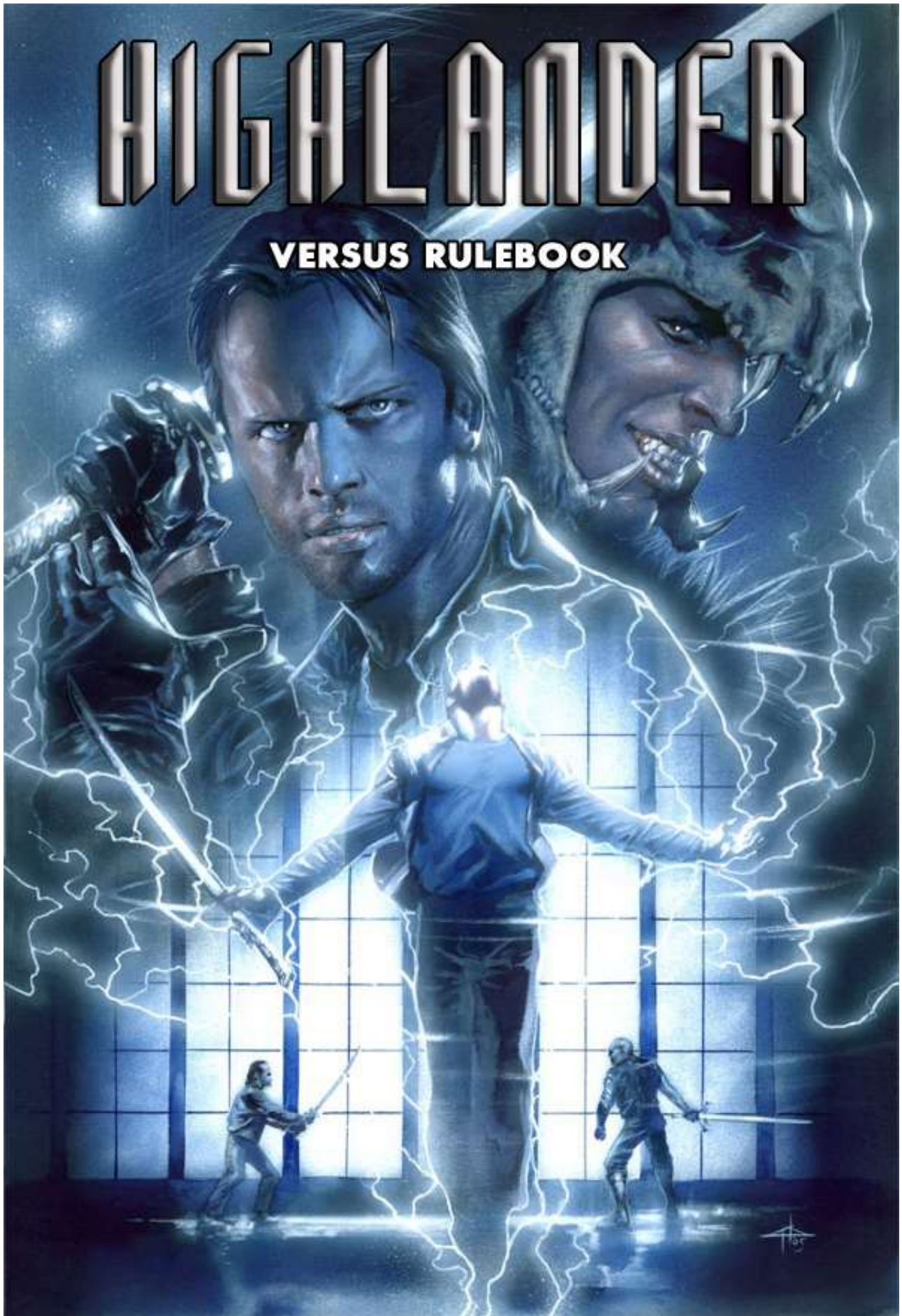


# HIGHLANDER

**VERSUS RULEBOOK**



# HIGHLANDER VERSUS

# RULE BOOK

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## Credits

Highlander: TCG™ and the SwordMaster™ System Created By:	Mike Sager
Highlander Versus Rulebook Written By:	Jim Black and Steven Rice
Web Page:	<a href="http://www.highlandercardgame.com">www.highlandercardgame.com</a>
Editor and HTML Adaptation	Steven Rice

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## Game Concept and Goal of the Game

Highlander: The Card Game is designed to simulate a duel between two Immortals: yourself and your opponent. During the course of play, both players will play attacks and defenses as if they were fighting with swords. Other cards will represent the tricks, tactics, schemes, and plots you utilize to win. It may be helpful to think of the game as a series of encounters with your opponent, through the centuries, rather than a single brief duel. While these rules will give you the basic framework for the game, the cards you play will often let you do things the rules say you cannot.

Your deck of cards is your Endurance. After you have drawn all cards from your Endurance, you "Exhaust". Exhaustion means a loss of 5 Ability, then, you reshuffle your Discard Pile to create your new Endurance.

Both players are able to take a certain amount of damage before losing the duel. This amount is known as your Ability.

You start the game with an unmodified ability of 15. If you take damage or are affected by ability loss or gain, your ability will be adjusted during the Ability Adjustment Phase. You may hold as many cards in your Hand as your current ability, unless your Hand Size has been modified. Your Ability not only represents your 'score', but also your luck, skill, and knowledge. As you lose Ability, you will find yourself with fewer cards, and thus, fewer options, in your Hand.

Your goal is to reduce your opponent to an Ability of zero, or cut off your opponent's head via a Head Shot. When a player begins their Attack Phase at zero Ability, their opponent wins the game.

A successful Head Shot will end the game quickly. A Head Shot is a modified upper attack. If your opponent cannot defend against the attack, their head is taken, and the game ends immediately.

## Card Anatomy

Let's examine what makes up a Highlander card:

**Card Type Icon:** In the upper left-Hand corner of the card, there will be an icon denoting the card type, unless it's a Pre-Game card.

**Title:** Across the top of the card is the title bar. The title of the card will appear here, in large letters. Your deck may contain only 6 cards of the same title.

**Sub-Title:** Unless the card is "Generic," you will find the name of a Weapon of Choice, Persona, or Faction (e.g. Clan MacLeod) that categorizes a Persona just beneath the title, in slightly smaller letters. Though the name of a Weapon of Choice, Persona, or Faction (e.g. Clan MacLeod) may appear in the title box, it is not considered part of the title when determining card effects and restrictions. A card is Weapon Specific if it has a Weapon of Choice's name, and Persona Specific if it has a Persona's. Weapon Specific Cards cannot be included in your deck or used during a game unless you are using the proper Weapon of Choice. Only a Persona whose name or Faction name appears in the title box may include that card in their Endurance.

**Reserved or Signature Symbol:** If a card is Signature or Reserved, there will be a Sword in the title bar, over to the right Hand side. On a Signature card, the sword will have an "S" attached to it. Reserved cards cannot be included in your deck unless your Persona's name appears in the Sub-Title. Signature cards cannot be included in your deck or played during a game unless your Persona's name or Faction appears in the Sub-Title. The Restriction number (see Restriction Number) on Signature cards cannot be altered.



