Player's Handbook

Credits

Highlander: TCG^{TM} and the SwordMaster^{TM} System Created By:	Mike Sager
Arms and Tactics Lead Designer:	Sam Orlando
The Four Horsemen Lead Designer:	Sean Cordero
Art Direction, Visual Design, and Layout	Matt Widmann
Rulebook Version 1.0	Sam Orlando, Sean Cordero, and the Rules Advisory List.
TCGames Web Page: http://www.tcgames.com	Prodipto Roy, Shane Stafford, Sam Orlando
E-mail "Discussion" List Server highlander@monotreme.com	Laurajean Neafsey and Vincent J. Murphy
Editor and HTML Adaptation	**Stealth Dave**

Rules Advisory List
Jeff Barnes, Steve Crow, Jonathan Halperyn, Bruce Loebrich, A. Allen McCarley, Paul Senft, and Stealth Dave

Special Thanks
Bill Panzer, Peter Davis, Gillian Horvath, Donna Lettow, Lonko Miyazaki, Xclusive Imaging, Greystone Graphics, Wendell Kline, and MaryJo Spellerburg.

Thunder Castle Games
P.O. Box 11529
Kansas City, MO 64138
(816)363-9363
E-mail: TCGames@AOL.com
Web: www.tcgames.com

This Handbook, along with the associated Rulebook replaces and supercedes all official or sanctioned documents and rulings, including Rulebooks, Erratas, FAQs and Databases, about the rules and text of Highlander the Card Game released before this Handbook.

Unlike the Rulebook, this Handbook is not designed to be read straight through. If you have not read the Rulebook, you should probably do so to gain at least a basic understanding of the game. This Handbook is a reference tool best utilized when questions arise during Deck Construction, Game Play, and Tournaments. The most recent errata'd card text is included for all of the cards that are legal to use when playing the game.

There are several stylistic conventions used in this document. This is to make things consistent throughout the document, and more importantly, to make it easier for the player to quickly recognize important terms and concepts. These words and phrases all have their own entries that you might need to read as well to fully understand an entry.

- All errata'd card text is listed in **Bold Red**.

- A defined term, such as *cannot* or *prevention* is printed in italics

- Game terms, such Ability, Endurance, Special, etc., are capitalized. These are different from defined terms in that they represent specific objects in the game, where

defined terms describe an action taken during the game.

- Card names and Persona names are in **bold**

- Any examples follow the entry. If there are multiple examples, they are numbered.

- Any card identified as Persona Specific or Immortal Specific is list as **Card Title: Persona** or **Weapon Name**, the Title and Name being separated by a colon (:), as well as any Sub-Titles necessary.

[0-9][A][B][C][D][E][F][G][H][I][J][K][L][M][N][O][P][Q][R][S][T][U][V][W][X][Y][Z]

ENTRIES

- 0-9 -

4H - Abbreviation for Four Horsemen Expansion

- A -

Ability - Your "score" is your Ability. You start the game with 15 Ability. If you take damage, your Ability will be reduced equal to the amount of the damage done to you. You may only hold as many cards in your hand as your current Ability.

Ability Adjustment Phase - The Ability Adjustment Phase immediately follows the Attack Phase. Cards cannot be played once you start this phase. If a card or effect occurs when you "take damage", the effect occurs during this Phase. If a card raises or lowers your Ability, or you have pending damage, make that adjustment now. Take into account any cards that *prevent* Damage, remembering that it has no effect on Ability Loss. A *successful* Attack normally does 2 damage.
Example1: Player A has taken a *successful* **Lower Left Attack**, and 3 damage from an **Angry Mob**. He has also drawn the last card in his Endurance, causing 5 Ability Loss due to Exhaustion. He discards a **Dr. Anne Lindsay** to *prevent* 2 damage, and plays a **Lost Love** to gain 1 Ability. Starting at 15 Ability, Player A now has 8 Ability (15 - 2 - 3 - 5 + 2 + 1 = 8).
Example2: Player A has **Honor Bound** in play. Player B plays **Focus (This Turn)** on **Honor Bound** and plays **Street Punk**. During his next Ability Adjustment Phase, player A "takes damage", and **Honor Bound** is removed from play.
Example3: Again, Player A has **Honor Bound** in play. Player B plays **Focus** on **Honor Bound** and plays **Street Punk**. At the beginning of his next turn, Player A plays **Focus (This Turn)** on **Honor Bound**. During his next Ability Adjustment Phase, player A "takes damage", but **Honor Bound** is Focused and is not removed from play.

Ability Loss - Ability Loss may not be *prevented* by cards which prevent damage. Ability Loss is adjusted during the Ability Adjustment Phase.
Example: **Kastigir** plays **Boom Boom** which causes 1 Ability Loss. His opponent cannot use **Dr. Sonny Jackson** to *prevent* damage because there is no damage to *prevent*. During his Ability Adjustment Phase, his Ability is adjusted from 15 to 14.

Adjoining Area - Any area that is next to (above, below, to the left or right) or diagonal to one area already covered by the Block.

Alertness - Defenses In Play - You may play **Alertness** on an Attack and use a Defense already in play to defend against that Attack.
Example1: Player A plays **Master's Attack: Kastigir**. Player B already has a **Lower Guard** in play, so he plays **Alertness: Block** on **Master's Attack: Kastigir**, and then uses the **Lower Guard** in play to block.
Example2: Player A plays **Lower Left Attack**, **Combination**, and a Hidden Attack. Player B plays a **Lower Left Block** and hopes that it also covers the Hidden Attack. The Attack is *revealed*, and it is a **Dirty Trick: Shove**, which is *unblockable*. Player B plays **Alertness: Block** and uses the **Lower Left Block** to defend the Attack.

Ally - Any non-Pre-Game card whose Title depicts the proper name of a character from the TV Series or the Movies is considered to be an Ally.

Amanda - Damage from Attacks - **Amanda's** Attacks do half of the normal damage; 1 damage for a normal Attack and 2 damage for a Power Blow. When **Amanda** plays an Attack that says it does 'X' damage, the amount of damage on the card supercedes **Amanda's** half damage Attacks. If **Masters Advantage: Ramirez** is in play against **Amanda**, she essentially is able to block as normal, but only make 1 Attack at normal damage; 2 damage for a normal Attack, 4 damage for a Power Blow. Though you may make 2 Attacks, you may only use one Attack from an Exertion. If **Amanda** is restricted in her first Attack by a Defense, she may forfeit her first Attack, and attack without restricting her next Attack. When **Amanda** faces another **Amanda**, they play as normal Personas would, but their damage is halved. Any additional damage is added on to that amount.
Example1: **Amanda** plays a **Thrust**. A normal Attack does 2 damage. **Amanda** does 1 damage. **Thrust** does an additional point of damage if *successful*, and would do 2 points of damage to her opponent.
Example2: **Slan Quince** plays a **Lower Left Attack** and makes it a Power Blow. **Amanda** blocks the Attack, and takes 3 damage. If she Exerts to make the Block a Power Block, even a 0-card Exertion, she still takes 2 damage. If she makes a Power Block without an Exertion, such as with **Continuity** or **Ancestral Blade**, she takes no damage from the Attack.

Ancestral Blade [Promo] - 1 - [Generic] - OBJECT
You may Power Block without an Exertion.

Angry Mob [SE] - [Generic] - EVENT: BYSTANDER
All players take 3 damage.

Armor and Damage - No matter how many **Armor** you have in play, an Attack's damage is only reduced by 1. If an Attack covers multiple areas, you must have **Armor** in play that covers all the areas of an Attack in order for **Armor** to reduce the Attack's damage.
Example: **Khan** has **Armor: Breastplate** and **Armor: Helmet** in play. Player A plays a **Slash: Left** and a **Slice: Rapier**. **Khan** does not defend against the Attacks. **Khan's Armor** covers all areas of the **Slice**, Upper Left and Middle Center, so damage from the **Slice** is reduced by 1, doing 1 damage. However, the **Slash: Left** covers Upper Left, Middle Left, and *Lower Left*. **Khan** does not currently have **Armor** in play which covers Lower

Attacks, so damage from the **Slash** is not reduced by 1, and **Khan** takes 1 damage from the **Slash**.

