You may only play one Illusion per Hard Exertion. If more than one Illusion is found in an Exertion, the player making the Exertion chooses which card to play.

Game Mechanics :

Exertions –

Soft Exertions : To make a Soft Exertion, you must first state what Gem you are Exerting for (if applicable) and then take the top 5 cards from your Endurance. You may look at these cards and see if you achieved the stated goal. You may not play Illusions from a Soft Exertion. After resolving the effect, place the cards in the same order on the bottom of your Endurance. You may make multiple Soft Exertions during your turn, but you may only make one for each effect causing the need for a Soft Exertion.

Reasons to make a Soft Exertion –

- To determine who goes first at the beginning of the game
- To attempt to get up if you are Prone
- To attempt to regain your weapon if you are Disarmed
- If a card effect tells you to

Hard Exertions : To make a Hard Exertion, you must first state what you are looking for (if applicable) and then take the top 5 cards from your Endurance. You may look at those cards and see if you have achieved the stated goal. Play any applicable cards (if Exerting for a defense or attack, play one of those cards) and one Illusion if any are found. Place the remaining cards in the same order on the top of your Discard Pile. You may only make ONE Hard Exertion during your turn, so be careful when you decide to make one. Making a Hard Exertion ENDS your chance to play cards from your Hand for that Phase, so save making the Exertion until the end of your Phase to make sure you play all the cards you need.

Reasons to make a Hard Exertion –

- To attempt to get up if you are Prone
- To attempt to regain your weapon if you are Disarmed
- To attempt to search for a defense (you may play only one found)
- To attempt to search for an attack (you may play only one found)
- To attempt to search for an Illusion
- If you cannot play a card (not counting Edge cards) from your Hand during your turn
- To make an attack a Power Blow
- To make a block a Power Block

Attacking –

During your turn, you normally have one Attack Opportunity. If you have no attacks in your Hand, you may make a Hard Exertion to search for an Attack. Attacks have a damage value printed on the card. If the card has more than one value printed, that means the attack may be made a Power Blow. Power Blows are made by stating that you are making an attack you have played that turn a Power Blow, and at the end of your Attack Phase making a Hard Exertion. Head Shots are automatically Power Blows. If your opponent made a Power Blow during their last turn, you may make your first attack played a Hidden Attack. A Hidden Attack is one which you play face down, forcing your opponent to guess what grid(s) the attack covers. Unless otherwise stated, Hidden Attacks may be made a Power Blow.

Types of Attacks:

Basic Attacks - These have a red grid and generally can be made a Power Blow and may be played Hidden.

Non-Basic Attacks – These have a red grid and unless otherwise stated may be made a Power Blow and/or a Hidden Attack.

Dirty Tricks – Unless otherwise stated, these attacks do no damage. They automatically are Unblockable (an effect that means you cannot play a Block card to defend it). If the attack is successful, follow the directions on the card. You may play these attacks even if you are Disarmed.

Special Attacks – These attacks have a gold grid. Unless otherwise stated, these attacks cannot be made a Power Blow and cannot be made a Head Shot. These are NOT considered Special Cards.

Ranged Attacks – These attacks have a gold grid. These attacks cannot be made a Head Shot and cannot be made a Power Blow. These attacks, unless specifically stated (May Block A Ranged Attack), CANNOT be defended by a Block card. Ranged Attacks also cannot normally be avoided by Dodge cards titled Back Away. These are NOT considered Special Cards. You may play these attacks even if you are Disarmed.

Power Blows – Power Blows more damage than a regular attack. If your opponent plays a Block to defend the attack, they must make a Hard Exertion for a Power Block, otherwise they take the difference between the two damage values plus any additional damage for a successful attack.

Hidden Attacks – Special Attacks CANNOT be made Hidden Attacks. Hidden Attacks are played face down, forcing your opponent to guess where the attack grid is.

Head Shots – Any card that covers at least one of the top 3 grids AND can be made a Power Blow may be made a Head Shot (unless otherwise stated on the card). You do not need to make an Exertion to make a Head Shot a Power Blow. To make an attack a Head Shot, you must play it in conjunction with a card titled Head Shot or In conjunction with an effect that makes an attack a Head Shot. If your opponent cannot defend a Head Shot

Defending –

During your Defense Phase, you may play defenses to avoid attack cards played by your opponent during their turn. You may play only ONE defense per attack (the defense grids must cover all grids of the attack), but your defense may be used to defend multiple consecutive attacks as long as the attack grids are covered (unless otherwise stated). If you have no defenses in your Hand, you may choose to make a Hard Exertion to search for a defense.

Blocks – These are blue gridded cards. These cards may be made a Power Block. Your first attack opportunity cannot be to a grid covered by this card.

Dodges – These cards have a green grid. Since these cards simulate avoided an attack, you do not need to make these a Power Block. You may attack to areas covered by these grids if you have an Attack Opportunity left.

Defending Hidden Attacks – When defending a Hidden Attack you have a decision to make. You can either play a defense from your Hand as a guess or you can Exert for a defense. If you Exert for a defense, your opponent must flip the attack over so you can see where the attack goes. If you play a defense from your Hand, your opponent then reveals the attack. If the defense is improper, you may then Exert for a defense. You may only play one defense from your Hand for each Hidden Attack.

Prone and Disarmed -

Prone – If an effect makes you Prone, you must Discard a card from your Hand that matches the card type of any card you wish to play from your Hand. This is considered to be a Cost. This does NOT affect cards you play from an Exertion.

Example – You wish to play a Dodge from your Hand to defend an attack your opponent played. You would play your Dodge and place another Dodge from your Hand on top of your Discard Pile.

Disarmed – If you are Disarmed, it means you have no Weapon. If you have more than one Weapon, you get to choose which one gets Disarmed. If you have no weapon you cannot play attacks or blocks, but may still play Dodges.

Becoming Armed/Getting UnProne – During your May Do/Must Do Phase you state that you are going to attempt to Rearm or Get Up (whatever the case may be). State which type of Exertion you wish to make and what Gem you are looking for, and then make the Exertion.

If you make a Soft Exertion you must get 3 of the named Gem
If you make a Hard Exertion you must get 2 of the named Gem.

If you are both Disarmed AND Prone, you may Exert for both, completing one at a time. However, since you may only make ONE Hard Exertion each turn, choose wisely on how you want to Exert. If you have more than one weapon Disarmed you may Exert for each weapon. You may only make ONE Exertion each turn for each effect.

Diamond Icon – A Diamond Icon denotes that you may only have one unique copy of that card in play on your side of the board.

Allies – You may only have one unique copy of an Ally card on your side of the board, unless otherwise stated on the card.

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