**Restriction Number:** If there is a number to the far right Hand side of the Title bar, that card is restricted. Your Endurance may only contain as many of that card as the Restriction Number.

**Text:** At the bottom of the card, you will find the Card Text also known as Game Text. Here you will find any special instructions about that card. You may also find a sub-category to a card here. It will most likely be found following the type of card on the first line of Text.

**Hand Icon:** If the card has a small white icon in the shape of a Hand, it depicts something that requires a Hand to be used. A card with a Hand Icon cannot be played if you already have two Hand Icons in play. You can never have more than two Hand Icons among any of the cards you have in play. If you have only one or fewer Hand Icons in play, you are considered to have a free Hand. Many Pre-Game cards, such as Weapon of Choice, have a Hand Icon, and some have two. If at any time you have more Hand Icons in play than you are allowed, you may choose to use an effect to Disarm any weapon you have or remove from play any of your cards with Hand Icons until you have the maximum number of Hand Icons allowed to you in play.

**Attribute Gems:** These are the colored ovals at the bottom of most Highlander cards. Each colored gem stands for a different Attribute:



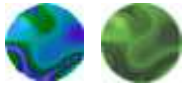
Master – (White) This is how many Master cards you are allowed



Agility – (Blue) This shows how agile a Persona is.



Strength – (Orange) This measures how strong a Persona is.



**Toughness** – (Dark Blue/Green) This is how much punishment a Persona can take.



**Empathy** – (Purple) This is how a Persona relates to other people.



**Reason** – (Yellow) This is a measure of a Persona's intelligence.

## Constructing a Deck

When you begin constructing your deck for the Type Two Format, a note to remember is that you can only use 2<sup>nd</sup> and 3<sup>rd</sup> Edition cards. Second Edition cards are identified by having a white border on the back of the card, while the Third Edition cards have a black border on both sides and a card number in the lower left hand corner. If you mix both editions in the same deck, you must play with sleeves so that the cards cannot be identified from the back.

**Attribute Gems:** When constructing your deck, look at the Attribute Gem count on the back of your Persona Card. Excluding the Master Gem, if the total of the other gems equals 25, then you need to multiply those attributes by 3 to get the total number of gems of each Attribute allowed in your deck. The Master Gem remains as it is. If the total of the gems is more than 25, then the math has already been done for you and the printed numbers are the total number of gems of each Attribute allowed in your deck. Nearly every card in Highlander has 1 or more Attribute Gems printed on them. When constructing your deck, be sure to count these Gems to make sure you do not go over the limit for each Gem.



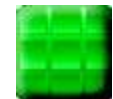
**Attacks:** Attacks have a red grid icon. One or more of the squares in the grid is filled with a red square. Those red squares show where the attack is aimed. You are required to include at least one each of the nine Basic Attacks in your deck. They are: Upper Left Attack, Upper Center Attack, Upper Right Attack, Middle Left Attack, Thrust, Middle Right Attack, Lower Left Attack, Lower Center Attack, and Lower Right Attack.



**Special Attacks:** Special Attacks have a gold grid icon, and are often more difficult to defend than normal attacks. Edge cards can be played in conjunction with Special Attacks.



**Blocks:** Blocks are defenses with a blue grid icon. If you have a block that covers all areas of an attack played against you, you can play that block to block the attack. You are required to include at least one each of the six Basic Blocks in your deck. They are: Upper Left Block, Upper Center Block, Upper Right Block, Lower Left Block, Lower Center Block, and Lower Right Block.



**Dodges:** Dodges are defenses with a green grid icon. If your dodge covers the same areas as an attack, you may play that dodge to avoid the attack. You may play green gridded cards even if Disarmed.

**Special Cards:** Events, Situations, Locations, Plots and Objects are all considered Special Cards. You may only play one Special Card per turn, and only during your Defense or Attack Phases.



**Events:** Events have a lightning bolt icon. They may be used to quickly change the course of battle in your favor. Events are removed from play during your next Sweep Phase.



**Situations:** Situations have a silhouette of an Immortal as their icon. They may remain in play over many turns, and may change the conditions of the battle.



**Plots:** Plots have a gear icon. They remain in play over many turns, and may be in multiple parts.



**Locations:** Locations have a Greek style ruin icon. Like Situations, they may remain in play and can change the condition of battle over many turns. However, they do affect both players equally and do not target a specific player.



**Objects:** Objects are marked with a sword icon, and include such things as extra weapons or armor, with which you may be equipped. Object: Allies are subject to any card/effects that affect Allies or Objects. Objects may remain in play over many turns.



**Edge:** Edge Cards are marked with an outstretched Hand Icon. They may provide you the advantage you may need to win in battle. Edge Cards are not Special Cards.



**Illusions:** Illusions are cards which can only enter play through a Hard Exertion. Whenever you make a Hard Exertion, you may choose to play 1 Illusion card from that Exertion. This does not count as playing a Special Card. If you make more than one Hard Exertion during your turn, you may play an Illusion card from those Exertions as well.

You may make a Hard Exertion during your turn expressly for an Illusion card if you choose. You may not play an Illusion from your Hand. If an Illusion is drawn into your Hand, it will remain stuck there until you find a way to Discard it. Illusions are not Special Cards and are not subject to Counters that do not specifically counter Illusions. Illusions are swept from play during the Sweep Phase of the player that played it.

**Pre-Game Cards:** These cards typically do not have the standard Highlander logo on the back. These cards are played before the game begins. They do not count toward the total number of cards in your Endurance. You may only use six Pre-Game cards. In addition, you cannot use more than one of any unique Pre-Game card. If using a Quickening, you may not use the Quickening for the persona you are playing.

**Persona Cards:** This Pre-Game card allows you to play as your favorite Persona. Persona cards have a picture of a Persona on the front, and biographical information about that Persona on the back. Below the biographical information, you will find a description of the special skills a Persona brings to "The Game". These skills are known as Persona Powers. You may only include Persona Specific Cards for that Persona in your Endurance. You may only include Master Cards (see Card Groups) in your Endurance up to the number indicated on your Persona card.

**Card Groups:** Any cards that share a single word in their title are considered to be part of a Card Group. For example, the cards Master Swordsman, Weapon Master and Master's Advance all have the word Master in their title and thus are part of the Master Group and are Master Cards. See Group Classifications in the FAQ section.

**Weapons of Choice:** This Pre-Game card is the weapon your Persona prefers when engaging in combat. If you are using a Weapon of Choice, you may include the appropriate Weapon Specific cards in your deck. If you do not have the appropriate Weapon of Choice in play, you may not play any Weapon of Choice cards for that weapon unless you have an effect that allows you to do so (example: Weapons Expert).

**Pre-Game Crystals:** These cards allow you to substitute your basic attacks and blocks for different defenses or non-special attacks. This substitution is one for one to the limit of Pre-Game Crystals you have. These cards do not count towards your Pre-Game card limit of 6 cards, and you may have more than 6 Pre-Game Crystals. However, you may only include one of each unique Pre-Game Crystal in your deck.

## **Beginning the Game**

You will need a couple of other items: something to keep score and an opponent with their own Highlander Versus deck to pit against you.