Armor [ME] - R3 - Khan - OBJECT
Breastplate: All damage from Attacks completely covered by **Armor** is reduced by 1. **Armor: Breastplate** covers Middle Left, Middle Center, and Middle Right grids. You may only have 1 **Armor: Breastplate** in play.

Armor [ME] - R3 - Khan - OBJECT
Greaves: All damage from Attacks completely covered by **Armor** is reduced by 1. **Armor: Greaves** covers Lower Left, Lower Center, and Lower Right grids. You may only have 1 **Armor: Greaves** in play.

Armor [ME] - R3 - Khan - OBJECT
Helmet: All damage from Attacks completely covered by **Armor** is reduced by 1. **Armor: Helmet** covers Upper Left, Upper Center, and Upper Right grids. You may only have 1 **Armor: Helmet** in play.

Arms and Tactics: "Break Glass" - If your opponent has several cards in play that *prevent* you from doing something, you may use the **Arms and Tactics: "Break Glass"** (that allows you to *ignore prevent* effects, or "break glass" ceilings) to *ignore* ALL cards and effects that *prevent* you from *any* actions.
Example: **Honor Bound**, **Intimidate: Slan Quince**, and **Catwalk** are all in play. You may use a single **Arms and Tactics: "Break Glass"** to *ignore* all of these *prevent* effects.

associate - *Any* Pre-Game cards that you use with your Deck are *associated* with your Deck. You are allowed to *associate* up to 6 Pre-Game cards with your Deck.
Example: Player A is playing with the **Amanda** Persona, **Arms and Tactics: Break Glass**, **Darius: Pre-Game**, and **James Horton: Watcher Pre-Game**. These cards are all *associated* with Player A's Deck.

AT - Abbreviation for Arms and Tactics Edition

Attack Phase - The Attack Phase immediately follows the Defense 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 you cannot play a Attack, or make an Exertion for one. When preparing to attack, take note of the last Defense you played. If the Defense was a Block, 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 Text, if any. A Dodge with no Text does not restrict your Attack in any way. If you haven't played a Special Card yet, you may do so in this phase. Remember that you may only play one Special Card per turn.

Attack Weapon: War Axe - If the Attack played *in conjunction* with **Attack Weapon: War Axe** is a Power Blow, there is a 4 in 6 chance of your opponent breaking their weapon regardless or whether or not your opponent makes a Power Block.

Attack Weapon: War Axe and Chance of Success - If your opponent Power Blocks, the chances that their weapon breaks are unchanged.

Attacks - Attacks have either a red or yellow Grid. Attacks with a yellow Grid are Special Attacks.

Attacks - Damage - Unless an Attack states otherwise, it will do 2 damage if *successful*. *Any* additional damage done by the Attack is added on to this base amount.
Example: Player A plays 3 consecutive **Flurry Strikes**. Each **Flurry Strike** does an additional point of damage for each **Flurry Strike** played that turn. If *successful*, each **Flurry Strike** will do 5 points of damage; 2 + 1 + 1 + 1.

Attacks as Blocks - If you are able to play Attacks as Blocks, Attacks played as Blocks are not considered Blocks until they are played as Blocks. Attacks in your Hand are still considered Attacks even if you are able to play them as Blocks. You may play Attacks as Blocks even if *prevented* from playing Attacks.
Example1: **Yung Dol Kim** has his **Master's Attack** in his hand. **Slan Quince** plays **Intimidate**, *preventing* **Yung Dol Kim** from playing Attacks, and plays an **Upper Left Attack**. **Yung Dol Kim** plays **Master's Attack** as a Block, even though he is *prevented* from playing Attacks.
Example2: Player A has **Parrying Blade: Object** in play. **Kastigir** plays **Charm**, causing Player A to discard all Blocks from his hand, and plays a **Lower Center Attack**. Player A has a **Lower Guard** and a **Lower Center Attack** in his hand. He discards the **Lower Guard**, but not the **Lower Center Attack**. He then blocks Player A's **Lower Center Attack** with his own.

Attacks That Modify Later Attacks - When multiple Attacks have been played where one Attack modifies a successive Attack if it is *successful*, you may choose to defend against the successive Attack as normal and later Exert for a Defense against the first Attack. If you do not find a Proper Defense for the first Attack, the second Attack is now modified and any restrictions on Defenses for that Attack will affect the Defense you have already played, and may make that Attack *successful*.
Example: **Duncan MacLeod** plays **Leg Sweep: Duncan MacLeod** and **Master's Head Shot: Duncan MacLeod** *in conjunction* with **Flashing Blade**. His opponent plays **Back Away** against the **Master's Head Shot: Duncan MacLeod** and Exerts for a Defense against **Leg Sweep: Duncan MacLeod**. No Defense is found, making the **Master's Head Shot: Duncan MacLeod** *undodgeable*. Unless that player is able to make an additional Exertion and find a Proper Defense, he loses his head!

Attacks to Specific Areas - When referring to groups of Attacks by area, such as Upper Attacks and Lower Attacks, *any* Attack that includes at least one Grid square in that area is considered to be that type of Attack.
Example: The Weapon Specific card **Slice: Rapier** contains the Grid areas Upper Left (or Upper Right) and Middle Center. It is considered to be an Upper Attack, a Right Attack, a Middle Attack, and a Center Attack.

- B -

Back Away [all editions] - DDD/DDD/DDD - Amanda, Connor, Duncan, Luther, Nefertiri, Richie, Slan, Xavier, - DODGE
This Defense will not avoid Ranged Attacks. You may only make Ranged Attacks this turn.

Bait and Switch [TG] - [Generic] - EDGE
Play this card *in conjunction* with a Defense. That Defense is treated as pulled from an Exertion. This does not count as making an Exertion

Basic Attack - You must include the 9 Basic Attacks in your deck during deck construction. The Basic Attacks are **Lower Center Attack**, **Lower Left Attack**, **Lower Right Attack**, **Middle Left Attack**, **Middle Right Attack**, **Thrust**, **Upper Center Attack**, **Upper Left Attack** and **Upper Right Attack**.

Basic Block - You must include the 6 Basic Blocks in your deck during deck construction. The Basic Blocks are **Lower Center Block**, **Lower Left Block**, **Lower Right Block**, **Upper Center Block**, **Upper Left Block** and **Upper Right Block**.

Basic Cards - Every Highlander Deck must include at least 1 of each Basic Attack and 1 of each Basic Block.

Battle Rage [ME][SE] - R4 - Connor, Duncan, Khan, Nefertiri, Richie - EVENT
Play this card in place of a Basic Attack. Make an Exertion to search for an Attack. You may play up to 5 non-Special Attacks from that Exertion and your Hand. You lose 1 Ability. A Dodge cannot avoid multiple attacks you play this turn.

beginning of your turn - Any action that you must or may take at the beginning of your turn that does not involve playing Special cards is done during your Sweep Phase. If the action involves playing a Special card, it is performed at the beginning of your Defense Phase before any other actions. If you have several beginning of your turn actions, you may choose which order to resolve them in.

Berkeley Games Distributors - This card determines your base number of Attacks on your turn. If you don't like the number of base Attacks you rolled with **Berkeley** Games Distributors then you may discard another **Berkeley Games Distributors** and try for a better roll. There is no "chance of success" inherent to this roll. Thus, it cannot be modified by Iron Will. (ME)

Berserk [SE] - R2 - Slan - EVENT
Play this card in place of a Basic Attack. Make a 10-card Exertion to search for an Attack play this card. Play all non-Special Attacks from this Exertion. A Dodge cannot avoid multiple attacks you play this turn.

