

## Constructing A Deck

**Faction Specific and Listings:** Faction specific cards are signature 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 three factions, they are Clan Macleod, The Four Horsemen and The Romans.

Clan Macleod - Connor, Duncan, Colin

The Four Horsemen - Methos, Silas, Caspian, Kronos, War, Death, Famine, Pestilence

The Romans – Marcus Octavius, Marcus Constantine, Brother Paul, Kalas, Cardinal Giovanni, Marcus Korolus

**Minimum Deck Size:** The minimum deck size is 50 cards, unless you have a card or effect that allows you to lower the minimum deck size.

## ERRATA (All Rulebooks)

Talia Q should be Q2015-006 instead of Q2015-004

7PP03 - Off Hand Block – 2

BLOCK: MARTIAL ARTS

RETRIEVE: You may Retrieve one Martial Arts card from your Endurance.

RVR019 – Disarming Innuendos

Should be a SITUATION Icon, not an EVENT.

RVR058 – Disarming Innuendos

Should be a SITUATION Icon, not an EVENT.

RVR050 – Upper Center Block

Should be RVR050, not BVK011

HS3051 - Off-Hand Strike

ATTACK: MARTIAL ARTS – 2/4

You may play this attack even if you are Disarmed.

HS3052 - Off-Hand Strike

ATTACK: MARTIAL ARTS – 2/4

You may play this attack even if you are Disarmed.

HS3175 - Great Weakness

ATTACK: MARTIAL ARTS – 1/3

DRAW: You may Draw a card.

CVK024 – Tipping The Odds

EDGE

Play at the beginning of your Defense Phase

Choose one:

- Nullify one Restriction your opponent has in play preventing you from playing a defense from you hand.
- DISCARD: Discard a card from under your Crysta Persona to make one defense you play this turn able to defend an unblockable or undodgeable attack(s).

8PP02 – Hound

Add a Diamond Icon

**TSC Headquarters (HTG-214)** – Location – (RETURN TO ORIGINAL WORDING)

No locations may be put into play.

**Swords to Snakes (HM3-207)** – Nakano – S - ILLUSION

Your opponent is considered Disarmed while this card is in play.

**Auberon’s Blade (LG2-020)** – Kalas – S2 – Object Hilt

This card belongs to Kalas, not Antonius Kalas

**Mongol Horde – (LG2-024)** – Khabul Khan – S2 – Object: Mortal Ally

This card belongs to Khabul Khan, not Kabul Khan

**Bring It ... - (LG2-016)** – The Flock – S2 – EVENT

In order for your opponent to use the upside of their Weapon(s) of Choice Pregame, they must make a three card Hard Exertion for each weapon they want to use. Your opponent gains additional Hard Exertion(s) to be used only in this way.

**KEYWORDS** (add to all Rulebooks)

**REVEAL-** Any effect that allows a player to look at their opponent’s Hand, either player’s Endurance, or at a Hidden Attack.

**CAPTURE-** Any effect that gives the option to capture or forces the capturing of a card. **Capturing a card is not removing it from play, due to game mechanics.**

**OTHER GAME ASPECTS** (add to all Rulebooks)

**Hidden Attacks :** (add the following) Any attack where you choose a grid and/or add a grid cannot be played Hidden.

Allies – For an Ally to have a gender, it must have a specific name (James Horton, Sharon Collins). Non-gender specific names (Angry Mob, Loyal Clansman) have no gender.

Martial Arts- Martial Arts attacks cannot be a Head Shot.

Lawmen = These cards depict characters that were associated with law enforcement. The group classification of Lawmen 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 Lawmen.

Detective Thomas Powell

Sheriff Howard Crowley

Sheriff Benson  
Brenda Wyatt  
Renee Delaney  
Police  
Investigation  
MAX Detention Center  
Avery Hoskins  
Garfield  
Inspector Bardot  
Narc  
Sergeant Franks  
Commissioner Cominski  
Sergeant Powell  
Forensic Evidence  
Lt. John Stenn  
Matthew McCormick  
Detective Walter Bledsoe  
Any card that has LAWMEN in the subtitle

**Diamond Icon :** Whenever a Diamond Icon appears before the title of a card, that means that only one copy of that card may be in play on your side.

#### **FAQ**

**Master's Disarm Iman Fasil –** This IS an Attribute Check, not an Attribute Challenge

**Really?** – If Really? Is removed from play while redirecting damage, neither player takes the impending damage.

EXAMPLE :

Player A – Plays Rush

Player B - Plays Really?

Player A – Sweeps Rush from play during Sweep Phase. Plays Versus (Raphael vs. Reggie) on Player B's Really? removing it from play. Since Really? And Rush have been removed from play, the impending damage from the Rush now has no target and no one takes the damage.

#### **Defenses That Become Your First Attack -**

If you play a defense that states that if it is successful, it becomes your first attack, it does not fill your Attack Opportunity slot. You still have your normally allotted Attack Opportunities, this card only becomes the first attack in a possible sequence of attacks.

Example -

Player A is using the Short Sword (You may only play one attack per turn) - During his Defense Phase he plays a successful Block and Strike as his last defense. That defense now becomes his first attack at the beginning of his Attack Phase. Since he has not played an attack yet, he can still play the one attack allowed by the Short Sword, and it is now the second attack in the sequence.

#### **Connor MacLeod Alternate Persona –**

You cannot have an Ally in play to use his Persona Power, and after you have used his Persona Power you cannot have an Ally in play for the remainder of that turn.

**OFFICIAL TOURNAMENT RULES** (add to Type Two Rulebooks)

In addition, each player loses 2 Ability during their Ability Adjustment Phase.

**(Type One Rulebook)**

**Effect Classification List for 1ed Cards**

Crysta Van Pelt Persona - Capture

**Errata**

Crysta Van Pelt Persona

During your Draw/Discard phase, your Maximum Hand size is one more than your Ability.

**CAPTURE:** When your opponent plays a Special Card, they must place the top card of their Endurance face down, beneath your persona. When the opposing player exhausts, these captured cards are reshuffled into their Endurance. You may have up to four Master cards.