Both players shuffle their Endurance and offer to let their opponent cut. Then, each player places their Endurance to one side in front of them. All Pre-Game cards and cards that you are allowed to begin the game with “in play” are revealed at the same time by both players prior to the Soft Exertions to see who will go first. Each player then names an Attribute Gem and draws five cards. Each player then checks their cards for the Attribute Gem they named. Whichever player drew more of the named Gem than the other goes first. In the case of a tie, each player draws the top card of their Endurance and compares their previously named Attribute Gem, this continues until the tie is broken. All cards drawn in this manner are placed at the bottom of their Endurance. Each player then draws one card for each point of his starting Ability (also known as Maximum Ability). The first player proceeds through the Sequence of Play, and finishes their turn. The second player then proceeds through the Sequence of Play, and finishes their turn. Player's alternate turns until one player is defeated. During your turn, you must play at least one non-Edge card, or make an Exertion.

When defending attacks, play from your left to right, playing the cards facing you, so that the grids match up with one another. Your opponent can't read the text, but most defense cards don't have extraneous text, so it doesn't matter. If he needs to read the card, he can request to see it. The important thing is that he can easily see that the grids on the cards match up.

When playing attacks, you lay them down in order, from your right to your left, facing your opponent so that the cards are upside down to you. If you are modifying the attacks with Edges and such, play those between you and the attack being modified, also upside down. The attacks and modifiers are played in this manner so that they are clear to your opponent.

When playing Events and/or Edges, please place those facing your opponent so that they can be easily read. Permanent cards like Plots, Situations and Objects can be played facing yourself since they remain in play and usually affect you more than your opponent. Again, since you are the one who played the Event/Edge you have little need to read it, and in the case of permanent cards your opponent can always ask to read them if they need to do so.

## **The Sequence of Play**

A Golden Rule you must remember is that you ordinarily never do anything during your opponents' turn. Therefore, if your opponent has played a card that instructs you to perform an action, you must wait until the May Do/Must Do Phase to perform these actions. These effects are 'Must Do' and 'May Do' effects which you must take care of before proceeding with your turn. Another thing to keep in mind is that during your turn you must play a special card, play an attack, play a defense or make an Exertion during your turn.

1.) Sweep Phase: When you play cards during your turn, they are left in play during your opponent's turn as a reminder of what you played. At the beginning of your next turn, you Discard any cards still in play that normally do not remain in play. Cards waiting to be swept during your next Sweep Phase are considered to be in play. Any card or effect that removes a card from play does so immediately, instead of the card waiting for your next Sweep Phase. Discarding cards to the Discard Pile during this Phase is not considered removing the cards from play.

2.) May Do/Must Do Phase: Due to game mechanics, this phase is considered the beginning of your turn. You may play/activate/resolve May Dos and Must Dos in any order during this phase.

2a.) May Do Effects - These effects can be identified by the Text of their instructions, which will have the word 'may' in the description of the action you may take. You may accomplish these effects in any order you choose. You may opt not to do any 'May Do' effects at all unless specified. You can activate or play May Do actions or effects any time during your turn. If your opponent did not attack during their last turn, you may Discard one defense from your Hand during this phase. During your May Do/Must Do phase you may put into play 1 unprovoked gridded Guard per turn (this does not count as a card played).

2b.) Must Do Effects - These effects can be identified by the Text of their instructions, which usually will have the word 'must' in the description of the action you must take. If you have multiple 'Must Do' effects to take care of, you may Handle them in any order you choose, as long as you take care of all of the 'Must Do' effects if possible. If you have an Edge Card that will counter or affect a 'Must Do' or 'May Do' effect directly, then you may play it when resolving these effects.

3.) Defense Phase: The next action you will take on your turn is to play your defenses. Defenses may only be played during this Phase. If there is no attack coming, you cannot play a defense, nor make an Exertion for one. You may play one defense against each attack that your opponent played in their turn, and cannot knowingly play an inappropriate defense. If the colored area on your defense card covers the entire corresponding colored area on your opponents' attack, the defense is successful and you normally take no damage from the attack. You may play a Special Card in this phase, or wait until your Attack Phase.

4.) Attack Phase: During this phase you may normally only play one attack. If you are prevented from playing an attack or have lost all of your attack opportunities, then you cannot play an attack, or make an Exertion for one. When preparing to attack, take note of the last resolved Defense you played

as it may modify your first attack. You may only attack to an area that the block does not cover . A successful dodge will defend an attack as well and perhaps affect your next attack, depending on its Game Text, if any. If you haven't played a Special Card yet, this is your last opportunity to do so. Remember that you may only play one Special Card per turn.

5.) Ability Adjustment Phase: Cards cannot be played once you start this phase. If a card lowers your Ability, or you have pending damage, make that adjustment now. If a card raises your Ability, make that adjustment now. A successful attack normally does 2 damage. You may calculate pending Ability loss and gain, along with pending Damage loss and gain in any order.

6.) Draw/Discard Phase: You must Discard Down or you may Draw Up during this Phase. At the beginning of this Phase you must resolve (in any order) all effects that occur during the Draw/Discard before drawing or Discarding cards. You cannot play any cards during this Phase. Then, if you have more cards in your Hand than your Ability, you must Discard down to your Ability unless your Hand size is altered, which is known as your Maximum Hand Size. Your Maximum Hand Size is your Ability plus or minus any modifiers. When Discarding down, these cards are immediately placed in your Discard Pile. If you have fewer cards in your Hand than your Ability, you may draw one card at a time, stopping

at any point as long as you do not exceed your Maximum Hand Size. If you forget to draw during this phase, you will normally have to wait until your next Draw/Discard Phase to draw. After you have completed drawing up and/or Discarding cards your turn is over. Regardless, of any effect (card or otherwise), before you draw a card during this phase, you must calculate how many cards you have the capability of drawing. Then you may draw only up to that many cards. (Also see Maximum Hand Size)

## **Keywords**

These keywords are found in the text of a card and are used to make it easily identifiable as to what type of effect is on the card. (ex. DRAW: Draw one card.)

**ALLOWANCE**- Any effect that gives the option to play or put into play an card you would otherwise not have the ability to play or put into play.

**DISCARD**- Any effect that gives the option to discard or forces the discarding of cards from any source other than an Endurance Pile.

**DRAW**- Any effect that gives the option or forces the drawing of cards from an Endurance Pile.

**CAPTURE**- Any effect that gives the option to capture or forces the capturing of a card.

**REMOVAL**- Any effect that gives the option to remove or forces the removal of an Ingame or Pregelme card from the game.

**TRIGGER**- Any effect that allows the player to either discard or remove from the game a card to gain an effect. Trigger effects are not Discard or Removal effects.

**RETRIEVE**- Any effect that gives the option to retrieve or forces the retrieving of a card(s) from a specified source.

**BURN**- Any effect that gives the option to burn or forces the burning of a card(s) from an Endurance Pile.

**COST**- Any effect that causes a player to have to discard a card to play a card from their Hand. Cost effects are not Discard or Burn effects.

**RESTRICTION** – Any effect that restricts or prevents what cards and/or card types may be played and how they may be played, as well as effects which prevent you from performing an action, are a Restriction effect. Unblockable and/or Undodgeable effects are not Restriction effects. Requirements to perform an action or to play cards are not a Restriction effect.