Big and Bad - *Calculating Minimum Deck Size* - If you have 1 **Big and Bad** in your deck, your *minimum deck size* is increased to 90 cards. 2 **Big and Bad** cards is 100 cards. 3 = 110, 4 = 120, 5 = 130, 6 = 140. These *minimum deck size* requirements apply no matter how **Big and Bad** is brought into your deck.

Blatant Clue [4H] - 3 - [Generic] - OBJECT
You may *ignore* the effects of any cards in play to play Situation: Plots. This will only allow you to play Situation: Plots in this manner. You may discard this card from play to search your Endurance for 1 card with the *same* Title as any Situation you have in play and place it in your Hand.

Block And Strike [4H] - SOO/OSO/OOO, OOS/OSO/OOO, OOO/OSO/SOO, OOO/OSO/OOS - [Generic] - SPECIAL ATTACK or BLOCK
If this card is the last Defense played this turn, it becomes the next Attack at the beginning of your Attack Phase. You may use this Attack to attack to areas blocked by **Block and Strike**.

Blocks - Blocks are Defenses with a blue Grid. When you Block an Attack, you are physically stopping your opponent's Attack with your weapon. If you Block a normal Attack or Power Block a Power Blow, the Attack is not *successful*. You may not attack to an area covered by the last Defense you play if that Defense is a Block.

Bloodlust [ME] - R2 - Kurgan - EVENT
Play in place of a Basic Attack. Make a 15-card Exertion. You may play up to 15 non-Special Attacks from the Exertion and your Hand. All Attacks that do damage played due to **Bloodlust** do 1 damage. No Attacks played due to **Bloodlust** can be a Power Blow. A Dodge cannot avoid multiple Attacks from a **Bloodlust**. You lose 4 Ability.

Borrowed Cards - When a card is "borrowed" through card effect (i.e. **Immortal Research** or **Shapeshift**) the card is treated as if the borrower had played the card as normal.

Borrowed Cards and Returning Cards To Your Hand - If a card that has been *borrowed* is returned to a players Hand, it returns to the player who played the card, not the player whose deck the card came from.
Example1: **Kane** *borrows* a **Dirty Trick: Choke** from the top of his opponent's deck. The Attack is not *successful*. On the following turn, **Kane** plays **Feint: Event** and places his opponent's **Dirty Trick: Choke** which he had played into his Hand.

Borrowing Cards - If your opponent plays a card from your Hand, Endurance, or Discard Pile, he is *borrowing* that card. Signature and Weapon Specific cards cannot be *borrowed* except by that Persona or by using that Weapon of Choice, respectively, but Reserved cards can.

Bystander - All cards with the Title or Group Line of Bystander are considered to be part of the Bystander *group*, and are affected by any card which targets Bystanders.

- C -

cannot - see Denial v Permission

Card Anatomy - All Highlander cards will have some or all of the following components on their face: Group, Hand Icon, Icon/Grid, Picture, Reserved/Signature Symbol, Subtitle, Text, Text Box, Title and Title Bar

Cards that Do Damage - Any reference to cards that do damage also refer to any *successful* Attacks that do damage as well as *any* card that states

that it does damage. Cards or effects that refer to cards that may do damage also refer to any Attacks that do damage if they have not yet been declared *successful* or *unsuccessful* and any cards that do damage if certain conditions are met.
Example: Player A has **Safe Haven: Situation** in play. Player B may not play **Battlefield** or **Kiss Your Butts Goodbye**, since they may do damage.

Cards that Hold Other Cards - Some cards "hold" other cards. The cards that are being held are placed face-down underneath the card that is holding them. If the card that is holding cards is removed from play, the cards underneath are returned to their respective owner's Discard Piles. If the card is *nullified*, the cards remain held underneath.
Example1: Player A has **Dojo** in play with 4 cards held underneath. Player B takes control of **Dojo** using **Shapeshift: Kane**. Player A plays **Police** and removes **Dojo** from play. **Dojo** and all cards underneath return to Player A's Discard Pile.
Example2: **Kurgan** has **Four Horsemen** in play with 2 **Master's Head Shot** underneath. **Kane** uses **Shapeshift** to take **Four Horsemen**. **Shapeshift** and 2 **Back Away** are place under **Four Horsemen. Kurgan** plays **Police** and removes **Four Horsemen** from play. **Four Horsemen** and the 2 **Master's Head Shot** cards are placed in **Kurgan**'s Discard Pile, while **Shapeshift** and the 2 **Back Away: Kane** are placed in **Kane**'s Discard Pile.

Carl [SE] - [Generic] - SITUATION
You may discard this card from play to *counter* a **Holy Ground** card.

Chance of Success - If a card or effect has a *chance of success*, it requires a *die roll*. The card will state that you have a "*n* in 6 chance" to have some effect occur (*n* being a number between 1 and 6). Some cards will affect a *chance of success*, but will not necessarily affect all *die rolls*.
Example: **Iron Will [ME]** increases a cards *chance of success*, but will not affect cards like **Master's Disarm: Kurgan**, which has no *chance of success*.

Chessex - Losing Your Attack Phase - If you play two Events, there is no way to be able to get an Attack Phase this turn. If you play one Event, and remove **Chessex**, you still have an Attack Phase.

Chessex - Darius and Chessex - **Darius** is an Event and counts as one of your Events for **Chessex**. If you play an Event *in conjunction* with **Darius**, you have played 2 Events and may not play an additional Event due to **Chessex**. However, you may play an Event and a second Event *in conjunction* with **Darius** even though this is now 3 Events, since **Darius** is played *in conjunction* with the second Event. This will not allow you to play **Darius** *in conjunction* with a Special other than an Event and still play an additional Event.
Example1: Player A has **Chessex** in play. He plays **Darius** *in conjunction* with **Alliance: Xavier**. He has now played 2 Events and may not play additional Events due to **Chessex** this turn.
Example2: Player A has **Chessex** in play. He plays **Angry Mob** followed by **Darius** *in conjunction* with **Alliance: Xavier**.
Example3: Player A has **Chessex** in play. He plays **Darius** *in conjunction* with **Forethought: Xavier**. He may not play an additional Event since he has already played **Forethought** as his Special card.

Circular Parry - **Circular Parry** will only increase the chance of success on cards with the Title **Disarm**. **Circular Parry** will not affect cards in the Disarm *group*, such as **Master Disarm**.

Clan MacLeod - **Duncan MacLeod** and **Connor MacLeod** can both used these cards. **Clan MacLeod** cards are considered to be Persona Specific. **Clan MacLeod** is a Faction.

Combination - Hugh Fitzcairn and Kanwulf and Attack Modifiers - Any damage modifiers on the individual Attacks (i.e. Thrust) still apply to the single Attack formed by **Combination**.

Combination [all editions] - Connor, Duncan, Gen Katana, Kalas, Kastagir, Khan, Kurgan, Luther, Nakano, Nefertiri, Kinman, Richie, Silas - EVENT
Play an additional Attack this turn. If you make more than 1 Attack this turn, this Attack may be Hidden.

Completely Disarmed - If all of a Player's Weapons of Choice are *disarmed*, that player is *completely disarmed*.

Conceding a Match - A player may concede a match before the resolution of a Head Shot (i.e. *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.

Connor MacLeod [SE][ME] - Connor - PERSONA
You may attack areas you just blocked. You may look at Hidden Attacks. You may include up to seven Master cards.

Connor MacLeod and Guards - **Connor** and **Duncan** may not attack to areas covered by a Guard while it is in play, however they may drop the Guard at any time in order to attack to those areas.

Continuity [all editions] - Amanda, Connor, Duncan, Fasil, Kastagir, Khan, Kurgan, Luther, Hyde, Methos, Nakano, Nefertiri, Kinman, Richie, Yung Dol Kim - SITUATION
Your next 3 Defenses may be Power Blocks without an Exertion. Remove this card from play after the third Defense card is played. This is a Standing Defense.

Continuity - Power Blocks - **Continuity** only affects the next 3 Defense cards "played." If you have a Guard in play, it does not count when you use it to Defend for the purposes of Continuity. If you make a Guard a Power Block, it only remains a Power Block for that turn. Any subsequent use of the Guard as a Power Block is considered a "new use" and counts towards **Continuity**'s 3 Defenses.

Continuous Effects - If an effect remains over several Phases or turns, it is considered a *continuous effect*. Many Objects, Situations, Locations, and even some Events and Pre-Game cards have *continuous effects*. It is possible for a card to have both *continuous effects* and *immediate effects*. See also *immediate effects*.
Example1: The effects of **Challenge [SE]** last until the end of that players next turn. It has a *continuous* effect.
Example2: **Trenchcoat [TG]** has an *immediate effect* which removes all Pedestrians, Reporters, and Bystanders from play, and a *continuous effect* which *prevents* players from playing Pedestrians, Reporters, and Bystanders.

Controlling An Opponent's Cards In Play - When a player takes control of an opponent's card that is already in play, he also takes control of any cards that are played "on" that card, such as **Hidden Resources**, **Watcher: Revealed**, and **Security Guard**, or any cards underneath that card, such as **Dojo** and **Four Horsemen: Situation**. Players may take control of an opponent's Signature cards, but may not take control of an opponent's Pre-Game cards.

Example1: **Kronos** has **End of Time** in play. **Kane** plays **Shapeshift** and trades **Nexus** with **End of Time**, even though **End of Time** is Signature. **Kane** may use **End of Time** as his own.

Example2: Player A has a **Thunder Castle Games** card in play. Player B may not use **Impulse** to take control of that card.

Counterfeit [SE] - [Generic] - EVENT: PLOT
Betrayal: You may only play this card if you have **Counterfeit: Abduction** and **Counterfeit: Plastic Surgery** in play. Discard all 3 cards. Your opponent must take the top 10 cards from their Endurance and put them in their Discard Pile.

Countering Cards - When a card is *countered*, all Text on the card is *nullified* and the card is immediately placed in the Discard Pile without effect. If a card is *countered*, the card is considered to have been played, even though it has no effect. If a card with a Target is played, it must be *countered* before a Target is chosen. The player playing the card with a Target must give his opponent the opportunity to *counter* the card before declaring a Target. Cards which *counter* other cards are always *discard to use* cards.

Example1: Player A has **Forethought: Xavier** in play. Player B plays **Challenge**. Player A immediately discards **Forethought** to *counter* **Challenge**. Player B has already played a Special card this turn, even though it was *countered*, and may not play another Special card this turn.

Example2: Player A has **Watcher: Watcher Involvement** in play and plays **Master's Head Shot: Duncan**. Player B plays **Master's Block: Katana**. Player A immediately Discards **Watcher** to *counter* **Master's Block**. Since you are only allowed to play 1 Defense against each Attack, the **Master's Head Shot** is *successful* and Player B loses his head!

Example3: **Xavier** has **Forethought** in play. Player B plays **Police: Remove Situation**, and asks **Xavier** if he wishes to *counter* the **Police**. He does not, and Player B then chooses **Plan Ahead: Xavier** as the card's Target.

Example4: **Rachel Ellenstein** is in play. Player A plays **Focus (This Turn)**. **Rachel Ellenstein** *counters* **Focus** before Player A has a chance to declare a Target for **Focus**.

Crystal [AT] - [Generic] - PREMIUM: CRYSTAL
Calliope: **Crystals** do not count toward your Pre-Game limit. During deck construction, you may either substitute any 1 non-Special Attack for 1 Basic Attack or substitute any 1 Defense for 1 Basic Block for each **Crystal** *associated* with your deck. Do not remove these Attacks and Defenses from the game if the **Crystals** leave play. You may only have 1 **Calliope** in play.

Crystal [4H] - [Generic] - PREMIUM: CRYSTAL
Clio: **Crystals** do not count toward your Pre-Game limit. During deck construction, you may either substitute any 1 non-Special Attack for 1 Basic Attack or substitute any 1 Defense for 1 Basic Block for each **Crystal** *associated* with your deck. Do not remove these Attacks and Defenses from the game if the **Crystals** leave play. You may only have 1 **Clio** in play.

Crystal [AT] - [Generic] - PREMIUM: CRYSTAL
Euterpe: **Crystals** do not count toward your Pre-Game limit. You may play this card if you have **Calliope** in play. During deck construction, you may either substitute any 1 non-Special Attack for 1 Basic Attack or substitute any 1 Defense for 1 Basic Block for each **Crystal** *associated* with your deck. Do not remove these Attacks and Defenses from the game if the **Crystals** leave play. You may only have 1 **Euterpe** in play.

Crystal [4H] - [Generic] - PREMIUM: CRYSTAL
Melpomene: **Crystals** do not count toward your Pre-Game limit. You may play this card if you have **Clio** in play. During deck construction, you may either substitute any 1 non-Special Attack for 1 Basic Attack or substitute any 1 Defense for 1 Basic Block for each **Crystal** *associated* with your deck. Do not remove these Attacks and Defenses from the game if the **Crystals** leave play. You may only have 1 **Melpomene** in play.

Crystal [AT] - [Generic] - PREMIUM: CRYSTAL
Terpsichore: **Crystals** do not count toward your Pre-Game limit. You may play this card if you have **Euterpe** in play. During deck construction, you may either substitute any 1 non-Special Attack for 1 Basic Attack or substitute any 1 Defense for 1 Basic Block for each **Crystal** *associated* with your deck. Do not remove these Attacks and Defenses from the game if the **Crystals** leave play. You may only have 1 **Terpsichore** in play.

Crystal [4H] - [Generic] - PREMIUM: CRYSTAL
Erato: **Crystals** do not count toward your Pre-Game limit. You may play this card if you have **Melpomene** in play. During deck construction, you may either substitute any 1 non-Special Attack for 1 Basic Attack or substitute any 1 Defense for 1 Basic Block for each **Crystal** *associated* with your deck. Do not remove these Attacks and Defenses from the game if the **Crystals** leave play. You may only have 1 **Erato** in play.

- D -

Damage - When you take damage, your Ability is reduced by the amount of damage you take. This amount is calculated during your Ability Adjustment Phase.

Damage - Pending - Damage from Events is *pending* as soon as they are played, and damage from Attacks is *pending* when they become *successful*.

Damage - Preventing - Damage may only be *prevented* if it is *pending*.
Example1: Player A has 3 **Dr. Sonny Jackson** and an **Angry Mob** in his Hand. He can't play the 3 **Dr. Sonny Jackson**s because there is no damage *pending*, even though he wants to play the **Angry Mob** immediately afterwards.
Example2: Player A attacks with a **Riposte**. Player B has no Defense, so he declares the Attack *successful*. He then Discards **Dr. Anne Lindsay** to *prevent* 2 damage.

Damage - Redirecting - Some cards appear to "redirect" damage from one source to another. In these cases, treat the card that is redirecting damage as preventing that damage, and then doing an equal amount of damage to the player who caused the redirected damage.
Example: Player A plays **Street Punk [SE]**, which does 1 damage. Player B plays **Do It Yourself: Katana** which prevents 1 damage from the **Street**

Punk and then does 1 damage to Player A.

Darius - Darius and Chessex - see ***Chessex - Darius and Chessex***

Darius [SE] - [Generic] - EVENT
You may include one card from another Persona in your deck. You may only play that card or put that card into play *in conjunction* with this card. You may play this card *in conjunction* with another Special card even if you are only allowed 1 Special card this turn.

Darius: Event - *countering* - When **Darius: Event** is *countered*, the card that **Darius** is played *in conjunction* with is not affected or *countered*.

Darius: Event - *Putting Cards Directly Into Play* - You *cannot* use a card which puts another card directly into play to bring a card brought into your deck with **Darius: Event** directly into play.
Example1: **Connor MacLeod** plays **Conjure**, but cannot use it to bring **Bowie Knife: Kern** into play.
Example2: **Kern** has **Safe House** in play with **Alaine: Ceirdwyn** underneath it. **Kern** plays **Police** to remove **Safe House** from play. On his next turn, **Alaine** comes into play without **Darius: Event**, a requirement for **Alaine** to be played. **Alaine** is discarded without effect.