## **Other Game Aspects and Terminology**

**Adjacent:** When a card or effect refers to an Adjacent grid, any grids that share a border or an intersection qualify as being Adjacent. For example, a Thrust and a Lower Right Attack are Adjacent because they share an intersection.

**Allies:** An Ally is any non-Pre Game card that depicts a character from the television series or movies, and has their name only as the title of the card unless specified in the subtext. You may only have 1 of each unique Ally in play at a time.

**Allowance Cards:** This is a group term for cards like Darius, Fisticuffs, Queen of the Flock, Benefit of Experience, Watcher Database, Teacher of Many, Power of Illusion, and/or Weapons Expert which allow a player to include cards in their deck when they would normally not be allowed to during deck construction. The cards not normally allowed in the deck can only be used, put into play, or played in conjunction with an appropriate allowance card.



**Altering Gem Assignments:** If you have a Pre-Game that allows you to alter your gem assignments prior to deck construction, you do not have to reveal to your opponent the chosen gem assignments you decided upon for the tournament. However, you must begin the tournament with your chosen gem assignments written down on a piece of paper for the Tournament Director to see if asked. Gem assignments cannot be altered above 13 of any gem for any reason.

**Attacks:** In the text box of attacks should be a number, or 2 numbers separated by a slash. For instance ATTACK: 2 or ATTACK: 2/4. The first number is the normal damage value for the attack. If there is a number separated by a slash, this means the attack may be made a Power Blow and that is the damage value of the attack if it is made a Power Blow. Basic Attacks do 2 damage normally and 4 damage if made a Power Blow, unless otherwise stated. If no number is printed on the card, the attack does 2 damage unless otherwise stated.

**Captured Cards:** A card is “Captured” if it is placed under another card (in game or PreGame) and has no affect on play. A card that is modified by another card but has an affect on play is NOT “Captured”. A Player can look at their Captured cards anytime during their turn.

Example 1 – Mongolian Broad Sword and Rachel MacLeod are cards that “Capture” other cards.

Example 2 – Watchers Tattoo and Kidnap are cards that do NOT “Capture” other cards.

**Considered Disarmed/Considered Weapon Broken:** If a card or effect states that you are Considered to be Disarmed or that your weapon is Considered to be broken, that state remains only as long as that card or the card stating the effect is in play. If you are “Considered Disarmed” for any reason, the effect applies to all weapons you are using. If your weapon is “Considered to be broken”, this applies to one weapon, of your choice, that you are using. While under either of these effects, you cannot regain your weapon(s). When the card or effect leaves play or is nullified/ignored, you immediately regain your weapon(s) or your weapon is no longer broken, you do not need to regain your weapon. Being “Considered Disarmed” or “Considered Weapon Broken” is an effect that IS Prevention due to game mechanics. Any Guards or weapon related Standing Defenses are removed from play unless you have a way to play the Standing Defense while Disarmed, Considered Disarmed or Unarmed.

**Considered Prone:** If a card or effect states that you are Considered to be Prone, that state remains as long as the card or the card stating the effect is in play. While under this effect, you cannot regain your feet. When this card or effect leaves play or is nullified / ignored, you immediately regain your feet, you do not need attempt to regain your feet.

**Continuous Effect:** These are effects which last over many turns and are sometimes cumulative in nature.

**Countering Cards:** If a card is countered, it is immediately Discarded, and has no effect on play, but is still considered to have been played.

**Damage vs. Loss of Ability:** If a card or effect forces you to lose Ability, it may not be countered with a card that prevents damage.

**Dirty Tricks:** Dirty Tricks cannot be blocked, do no damage (unless specified), and cannot be Power Blows. You may play Dirty Tricks even if Disarmed, Considered Disarmed or Unarmed.

**Disarmed, Unarmed & Breaking Weapons:** During the course of the game, you may become Disarmed, or your weapon may be broken. Any card or effect that states that it will “Disarm” your opponent means only one weapon is Disarmed. The person that is being Disarmed chooses which weapon is to be Disarmed. If your weapon is broken, you are Unarmed, unless you are using two or more Weapons of Choice. In this case, all weapons must be Disarmed and/or broken for a player to be Unarmed. If either occurs, you may not play attacks or blocks that require the use of a weapon, but can

play attacks that have an effect that allow them to be played (example: Dirty Tricks, Martial Arts, etc...). When you first become Disarmed during your turn, you may not Exert during your May Do/Must Do Phase to regain your weapon until the beginning of your next turn. During your 'May Do' Phase, you may make a Soft (3 of named Attribute Gem) or Hard (2 of named Attribute Gem) Exertion to try to rearm yourself for each weapon Disarmed. You do not have this chance if your weapon was broken, however there are cards and effects that will allow you to get a new weapon if your weapon is broken or you are Unarmed (Example: Extra Weapon, Weapon Stash, etc...). While Disarmed, you may not play any Weapon Of Choice cards or cards with Blade in the title. Any Weapon Of Choice or Blade cards that pertain to the Disarmed or Unarmed weapon are Discarded from play. You cannot attempt to Disarm or break a player's weapon that is already Disarmed or broken. If you manage to recover a Disarmed or Unarmed weapon and you had more than one Weapon of Choice Disarmed or Unarmed, you may choose which one is recovered. Being Disarmed or Unarmed is NOT Prevention due to game mechanics.

**Discard Pile:** You or your opponent may search through either players Discard Pile, though if you wish to search your opponents Discard you must ask first. Neither player may shuffle or otherwise change the order of the cards in any Discard Pile. When Sweeping cards or Discarding cards from your Hand, you may place them in any order on the top of your Discard Pile. If your opponent Discards cards from your Hand, he may choose the order in which they are placed on top of your Discard Pile. Discarding from the top of your Endurance and cards Discarded from an Exertion must stay in their original order.

**Duplicating A Cards Effects:** If you are duplicating a card's effects, you do not need to meet the requirements for that card to achieve duplication. However, if the card being duplicated has other requirements to achieve its effect, those requirements must be met. If a card being duplicated has any "play in conjunction" cards attached to it, the effects of the "play in conjunction" cards are also duplicated. Any other effects modifying the duplicated card are nullified.

**Edge Cards:** These cards are not Special Cards. You may play as many Edge Cards per turn as you wish. Edge Cards played in conjunction with any card are countered if that card is countered. You may always play Edge Cards unless card text specifically says you cannot.

**Endurance Size:** You must begin the game with an Endurance of at least 50.

**Events:** Event cards briefly affect battle, and are normally swept during your next Sweep Phase.

**Exertions** -An attempt to draw on inner reserves of strength, through use of ones Endurance, is known as an Exertion. To make an Exertion, reveal the top 5 cards from your Endurance. Each Exertion may only be used for one function. You may only Exert in your May Do/Must Do, Defense and Attack Phases. Before you make an Exertion you must always declare what you are Exerting for, how many cards you will Exert (if there are any cards in play that modify the size of Exertions) and the type of Exertion you are making. You may only attempt to become unProne or to regain each weapon once per turn. As such, you must choose between making a Soft or Hard Exertion when you make that attempt. If forced to make an Exertion, it is not considered being forced to Discard cards from your Endurance.