Darius: Pre-Game - You do not need to include the card whose Restriction number you are increasing. Also, you may only increase the Restriction number on cards that you can "normally" include in your deck. Cards from other Personas, whether included in your deck through the use of a **Quickening**, Persona Power, **Darius: Event**, or some other means, are not "normally" allowed in your deck.

David Blake [ME] - 2 - [Generic] - EVENT
You may only play this card if your opponent played an Event that will do damage to you. Your opponent takes damage equal to the damage targeting you caused by that Event.

DC - Abbreviation for the Duncan Collection.

Deck - Your deck includes all cards in your Endurance, Hand, Discard Pile, and any Pre-Game cards that you *associate* with your deck.

Deck Construction - The following guidelines must be used when building your Highlander deck:

- You may *associate* up to 6 Pre-Game cards with your deck.
- You may only have 6 cards with the same Title included in or *associated* with your deck.
- You may only *associate* 1 of the *same* Pregame card with your deck.
- You may only *associate* 1 Persona card with your deck.
- You may only include up to the Restriction number of the *same* cards that are Restricted.
- You may only include as many Master cards as permitted by your Persona card.
- You may only include Persona Specific cards if you use the appropriate Persona.
- You may only include Weapon Specific cards if you use the appropriate Weapon of Choice.
- You may only include up to 1 of each *same* non-Reserved Persona Specific card if you use a Generic Persona.

Defense - Blocks and Dodges are both Defenses, and are the only cards in **Highlander** that are considered Defenses. You may play 1 Defense against each Attack that your opponent played against you last turn. If you guess wrong against a Hidden Attack, you may Exert for a Proper Defense. If the Grid of a Defense covers all areas of the Attack, it will defend against the Attack. For more specific information, see Blocks and Dodges.

Defense Phase - The Defense Phase immediately follows the Sweep Phase. If there is no Attack *pending*, 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 Improper 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.

Deflect: Gladius *and Additional Attacks* - You only get one additional Attack for the last **Deflect** you played if it *successfully* blocked an attack.

Denial v *Permission* - There are cards that say that you *cannot* or *may not* or *will not* do something (a *denial*), and cards that say that you *can* or *may* do something (a *permission*). In cases where these instructions are in conflict, a *denial* always overrides a *permission*. An exception to this rule is if the *permission* specifically targets that card or effect.
Example 1: Your opponent plays **Impressive Move**, which say that you *cannot* draw cards. You play **Lean and Mean**, which says that you *may* draw a card. You do not draw a card because *cannot* overrides *may*.
Example 2: Your opponent plays **Master's Attack: Connor MacLeod**, which *cannot* be blocked. You play **Alertness** which specifically says that you may play a Block against an Attack that *cannot* be blocked. You may now play a Block against the Attack.

Desert [ME] - [Generic] - LOCATION
All players must place the top two cards of their Endurance in their Discard Pile at the beginning of their turn.

Desperation [SE] - R - Nefertiri - EVENT
You must draw 3 cards. You must discard 2 of those cards. You may play another Special card this turn.

Die Roll - Altering Odds - When using any card or effect to alter a *die roll*, you must declare how the *die roll* is being altered before the *die roll* is made.
Example: Player A has **Change of Fortune** in play. Player B plays **Disarm** and **Iron Will**, declaring that the **Disarm** now has a 2 in 6 chance to Disarm

Player A. Player A Discards **Change of Fortune** and declares that the **Disarm** once again has a 1 in 6 *chance of success*. Player B then rolls the die.

Die Roll - When To Roll - You may only make a Die Roll when instructed to do so by a card or effect. When a card or effect requires a *die roll* and does not specify when the *die roll* occur, the *die roll* occurs as soon as the card is played, or immediately after a "triggering" action which is specified by the card. If a player needs to make a *die roll* due to a continuing effect or a card or effect played by their opponent, the *die roll* occurs during the "Must Do" Phase. If several *die rolls* are required and no order is specified, the person making the *die rolls* chooses the order.
Example1: Player A plays **Disarm** in place of a Basic Attack and immediately rolls to attempt to Disarm his opponent.
Example2: **Sulpher Plant** is in play, and Player A makes a Power Blow. As soon as the Attack becomes a Power Blow, he rolls to see if he becomes Prone.
Example3: Player A plays **Collapse** while in the **Catwalk**. Player A rolls immediately for **Collapse**. During his "Must Do" Phase, Player B rolls for **Collapse**.
Example4: Player A plays **Influence** with 3 Situations in play. Player A can choose to roll to remove those Situations in any order he chooses.

Die Rolls - Modifying - Any card or effect which modifies a *die roll* must be used before the *die roll* is made. No *die roll* may be modified to be greater than 6 or less than 1.

Die Rolls - No player may make a *die roll* on their opponent's turn. If a card states that a die roll takes place on both players' turns, each player will roll a die for themselves.

Director's Cut: Situation - **Director's Cut**: Situation may only be used to fulfill the requirements of another Plot card. It does not duplicate the Plot card, and may not be used with Plots that do not have a requirement, such as **Cat and Mouse**. **Director's Cut**: Situation may stand in for additional Plot requirements as long as it is in play. You do not have to identify which requirement **Director's Cut** is fulfilling until you play a Situation: Plot needing a requirement. **Director's Cut** is NOT a Situation: Plot.
Example1: Player A has **Director's Cut** in play and plays **Sea Witch: Line**, declaring that **Director's Cut** is "filling in" for **Sea Witch: Hook**.
Example2: Player A has **Director's Cut** in play and plays **Cat and Mouse (Discard Attack)**. His opponent only discards 1 Attack, since **Director's Cut** is not fulfilling any requirement for **Cat and Mouse**.
Example3: Player A plays **Director's Cut**. Since **Director's Cut** is not itself a Situation: Plot, he may not play **Schemer** to play another Situation: Plot or **Director's Cut**, even though **Director's Cut** can fulfill a Plot's requirements.

Dirty Trick [AT] - OAO/OOO/OOO - 4 - [Generic] - 1H - ATTACK: DIRTY TRICK
Choke: If this Attack is *successful*, your opponent must place 1 card from the top of their Endurance face down under this card. At the beginning of each of his turns, your opponent must place 1 card from the top of his Endurance face down under this card for each card already under this card. This card remains in play until you draw a card or take damage.

Dirty Trick: Choke - Multiple Chokes - If you have two *successful* **Dirty Trick: Choke**s in play against your opponent, cards from your opponent's Endurance are placed under each **Dirty Trick: Choke** at the beginning of his turn.

Dirty Trick: Head Butt - The player playing **Dirty Trick: Head Butt** discards cards for its effect once the Attack is declared *successful*.

Dirty Trick: Tackle - Immediately after playing **Dirty Trick: Tackle**, roll to see if you are Prone. Your opponent must roll if and when **Dirty Trick: Tackle** becomes *successful* against them.

Dirty Tricks - All cards with the Title **Dirty Trick** follow the rules for **Dirty Tricks** laid out in the Rulebook. **Dirty Tricks** do no damage, may be played if you are Disarmed, and are *unblockable*. **Dirty Tricks** cannot be Power Blows.

Disappear [SE] - R2 - Luther - EVENT
Prevent all damage done to you this turn. You avoid all Attacks that are not already *successful*. You cannot attack this turn.

Disarm [SE][ME] - [Generic], Connor, Duncan, Luther, Nefertiri, Xavier - EVENT
Play this card in place of a Basic Attack. There is a 1 in 6 chance that your opponent is Disarmed.

Disarming and Weapons of Choice - If your opponent has disarmed you, he then chooses which Weapon of Choice has been Disarmed. It is then turned over and has no effect on game play and you cannot play any Weapon Specific cards for that Weapon of Choice. Even though you may have another Weapon of Choice that is not disarmed, you may still roll a die at the beginning of each turn and on a one (1) will regain your disarmed weapon. Also, as long as you have one Weapon of Choice in play (with the exception of the **Shield**), you can still attack and block normally.