**Tiered Exertions:** These are Exertions made for an Attribute gem where each named gem found in the Exertion activates an effect.

Example: You may have a card that says "Make a Exertion, avoid one damage for every agility gem you draw." In this case you would draw 5 cards and for every agility icon on those 5 cards you would avoid 1 damage. The more gems you draw the better it works.

**Threshold Exertions:** These are opposed Exertions, where you are trying to get more of a named gem in your Exertion than your opponent, or you need to get a certain amount of a named gem to achieve an effect. Threshold Exertions are Attribute Checks.

Example 2: "Make a Soft Exertion for three agility gems, disarm your opponent." In this case out of the 5 cards you draw you must find at least 3 agility gems in order for the card to take effect. If you

find less than 3 your opponent is not Disarmed and the card has no effect.

**Attribute Checks:** An Attribute Check is a term defining any time you make an Exertion for specific gems to create an effect, not to modify an effect.

**Attribute Challenge:** An Attribute Challenge will require an immediate response by your opponent and both players will make a Soft Exertion during your turn. In the event of a tie during an attribute challenge, no effects will happen.

**Hard Exertions:** You may only make one Hard Exertion per turn. Any cards that you reveal and do not use are placed into your Discard Pile after the Exertion has been fulfilled. After you make a Hard Exertion, you may no longer play cards from your Hand during your current phase. This does not end that phase, it only ends your ability to play cards from your Hand during that phase. For this reason, it is important to remember to play everything you wish to play from your Hand before Exerting. Below are the uses for a Hard Exertion -

**1.) Power Blows:** To make a Power Blow, declare one of your attacks a Power Blow then make an Exertion during your Attack Phase. When you make an attack you play a Power Blow it does an additional 2 points of damage. You may only make one Power Blow per turn. If you make a Power Blow, your opponent has the right to make the next attack they play during their turn Hidden (see Hidden Attacks). If an attack is already a Power Blow, you cannot make it a Power Blow again by making an Exertion, however, you can modify a Power Blow into a Head Shot. If you have a card that must be played in conjunction with an attack that is considered a Power Blow, play the card first then make the attack a Power Blow.

**2.) Power Blocks:** To make a Power Block, declare which of your blocks you are making a Power Block then make an Exertion during your Defense Phase. You can only make a block you play a Power Block against an attack that is a Power Blow. You may play a block against a Power Blow and not make it a Power Block, but you take 2 damage. If a block is already a Power Block, you cannot make it a Power Block again. If you have a card that must be played in conjunction with a block that is considered a Power Block, play the card first then make the block a Power Block.

**3.) Searching for an Attack:** There may be times where you do not want to play an attack from your Hand, are restricted to Exerting for one, or just do not have an attack in your Hand. You may make an Exertion in hope of finding an attack that you can legally play. You may play one attack from the Exertion, then Discard the unused cards. It is possible to make an attack you play from your Exertion Hidden (see Hidden Attacks). If you have a card that requires an attack to be played in conjunction with it, play the card first, then Exert for the attack to play with it. If no card is playable in the Exertion, any cards played "in conjunction" are Discarded without effect.

**4.) Searching for a defense:** You may search from within the cards revealed in an Exertion for a defense. You may play one legal defense from the Exertion. If you have a card that requires a defense to be played in conjunction with it, play the card first, then Exert for the defense to play with it. If no card is playable in the Exertion, any cards played "in conjunction" are Discarded without effect. You may not exert for a defense unless you have an attack pending against you.

**5.) Exerting for an Illusion:** You may make a Hard Exertion during your turn to search for an Illusion. You may play only 1 Illusion found in the Exertion.

**6.) Other Exertion Uses:** Some cards or effects, like Exerting to "Regain your feet" (see Prone) or a weapon (see Disarming and Breaking Weapons), or Exerting to satisfy a card effect or persona power may require you to make a Hard Exertion.

**7.) Exerting for "Nothing":** There may be times where you do not want to play any cards from your Hand, you are unable to play cards from your Hand, or a strategic element calls for an Exertion. This type of Exertion is known as an Exertion for "Nothing" or a "Useless Exertion". If you chose to make a "Useless Exertion" it must be made before the end of your Attack Phase.

**Soft Exertions:** These are Exertions that are usually made for an Attribute Check or Attribute Challenge. When Exerting, draw the proper number of cards, add the proper Attribute Gems found on the cards and then return those cards to the bottom of your Endurance. You may make as many Soft Exertions during your turn as card effects call for. Making a Soft Exertion does not end the Phase you are in or your ability to continue playing cards during that phase. After making a Soft Exertion you may continue playing cards as normal.

**Exhaustion:** When the last card in your Endurance is drawn, Discarded or otherwise taken from your Endurance, you Exhaust. You lose 5 Ability during your next Ability Adjustment Phase. Reshuffle your Endurance and all the cards in your Discard Pile together and continue play. If you are making a Soft Exertion and you only have 5 cards left in your Endurance, when you draw the last card you Exhaust. You reshuffle, and then put the 5 cards from your Soft Exertion underneath your Endurance. If there are no cards in your Endurance and no cards in your Discard Pile to shuffle together and form a new Endurance pile, you immediately adjust your ability to zero, and begin your Draw/Discard phase.

#### **Faction Specific and Listings:**

Faction specific cards are signed cards and can only be used by immortals that are part of that faction regardless of any other effect such as allowance cards or persona abilities unless specified explicitly through text to allow usage of faction cards. Faction cards for the purpose of game mechanics during play are considered persona specific cards.

At this time there are only two factions, they are Clan Macleod and the Four Horsemen. They are:

Clan Macleod - Connor, Duncan, Colin.

The Four Horsemen - Methos, Silas, Caspian, Kronos

**Foil Weapon Of Choice Cards:** Next to the Hand Icon on the back of Foil Weapon of Choice cards, there is an Attribute Gem with a "+" and a number inside it. This number is added to the corresponding Attribute value printed on your Persona Card.

**Guard:** A Guard allows you to block a large grid area, and unlike a normal block or dodge, does not need to be swept during your Sweep Phase. You can leave it in play and block with it again next turn! A Guard is still a block. If you make your Guard a Power Block, it is only a Power Block for that turn. While you have a Guard in play, you cannot attack to the areas covered by the Guard. You must remove your Guard from play in order to play a new defense, or attack to those areas. Remember, as with other blocks, if you just blocked with your Guard, you may only attack to areas not covered by that Guard. You may drop a guard you have in play at any time during your turn, but still must adhere to attack restrictions if that was the last defense you defended with during your turn. During your May Do/Must Do phase you may put into play 1 unprovoked Guard per turn (this does not count as a card played).

**Head Shots:** A Head Shot: Event Card is played in conjunction with an upper attack. That attack instantly becomes a Power Blow. If your opponent cannot play a successful defense against the attack, or avoid it, they lose the game and their head immediately. Your attack must be able to become a Power Blow to be a Head Shot. There are cards other than the Head Shot: Event that may modify an attack to become a Head Shot, or attacks that by Game Text are Head Shots. The same rules pertaining to the Head Shot: Event also applies to these cards. If an effect modifies an attack that was previously a Head Shot so that it is no longer a Head Shot, the attack remains a Power Blow.

**Hidden Attacks:** If you have the opportunity to play a Hidden Attack, you may play it face down. Your opponent will need to guess which area to defend. After they have played their defense, reveal the attack. When the attack is revealed, the attacker must also disclose all aspects of the attack (for instance - if it was undodgable, or a Head Shot) This is one of the few instances where a player may play an inappropriate defense. If the defense is inappropriate, your opponent is allowed to Exert for a better defense, but may not play a new defense from his Hand against that attack. If your opponent does not wish to play a defense from their Hand against the Hidden Attack, you reveal the attack, and they may choose to Exert for a defense. If a Hidden Attack is a Power Blow, the attacker must declare that the attack is a Power Blow before he ends his attack phase. If asked how the attack is a Power Blow, the attacker may respond with "Card Effect" if text on the card or some other card effect makes it so. If an attack is unblockable and/or undodgable by text on the card (and there is no choice), the attacker does not have to disclose this information to the defender. However, if the card text forces the attacker to choose unblockable or undodgable, the attacker must disclose which choice is in effect when the attack is played.

**Hilts:** These are unique cards that may only be put into play to enhance a weapon of choice. You may only have one hilt in play at a time. You cannot play a hilt to replace a hilt already in play. If for any reason you have 2 hilts in play, one must be Discarded from play unless one of them is an off-Hand hilt. If you become Disarmed, any hilt you have in play for the weapon Disarmed, is removed from play and placed in your Discard Pile. Your hilt(s) are not Discarded from play if you are "Considered Disarmed" or have a weapon that is "Considered broken".

**How Triggering Works:** The cards with this effect will have text that usually begins with "Discard from the game to ..." or "Discard from play to ..." or "Discard to use" or the TRIGGER keyword. You may not use a Trigger effect the turn it is put into play. It becomes eligible to use the Trigger effect after your opponent has played their first card on their next turn. Effects that are triggered by damage must be a minimum of one damage.

**Ignoring:** For the purpose of game mechanics, "ignoring" is considered to be nullifying in the singular sense. Ignoring a target nullifies the effect/text of the target for the duration of the ignore effect only for the player doing the ignoring.

Example: Player A has Leo Adkins in play and a hilt in play. Player B plays a 2ed Focus to ignore the Leo Adkins and plays a Misfortune to remove the hilt from play. The text on Leo Adkins cannot activate because the text is nullified for Player B by the ignore effect of Focus during his turn.

**Immediate Effect:** These are effects which must be resolved the moment they are played or activated. Nothing can interrupt the Immediate Effect of a card other than countering the card. Police : Remove Situation or Holy Ground are examples of Immediate Effect.

**Locations:** Locations remain in play after being played. However, if another Location is played, Discard the previous Location. Only one Location by any player may be in play at any time. Location cards affect both players equally and do not target a specific player.

**Losing An Attack:** When you lose an attack, it is not prevention or a restriction. Nothing is stopping you from being able to attack, you just lost an attack. The attack lost is your primary or first attack opportunity. Losing an attack effects are cumulative. If you are faced with two or more effects where you lose an attack, the first is obviously your primary attack, the second would affect the first additional attack opportunity you have available, and so on. If you have two effects against you where you lose an attack but only have one attack opportunity, then the effect which would target the second attack opportunity has not target so does not apply.

Example:

Player A- is using the Rapier WoC, so has two attack opportunities and plays two attacks.

Player B- defends the attacks, then plays an attack of his/her own.

Player A- plays an Evade (You lose one attack) to defend the attack, and so loses his/her primary attack opportunity. However, can still play the additional attack gained from the Rapier Woc, so plays an attack.

Player B- defends the attack, then plays an attack of his/her own, and plays a card that also has an effect that causes his opponent to lose an attack.

Player A- plays an Evade (You lose one attack) to defend the attack, and so loses his/her primary attack opportunity. However, now since there is another effect in play causing Player A to lose an attack, Player A has lost not only his/her primary attack opportunity, but also the additional attack opportunity gained from the Rapier WoC. In this case, Player A would have to use another effect to gain another attack opportunity or not attack.

**Martial Arts Attacks and Defenses:** These are attacks and defenses that are done physically without the use of a weapon. You may play Martial Arts Attacks and Defenses even if Disarmed or Considered Disarmed.

**Multiple Attacks:** Normally, you have only one opportunity to attack per turn. However, you may gain additional attack opportunities through the use of other cards or your Persona Power. For each opportunity you have, you may play one attack from your Hand, play a card that is played in place of an attack, or make an Exertion for an attack. The sequence of your attacks determines the order in which your opponent must defend. You may not rearrange the order of attacks once you have played them. If you Exert for an attack however, you may insert that attack anywhere along the sequence. You must either play your primary attack or forfeit your primary attack opportunity before playing any additional attacks.

**Multiple Defenses:** When defending against multiple attacks, you have a couple of options on how this is settled. The playing of defense cards and attack resolution happen for each attack in order of their sequence simultaneously. Defenses must be played in the order of the sequence of the attacks. The only time this differs is when you declare that you will be exerting for a defense for one of the attacks. In this case, prior to the Exertion you may play any defenses against the remaining attacks before you exert for the defense of one attack. If you find in the Exertion a defense that will defend and can carry over to the remaining attacks, you have the option of letting that happen so long as you Discard the defenses you already declared for those remaining attacks. Be careful with how you do this because even though you have already declared defenses for the remaining attacks, if you do not find a defense in the Exertion, you will be subject to any effects that are triggered by the attack being successful which can affect the defenses you already declared for the remaining attacks. Below are some examples.

#### **Example #1- Normal Scenario without Exertion**

Player A – plays 3 attacks (upper center attack/lower right attack/middle left attack)

Player B – plays either one defense to defend all attacks or plays a defense for each attack or a combination of these two options starting with the upper center attack and continuing one attack at a time through the sequence.

#### **Example #2 Scenario without Exertion that has a triggered effect happening**

Player A – plays 3 attacks (Zachary Blaine Pistol /upper right attack/middle right attack)

Player B – declares the Pistol successful (Discards appropriate defenses from Hand due to the immediate effect of the Pistol being successful), then plays the defenses for the remaining attacks in order of sequence and resolving them one at a time beginning with the upper right attack.

#### **Example #3 Scenario with an Exertion being made**

Player A – plays 3 attacks (upper right attack/lower center attack/middle left attack)

Player B – declares that he will exert for the defense against the upper right attack, which allows him to play defenses for the remaining attacks prior to the Exertion. The attack resolution still begins with the first attack and is resolved in order. So with that in mind, he plays a lower left block which should defend against both remaining attacks. Once this is done, he makes the Exertion to defend against

the first attack. He finds an Evade in the Exertion and applies it to the first attack as the defense. Then we go to the resolution of the remaining attacks. They are both defended against by the lower left block so are declared unsuccessful and Player B has taken no damage from attacks this turn.