Discard a Card to Play a Card - If you must Discard a card in order to play another card, the card being Discarded must come from your Hand. It cannot come from any other source, such as an Exertion.
Example: Player A has **Master's Advance** in play. Player B has 1 Dodge in his Hand. He cannot play the Dodge and Exert for a Dodge to Discard. Player B CAN Exert for a Dodge, and then discard the Dodge in his Hand in order to play the Dodge from the Exertion.

Discard Costs - If there are several different effects that require you to Discard cards, you must discard individually for each effect; you may not Discard once for several effects.
Example: Your opponent has the Location **Battlefield** and the Situation **Master's Advance** both in play. If you discard a Dodge for **Battlefield**, you must still Discard an additional Dodge for **Master's Advance** if you wish to play a Dodge.

Discard Pile - Anytime cards are Swept from play, turned over in an Exertion, or Discarded from play or your Hand, they are placed face-up in your Discard Pile. You may look through any player's Discard Pile at any time during the game.

Discard to Use Cards - You may discard *discard to use* cards from play to use them any time after your opponent plays a card on their first turn after you played your *discard to use* card. Also, if your opponent does not play a card on that turn, you may *discard to use* your card any time after their turn is over. If you *prevent* a *discard to use* card from being discarded, then it has no effect. You may not use a *discard to use* card once it has been targeted by a card. Once the card has been targeted, it may be used as soon as the effects that have targeted the card have been resolved, provided

that the *discard to use* card is still in play. You may *discard to use* a card even if you are not able to play cards, including your opponent's turn and any Phase that you are not allowed to play cards in.
Example1: You play **Nexus**, a *discard to use* card, on your turn. Your opponent plays **Patience**. You may now use **Nexus**.
Example2: Player A has **Lt. John Stenn** in play. Player B plays **Police**. Player A does not immediately *discard to use* **Lt. John Stenn**, so Player A targets **Lt. John Stenn** with **Police**. Player A can not now discard **Lt. John Stenn** to *counter* **Police**, and is then removed from play.

Discarding Cards - Any time you place cards from your Hand into your Discard Pile, you are *discarding cards*.

Discarding Specific Card Types at Random - If you are forced to discard certain card Types cards that fit a specific description at random, pull all cards fitting that description from your Hand and randomly determine which of those cards will be discarded.
Example: **Cassandra** *discards* 3 Defenses to use her Persona Power. Her opponent has 4 Defenses and separates them from his Hand. **Cassandra** then chooses 3 of those Defenses at random and *discards* them.

Discipline (all versions) - Discipline only works when you are *prevented* from playing Attacks or Special cards specifically by a card in play. If you are unable to play a card from your Hand, such as through the effects of **Fast Talk: Hugh Fitzcairn**, you cannot play **Discipline** to *ignore* the card's effects since you are unable to play **Discipline**. **Discipline** only allows you to *ignore* the effects that are *preventing* you from playing Attacks or Special cards (depending on which **Discipline** you played), and does not allow you to *ignore* other effects of a card.
Example1: Player A plays **Fast Talk: Hugh Fitzcairn**. Player B has **Discipline** in her Hand, but cannot play it since she cannot play cards from her Hand due to **Fast Talk**.
Example2: Player A has **Safe Haven: Situation** in play. Player B plays **Discipline (Attacks)**. Player B may now play Attacks, but is still *prevented* from playing any Special cards which may do damage to Player A.

Divine Intervention [Promo] - [Generic] - EVENT
You may only play this card if your opponent has a Pre-Game card in play that can be removed from the game. That card is removed from the game. This card is removed from the game.

Dodge [SE] - DDD/DDD/DDD - Connor, Duncan, Luther, Nefertiri, Richie, Xavier - DODGE
You lose your next Attack this turn.

Dodges - Dodges are Defenses with a green Grid. When you Dodge an Attack, you are moving out of the way of your opponent's Attack. If you Dodge your opponent's Attack, the Attack is not *successful*.

Dojo [WC] - [Generic] - SITUATION
At the beginning of your turn, you may either place cards from your Hand face down underneath **Dojo** or take cards from the **Dojo** and place them in your Hand. This card may have 5 cards underneath it. If this card leaves play for any reason, then the cards underneath it are discarded. You may only have one **Dojo** play.

Draw/Discard Phase - At this time, if you have more cards in your Hand than your Ability, you must discard down to your Ability. 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 Ability. You may normally draw cards only during this phase. If you forget to draw during this phase, you will have to wait until your next Draw/Discard Phase to draw. After dealing with any effects (if any) that may occur during this phase, and you have completed drawing up and or discarding cards your turn is over.
Example1: Player A has 13 cards in his Hand, but his Ability is only 8. He must Discard 5 cards to adjust his Hand size to only 8 cards.
Example2: Player B has 9 cards in his Hand, and an Ability of 12. He chooses to draw 2 cards for a Hand size of 11; he does not have to draw all the way up to 12.

Drawing Cards - Any time that you place cards from your Endurance directly into your Hand, you are considered to be Drawing Cards. If you "may draw up to" a number of cards, you may choose to draw any number of cards up to that amount, or not at all. If you "may draw **to**" a number of cards (as opposed to "up to"), you may draw that number of cards or none at all. Placing cards into your Hand from an Exertion is NOT considered Drawing Cards.
Example1: **Methos** Discards 2 cards and Draws to replace them. He is "drawing" cards.
Example2: Player A plays **Courage** and Exerts for an Attack. He finds 3 Attacks and places 2 of them in his Hand. This is NOT considered "drawing" cards.
Example3: Player A plays **Patience**, which says he may "...draw to [his] Ability." He has 12 cards in his Hand and an Ability of 15. He may draw 3 cards or no cards.
Example4: Player B has 11 cards in his Hand and an Ability of 13. During his Ability Adjustment Phase, she may draw 0, 1, or 2 cards, "up to" her Ability of 13.

Duende - If you have two **Duendes** in play, and your opponent makes a *successful* Attack, you choose which **Duende** the Attack goes under. **Duende** *nullifies* the Text of the Attack played against you, not any cards that modify the attack.

Duncan MacLeod [SE][DC] - Duncan - PERSONA
You may attack areas you just blocked. If you Power Blow, your opponent's next Attack cannot be Hidden. You may include up to six Master cards.

Duncan MacLeod *and Guards* - **Connor** and **Duncan** may not attack to areas covered by a Guard while it is in play, however they may drop the Guard at any time in order to attack to those areas.

Duncan MacLeod *and Hidden Attacks from Power Blows* - Your opponent's next Attack cannot be Hidden, not just their first Attack.

Duplicating a Card's Effects - If you are *duplicating* a card's effects, you do not need to meet any of the requirements for that card. Any card or effect that modifies the card being *duplicated* is also duplicated.
Example1: Player A plays **Police: Remove Situation** *in conjunction* with 3 **Excessive Force**. **Nakano** *duplicates* the **Police**, and the effects of **Excessive Force** which modified the **Police** are also *duplicated*.

Example2: **Ceirdwyn** has **Flashback: Ceirdwyn** in play. Her opponent plays **Watcher: Treatment** and **Princes of the Universe**. **Ceirdwyn** *duplicates* the **Princes of the Universe** and gains 1 Ability.

Dust Cloud [ME] - [Generic] - EVENT
You may only play this card if Desert: Location is in play. Your next Attack may be Hidden and your opponent's next Attack may be Hidden.

- E -

Edges - If a card has an outstretched hand as its Icon in the upper-left hand corner of the card, it is an Edge card. Edge cards are removed from play during a player's Sweep Phase. Edge cards are NOT Special cards. You may play as many Edge cards during your turn as you wish. You cannot play any Edge cards in the middle of an Exertion or while discarding from your Hand, or to interrupt any other effect. Multiple copies of the *same* Edge card *do stack*. You may play Edge cards during your "May Do" Phase, Defense Phase, or Attack Phase. You may play an Edge card during your "Must Do" Phase only if it directly affects, *prevents*, or *nullifies* a Must Do action.