#### **Example #4 Scenario with an Exertion and a triggered effect happening**

Player A - plays 3 attacks (upper right attack with Hammer Blow THBS and Master's Head Shot edge/Kurgan Dirty Trick/upper left attack)

Player B – Declares that he will exert for the defense against the upper right attack, which allows him to play defenses for the remaining attacks prior to the Exertion. The attack resolution still begins with the first attack and is resolved in order. So with that in mind, he plays a Guard (lower) with Alertness: Block against the Dirty Trick, and then plays a Guard (upper) against the upper left attack. Once this is done, he makes the Exertion to defend against the first attack. The only defense he finds in the Exertion is an upper center block which he must play in order to not lose his head. He plays the upper center block from the Exertion as his defense against the upper right attack. The immediate effect of the Hammer Blow activates since the attack was successfully blocked which removes all Standing Defenses in play. Both Guards are removed from play. Now having no options of defending the remaining attacks Player B elects to let the upper center block remain in play to also defend the upper left attack. He declares the Dirty Trick successful and is now Prone. He then resolves the upper left attack which is successfully defended by the upper center block.

End Result: Player B is Prone, has 4 Damage pending, but has kept his head this turn.

**Nullifying:** When you Nullify a card or its effects, the card has no effect on any card, player, rule or effect in the game for the duration of the effect.

Example #1 - Lunge is a Prevention since the card specifically states that you may not play a dodge from your Hand against the attack.

**Nullifying Or Ignoring Persona Abilities Or Pre-Game Cards:** If your persona ability or Pre-Game cards are nullified or ignored, any part of which effects gem assignments used in deck construction are not affected.

**Off-Hand Weapons of Choice:** Off Hand Weapons Of Choice have a sideways Hand Icon printed on the back of the card. An Off Hand Weapon of Choice is still a One Handed Weapon of Choice. Off Hand Weapons of Choice are designed to be played with other Weapons of Choice, but can be played singularly. If the text states that it must be played with another Weapon of Choice, then it can be played with a Primary Weapon of Choice or another Off Hand Weapon Of Choice. If the text says that it may be played with another Weapon of Choice, then it may be played with either a Primary Weapon of Choice or another Off Hand Weapon of Choice, or by itself.

**Paying a Cost:** Playing a cost is when you must perform an action to get a result. Paying a cost is not considered being forced to Discard from your Hand or Endurance.

Example 1- If you have to Discard a card or perform an action to play a card (like Master's Advance or being Prone), you only have to Discard a card to play a card from your Hand. If you exert for a card to play, you do not have to Discard to pay the cost if the text says the action must be performed to play a card from your Hand.

Example 2 - If your opponent is playing with the Short Sword WoC you must Discard a block to play a non-basic block. Since the text does not specify "from your Hand" you would have to Discard a block to play a non-basic block from your Hand or from an Exertion.

**Persona Abilities with Deck Construction:** When using a persona that allows more than the 6 of any card, it supersedes the 6 of any unique card rule found in the Deck Construction section. For example, Ramirez can include 12 slashes. You may have 12 of any slash so long as the Slash does not have a restriction number on the card. If it does, you must adhere to the restriction number on the card. This also applies to Anthony Galen, Xavier St. Cloud, as well as any persona with a like ability.

**Plots:** Plots that are “put into play” are treated the same as if they were played from your Hand.

**Pre Game Cards That Allow You To Include Cards:** When a non-Weapon of Choice Pre-Game card states that the persona can include certain cards in their deck they may not normally be able to, they may use these cards normally. This does not apply to cards like Darius, Teacher of Many, Benefit of Experience, etc... , which specifically state that they must be played at the time the card is played or brought into play.

**Pre-Game Crystals:** Crystals do not have to be in a specified order, and do not count against your Pre-Game limit. You must still abide by the 1 unique Pre-Game rule.

**Primary Weapons of Choice:** Primary Weapons of Choice have a vertical Hand Icon printed on the back of the card. Normally, you may utilize only one Primary Weapon of Choice. It cannot be removed from the game. Any player not using a Weapon of Choice is still considered to be using a one Handed weapon (one Hand Icon) and has a free Hand. Your Weapon of Choice may require one Hand (one Hand Icon) or two Hands (two Hand Icons) to wield. If you are Disarmed, your Weapon of Choice is turned face down and is out of play until you have regained your weapon or have replaced your broken weapon. While Disarmed, you cannot play Weapon Specific Cards relating to that Weapon. If you happen to be using two Weapons of Choice and are Disarmed, you decide which Weapon of Choice is Disarmed.

**Prone:** During the game, you may become Prone. When you first become Prone during your turn, you may not exert during your May Do/Must Do phase to become un-Prone until the beginning of your next turn. If you are Prone, you must Discard a card from your Hand with the same Icon type as any card you play from your Hand. If you are Prone during each of your 'May Do' Phases you may make an Exertion to attempt to regain your feet. You may make a Soft (3 of named Attribute Gem) or Hard (2 of named Attribute Gem) Exertion to try to become unProne.

**Ranged Attack:** Attacks with the Ranged subtitle have a gold grid. They cannot be played from a Hard Exertion and can never be a Power Blow. Ranged Attacks cannot be blocked. Cards that allow your opponent's Blocks to defend Attacks that cannot be blocked cannot be played to defend Ranged Attacks unless an effect (example: Shield WoC ability) allows you to do so.. If a card turns a non-Ranged Attack into a Ranged Attack, it loses all other subtypes and gains the above rules (any cards in conjunction with that Attack that would now be illegal are removed from play). . You may not Back Away from Ranged Attacks unless a card or effect specifically allows you to, or you have a card or effect in play that allows you to ignore the text on the Back Away.

**Removing Pre-Game Cards from the Game:** If a Pre-Game card allowing you to add cards to your Endurance is removed, the added card or cards are not removed and may still be played normally. If a Pre-Game card that modifies your attributes during deck construction is Disarmed, broken, or removed from the game, you do not remove the cards allowed and may continue to play those cards normally.

**Sequence Plots:** Sequence Plots may have a requirement to be played. Sequence Plots take effect on the game only during the turn that they enter play (and, sometimes, your opponent's next turn). Sequence Plots have a final Plot card that finishes the Plot Sequence, usually having a devastating effect and removing all the prior Plots in the sequence from play. You may only have one of each unique Sequence Plot in play at a time.



**Sheathing and Drawing Weapons:** You normally begin play with all weapons Drawn. You may only Sheath or Draw a weapon if an effect in play allows you to do so. If you have no weapons Drawn, you are Disarmed. If you have hilts and/or Weapon Specific cards in play when a weapon is Sheathed, the affected cards are flipped over and have no effect on play. When the weapon is Drawn, those cards are flipped over and effect play normally.

**Situations & Objects:** Both Situations and Objects remain in play after being played. You may have multiple copies of the same Situation or Object in play at once.

**Special Attacks:** Special Attacks may not be Power Blows, may not be Hidden, and may not be pulled from an Exertion when searching for an attack. If a Special Attack states it can be made a Head Shot, it may only be made a Power Blow as long as it is also a Head Shot. If a Special Attack states it can be made a Power Blow, it may also be made a Head Shot (as long as any requirements on the card are met). Unless otherwise stated, Special Attacks do 2 damage.

**Stacking Effects:** Identical versions of Objects, Situations, and Locations with continuing effects do not compound their effects, or stack, unless the cards specifically state that they stack or are cumulative. Different cards with similar effects do stack.