Effects In Place of a Special - There are some effects and Persona Powers that state "If you do not play a Special, you may..." have an effect, using those or similar words. If you choose to use that effect, you are not *prevented* from playing a Special card; you have chosen not to play a Special card in order to gain that effect.
Example: Instead of playing a Special card, **Cassandra** discards 3 Defenses in order to discard 3 Defenses from her opponent's Hand. She cannot then play **Master Head Shot: Event** because she *chose* not to play a Special card; she is not *prevented* from playing a Special card.

Elizabeth Vaughn [SE] - [Generic] - EVENT: REPORTER
You may discard up to 6 cards from your Hand and replace them from your Endurance.

End of Time *and First Blood* - If you use **End of Time** to play a Situation, Object etc. in First Blood, it is not removed. Such removal only occurs when First Blood begins.

Endurance - Your Endurance is the pile of cards face down that you draw cards into your Hand from (or your deck, if you will). You may count the number of cards remaining in your Endurance at any time. (Face down, of course.)

Endurance Burn - see Exhaustion

Events - If a card has a lightning bolt as its Icon in the upper-left hand corner of the card, it is an Event. Events are removed from play during a players Sweep Phase. When an Event is removed from play, due to a Sweep Phase or some other effect, any unresolved effects for that Event still occur even though the Event is no longer in play. Events are Special cards.

Exerting to Pay a Cost - If you must Exert to pay a cost, you Exert at the same time you play the card. If the card is *countered*, you must complete the Exertion. If you must make two or more Exertions to pay a cost for one or more effects, you may legally do so, as long as you are able to make the multiple Exertions.

Exertions - To make an Exertion, take the top 5 cards from your Endurance and place any unused cards in your Discard Pile. After making an Exertion, you cannot play any more cards for the remainder of the Phase that you are in. Exerted cards are not considered to have been discarded. You may only make 1 Exertion per turn.

Exertions - Keeping Cards From - If you play a card that allows you to take cards found in an Exertion and place them in your Hand, you may only keep cards found in an Exertion from **your** Endurance.
Example: **Ceirdwyn** has **Alaine** in play and plays **Treachery** to make an Exertion from her opponent's Endurance. **Ceirdwyn** *cannot* keep any Attacks found from your opponent's Endurance.

Exertions - Taking Cards From Exertions - When a card or effect allows you to take cards from an Exertion and place them in your Hand, whether it be select cards or the entire Exertion, you are not required to show those cards to your opponent since they are never placed in your Discard Pile.
Example: Player A plays **Memories (Special)** and makes an Exertion. He takes a Special card into his Hand from the Exertion and shows the rest of the cards in the Exertion to his opponent. He does not show his opponent the card placed into his Hand.

Exertions and Low Endurance Size - If you don't have enough cards in my Endurance and Discard Piles to make an Exertion a card or effect requires from you, you would make an Exertion with as many of the cards as you could. If the Exertion is not a full Exertion (per the required number), then the remaining card effects are *nullified*.

Exhaustion - When the last card in your Endurance is drawn, placed in your Discard Pile, or otherwise removed from your Endurance, you have Exhausted your Endurance. You lose 5 Ability. This is adjusted during your next Ability Adjustment Phase.

Exhaustion and Abnormal Endurance Size - You suffer Exhaustion (loss of 5 Ability) when you draw the last card of your Endurance. You would stop drawing cards at that point, if you have no cards in your Discard Pile to reshuffle and continue to discard from. If you do have a Discard Pile remaining, you will reshuffle, and continue discarding cards, Exhausting again if you are able. *Any* Ability Adjustment Phase where you still have no cards in your Endurance, you will suffer another 5 point Ability Loss.

Extra Shot [all editions] - Connor, Duncan, Gen Katana, Kalas, Kanwulf, Kastagir, Khan, Kurgan, Hyde, Methos, Nefertiri, Richie - EVENT
You may play an additional Attack this turn. If you play more than one Attack this turn, your opponent cannot play a new Defense card specifically for that Attack unless that Defense is from an Exertion.

The Eyes Have It - No parts of this Plot may be used in a Sanctioned tournament unless all players are informed before the tournament that the Plot is being allowed.

- F -

Faction - A Faction describes a group of Immortals with some sort of relation or allegiance. Just like a Persona Specific card, a card with the sub-title of a Faction allows all members of that Faction may use that card. The only Factions currently in Highlander are **Clan MacLeod**, which includes **Duncan MacLeod** and **Connor MacLeod**, and **Four Horsemen** which includes **Caspian**, **Kronos**, **Methos**, and **Silas**. Cards with the same Title as a Faction are *not* specific to that Faction.

Factory [ME] - [Generic] - LOCATION
All players cannot draw during their Draw/Discard Phase. This card is removed from play if any player's Hand falls below 5 cards.

Fast Talk [WC] - S2 - Fitzcairn - EVENT
Your opponent cannot play cards from his Hand next turn.

Feint [SE] - [Generic] - EVENT
You may only play this card if your last Attack was an *unsuccessful* non-Special Attack card. You must place that card in your Hand.

Feint: Duncan MacLeod and Special Attack or Blocks - If **Duncan** extends the area of a Special Attack or Block with **Feint: Duncan MacLeod**, the area does not remain there to become part of the Special Attack.
Example: **Duncan MacLeod** plays **Feint: Duncan MacLeod** *in conjunction* with **Block and Strike** to cover the Upper Center Grid. The Special Attack portion of **Block and Strike** does not include the extended Upper Center Grid.

Feint: Duncan MacLeod and Guards - If played with a Guard, that Guard only gains the benefit from Feint for that Defense Phase.

First Blood - When the time allotted for a match has expired and the outcome of the game has yet to be determined (no player has lost their Head or started their Attack Phase with 0 Ability), First Blood begins.

When time expires, the current player finishes playing their turn as normal. The Tournament Judge will then invoke First Blood. All Special cards are removed from play, and all Events are *nullified*. All pending Attacks are treated as if no Events have been played (are no longer *unblockable*, *undodgeable*, Power Blows, Head Shots, etc. due to any Events played). Both players immediately adjust Ability for any Ability Loss due to Special cards leaving play. Any other effects granted by a card leaving play are otherwise *nullified*. Once First Blood begins, Special cards can no longer be played or duplicated, and no **Thunder Castle Games** cards may be used.

Once all Special cards have been removed from play and Abilities have been adjusted, both players immediately shuffle their Hand into their Endurance and draw a number of cards equal to their current Ability. No cards may be drawn by any means or by any player for the remainder of the game. Play continues until one of these conditions are met:

- A player begins his Attack Phase at 0, causing his opponent to win the match
- A player makes a *successful* Attack that does at least 1 point of damage; that player wins the match
- A player loses his Head, causing his opponent to win the match

*First Blood and **Arms and Tactics (Discard 5)*** - You may use the **Arms and Tactics** Premium to remove 5 cards from your Hand, Discard Pile, or Endurance from the game before you shuffle your Hand into your Endurance if you wish to do so.

First Blood and Drawing Cards - You may not draw cards during First Blood. However, you may play cards such as **Lean and Mean** or **Patience** during First Blood even though you will not be able to draw cards as a result.

Flamboyant Attack - **Flamboyant Attack** reduces all damage from the Attack it is played *in conjunction* with when the Attack becomes *successful*, but **Flamboyant Attack** has no effect on any Text the Attack may have not pertaining to damage.
Example: A player plays **Flamboyant Attack** *in conjunction* with **Master Head Shot: Duncan**. The Attack is *successful*. The Attack does no damage, but the player's opponent still loses his Head and the game!