**Stand-Alone Plots:** Stand-Alone Plots are much like Situations or Objects. They act alone and have a permanent effect on the game. You may only have one of each unique Stand-Alone Plot in play at a time.

**Standing Defenses:** Standing defenses are a type of card that remain in play and affect the game until they are removed. These cards state that they are a Standing Defense. You may play non-gridded Standing Defenses during your Defense or Attack phase even if you have not been attacked. You may drop (Discard) a standing defense you have in play at any time during your turn.

**Successful Attacks:** An attack becomes successful if your opponent did not play a defense or use an effect that will block or avoid the attack. An attack usually becomes successful at the end of the defending players Defense Phase. That player may declare an attack successful before the end of their Defense Phase, instead of waiting for the end of the Defense Phase. Any effects of a successful attack occurs the moment the attack becomes successful.

**Watcher Pre-Game:** If you wish to include Watcher or Hunter cards in your deck, you must include the appropriate Pre-Game card. You may include either 1 Watcher or 1 Hunter Pre-Game, you cannot use both, and may only have 1 of either in your Pre-Game. Cards or effects which allow you to include cards not normally allowed in your deck cannot be used for Watcher or Hunter cards. If the Watcher or Hunter Pre-Game is removed from the game, you do not remove the cards from your deck and you may still play the Watcher or Hunter cards normally. You may only play Watcher or Hunter cards if you have/had a Watcher or Hunter pre game card in your pre game, unless you have a card that specifically allows you to do so (Example: Watcher Database).

## **FAQ**

**Dual Type Cards** - When these cards are in your Hand, Discard or Endurance, they are count as both card types. Thier card type is chosen when they are played, and they are then subject only to effects which affect that card type. During deck construction, dual type cards count for each of thier titles. For instance, if you include a Focus/Police in your deck, you would be allowed 5 more cards titled Focus and 5 more cards titled Police. For the purpose of card title, when these cards are in your Hand, Discard or Endurance they count as both titles. When the card is played, its type determines which title is appropriate and that card is now only affected by effects which target that title.

**Focusing Cards that "Hold" (Capture) other cards** - There are some cards that can store or "hold" other cards within them. Typically, the cards being held are placed face-down underneath the card in play that is holding them. If that card is nullified through the use of **Focus** or other means, the cards remain underneath that card. If that card is removed from play, any cards being "held" are placed in the owner's Discard Pile.

**Group Classifications-**

**Bystander** = These are cards that depict people who affect the fight knowingly, but anonymously. They are identified by having the word Bystander in the title or sub-title of the card. The group classification of Bystander applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Bystanders. Examples are:

Mercenary Henchmen  
Hired Thugs  
Irish Freedom Fighters  
Clan Priest  
Angry Mob  
Fabulous Freebirds  
The Tong  
Bystander  
Centurion  
Disgruntled Mortal  
Toadies  
Lab Director  
Loyal Clansman  
Cannibal  
Mimes  
Any card with Bystander in the sub-title

**Gypsy** = These cards are identified by having the word Gypsy in the title or sub-title of the card. The group classification Gypsy applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Gypsies.

Gypsy  
Gypsy Camp  
Any card with Gypsy in the sub-title

**Mortal Ally** = Any card that has a proper name only in the title or has Mortal:Ally in the sub-title. The group classification of Ally applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Mortal Allies. You may only have 1 of each unique Mortal Ally in play at a time. You may not have a Mortal Ally in play that shares the same name as your Persona or your opponent's Persona.

**Armor** = These cards depict the different pieces of armor that an immortal may use. They are identified by having the word Armor in the title or sub-title of the card. They are divided into three categories reflective of the attack grid, which are Upper/Middle/Lower. You may only have one armor from each category in play at a time. The group classification of Armor applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that targets Armor.

**UPPER ARMOR CATEGORY**

Cavalier Hat  
Skull Helmet  
Space Goggles  
Crusade Helmet  
Any card with Upper Armor in the title or sub title

## MIDDLE ARMOR CATEGORY

Bone Armor

Crusade Gauntlets

Snake Skinned Jacket

Any card with Middle Armor in the title or sub title

## LOWER ARMOR CATEGORY

Any card with Lower Armor in the title or sub title

**Vehicles** = These cards depict modes of transportation that may be used by an immortal. You may only have one Vehicle in play at a time. The group classification of Vehicle applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Vehicles.

Stunt Bike

War Horse

Flying Machine/ Hover Board

Flying Machine/ Wings

Twin Blade Helicopter

Tank

Any card that has Vehicle in the title or sub title

**Immortal Ally** - These cards depict people that are known immortals. They are identified by having the words Immortal Ally in the title or sub-title of the card. The group classification of Immortal Ally applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Immortal Allies. You may only have 1 of each unique Immortal Ally in play at a time. You may not have an Immortal Ally in play that shares the same name as your Persona or your opponent's Persona.

**Reporter** - These cards depict people that are known as reporters. They are identified by having the word Reporter in the title or sub-title of the card. The group classification of Reporter applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Reporters.

**Member** - These cards depict people that are known as members. They are identified by having the word Member in the title or sub-title of the card. The group classification of Member applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Members. You cannot have more than one of each Member in play and cannot have a Member in play that shares the same name as your Persona or your opponent's Persona.

**Hunter** - These cards depict people that are known as Hunters. They are identified by having the word Hunter in the title or sub-title of the card. The group classification of Hunter applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Hunters.

**Watcher** - These cards depict people that are known as Watchers. They are identified by having the word Watcher in the title or sub-title of the card. The group classification of Watcher applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Watchers.

## Official Tournament Rules

Official tournaments follow the above rules, in addition to the following.

Large events such as Regional and World Championships are held in Double Elimination format. Tournaments will be timed, usually 30 minute rounds, but this can be randomized to prevent players keeping an eye on time. When the time limit expires, any games still being played enter into End Game. End Game helps to expedite the remaining matches to end in a timely manner. When time is called, the current player finished their turn as normal, and then End Game begins. During End Game, play resumes as normal, but no Healing is allowed. In addition, each player loses 1 Ability during their Ability Adjustment Phase.

The following styles are currently sanctioned for Type Two format play: Sealed Deck, Standard Constructed, 2 Headed Giant and Lean & Mean.

A player may concede a match before the resolution of a Head Shot (before an Exertion for a Defense) provided that his opponent accepts the concession. Any agreements between players regarding the concession are strictly between players and have no effect on tournament standings after the concession is made. If a player is playing with any Quickening Pre-Game cards and loses a match to a successful Head Shot, he must forfeit all Quickening he has in play to his opponent. Only in the case of a successful Head Shot must a player forfeit his Quickening.

Sealed Deck – Each person buys 1 starter (or Versus Deck) and 2 booster packs. When everyone is ready, they can open their deck and boosters. Each player then assembles their deck. You do not have to use every card. However, you can use any card regardless of restriction, persona, weapon or signature status. You may also have more than 6 of any card. The only exception being multiple persona cards or multiple Weapon Of Choice Pre-Game cards. You may choose which of these you wish to play. Any blank or card list cards count as “Master Swordsman” cards. Each player starts with only 10 Ability.

Standard Constructed – This follows the standard rules for deck construction. All cards are legal except for the following – The Curse (In Game)