Flashback - Additional 3-Card Exertion - **Flashback** gives you an additional Exertion. It does not extend an Exertion. Also, you must first make an Exertion to gain an additional Exertion.
Example: **Annie Devlin** has **Flashback** in play. She Exerts 5 cards for an Attack, but does not find one. She then discards **Flashback** to make an additional, separate Exertion of 3 cards for an Attack.

Flashback [4H] - Silas - SITUATION
You may discard this card from play after your opponent makes a *successful* Attack against you or removed one of your Allies from play. Search your Endurance for any card with the same Title as a card in play and place it in your Hand. Reshuffle your Endurance.

Flashing Blade [WC] - [Generic] - EDGE
Play this card *in conjunction* with an Attack. A Dodge cannot avoid multiple attacks you play this turn.

Flying Machine [TG] - S2 - Corda & Reno - OBJECT
Wings: While this card is in play, your opponent must make an Exertion to play a non-Ranged Attack during his turn. If Flying Machine: Wings leaves play, you lose 1 Ability. You may only have 1 Flying Machine in play.

Focus - Nullifying Situations - **Focus** *nullifies* everything on a Situation but its Type. It cannot be played without a Situation in play to **Focus**. A Situation that is Focused can still be affected cards that affect Situations.
Example1: **Honor Bound: ME** is in play. Player A plays **Focus (This Turn)** on **Honor Bound**, and may now play Special cards. He then plays **Police** to remove **Honor Bound** from play, even though **Honor Bound** has been *nullified*.

Example2: **Disguise: Kurgan** is in play. Player A plays **Focus (This Turn)** on **Disguise** and then plays **Simple Mind**. Because **Disguise** is a Situation: Plot, it is not affected by **Simple Mind**, even though it has been *nullified*.

Focus [AT] - [Generic] - EDGE
Choose one Situation in play. That Situation is *nullified* during your opponent's next turn.

Focus-ing Cards that "Hold" 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.
Example1: Player A has **Safe House** in play with several Allies "held" in the **Safe House**. Player B plays **Focus** on **Safe House**. The Allies remain under **Safe House**.
Example2: Player A has **Dojo** in play with 3 cards underneath it. Player B uses **Police** to remove **Dojo** from play. All 3 cards underneath the **Dojo** go to Player A's Discard Pile.

Focused Strike - Your opponent cannot Power Block this Attack using any card or effect.
Example: **Duncan** plays **Master's Head Shot** *in conjunction* with **Focused Strike**. **Luther** plays an **Upper Center Block**, but cannot make it a Power Block even though he may normally do so without an Exertion.

Forethought [SE] - R - Xavier - SITUATION
You may discard this card from play to *counter* an Event.

Free Hand - A "Free Hand" is an easier way of saying you have less than two Hand Icons in play.

- G -

Gaining Ability - If your opponent's Ability is increased for any reason, including regaining lost Ability, he is *gaining Ability*, and may be targeted by cards or effects that target a player who has *gained Ability*.
Example1: Player A plays **Watcher: Treatment** and gains 2 Ability. Player B plays **Stalk: Martin Hyde**, which is now *unblockable* and *undodgeable* because Player A *gained Ability*.
Example2: Player A has had **Poison Gas: Xavier** in play for several turns. Player B removes **Poison Gas** from play with **Police**, and regains 4 Ability. Player A plays **Kate**, which causes Player B 2 damage because he *gained Ability* last turn.

Game Play

- You must shuffle your deck before the game begins.

- You must put any Pregame cards *associated* with your deck in play before the game begins.

- You must draw up to your Ability before the game begins.

- All players must roll the same size die to determine the order for each player play their turns (i.e. 6 sided or 20-sided). If both players roll the same number, both players re-roll until one player rolls a higher number than the other. The player with the highest roll goes first.

- Play continues until all but 1 player loses the game.

General Katana [ME] - Gen Katana - PERSONA
If you do not play a Special card, any time during your turn you may make an Exertion to remove a Situation. You may include up to 5 Master cards.

Generic Cards - Generic cards may be used by any Persona, including a Generic Persona.

Generic Immortal [Persona Specific Non-Reserved] - If **Master's Advantage: Ramirez** is in play against you, you cannot play the cards your Persona allows you to include. You may utilize normal Generic deck-building rules in addition to your Persona Power.

Generic Immortal [Reserved Cards] - Martin Hyde - Against **Martin Hyde**, your Master limit is actually lowered for each Reserved card you have included. You may use **Darius: Premium** to increase your Master Limit and therefore the number of Reserved cards you may use to 4.
Example: **Generic Immortal [Reserved Cards]** includes 2 **Intimidate: Luther** in his deck, reducing his Master card limit to 1. **Martin Hyde** may now only draw 1 extra card during his Draw / Discard Phase.

Generic Immortal [Reserved Cards] - *Master's Advantage* - If **Master's Advantage: Ramirez** is in play against you, you cannot play the cards your Persona allows you to include. You may utilize more than one of the *same* Reserved card.
Example: **Generic Immortal [Reserved Cards]** includes 2 **Intimidate: Luther** in his deck. His opponent has **Master's Advantage: Ramirez** in play. **Generic Immortal [Reserved Cards]** cannot play **Intimidate: Luther** unless he removes or *nullifies* the **Master's Advantage: Ramirez**.

Generic Immortal [Substitute Basics] - When this Persona includes a Special Attack or Block, it counts as either an Attack or Defense during Deck Construction, but will not count as both. This Persona is not affected by **Master's Advantage: Ramirez**.
Example: **Generic Immortal [Substitute Basics]** includes 6 **Block and Strike** in his Deck as Defenses, but he must still include 9 more Attacks in his Deck as **Block and Strike** only counts for either an Attack or Defense during Deck Construction.

Generic Immortal [Weapon Specifics] and *Master's Advantage* - If **Master's Advantage: Ramirez** is in play, you cannot play more than the normal Restriction number of those cards until you have Exhausted or Reshuffled. You may use **Darius: Pre-Game** and your Persona Power to increase the Restriction of a Weapon Specific card by 2.

Generic Immortals [All] and *Master cards* - Without a **Generic Immortal** Persona, any version, you cannot use Master cards. **Darius: Premium**

raises all Master Limitations on **Generic Immortal**s as well.

Generic Persona - If you choose to play without a Persona, you are considered a Generic Persona (in Highlander a Generic Immortal) and may use cards from all of the Personas. But you may only use one of each *unique* Persona Specific Card, and none of their Reserved or Signature cards. You cannot include Master cards in your deck if you do not use a Persona Card. Persona Cards with the name **Generic Immortal** follow all of these rules plus any additional Text on the Persona Card, and can use Master cards as specified on the Persona.
Example1: You may include 1 **Power Blow: Connor MacLeod** and 1 **Back Away: Connor MacLeod**.
Example2: You may include 1 **Power Blow: Connor MacLeod** and 1 **Power Blow: Duncan MacLeod**.
Example3: You may *not* include 2 **Power Blow: Connor MacLeod** or **Master's Attack: Connor MacLeod**, which is both a Master card and a Reserved card.

grid - If the card is an Attack or a Defense, the Icon will be a 9 square Grid like a tic-tac-toe board. The areas of the Grid that are colored in are the areas covered by the Attack or Defense. Attacks are Red, Special Attacks are Gold, Blocks are Blue, and Dodges are Green.

Group Line - The first line of Text (directly below the picture on a Highlander-backed card) is the Group Line. This line lists the card's Type and may also include any Groups that the card may belong to.

Groups - Certain *groups* of cards are often referred to as a group by other cards, such as Watcher cards and Armor cards. If a card's Title or Group Line contains the *group* name in any form, it is considered to be in that *group*.
Example: **Khan** plays **Armor**, an Object, then **Armorer**, an Edge which allows him to play another Armor card, and then plays **Forged Armor**. In this case, **Armor**, **Armorer**, and **Forged Armor** are all in the Armor *group*.

Guards - Guards are Blocks that may stay in play to cover multiple Attacks over multiple turns. Guards are Standing Defenses. You cannot attack to an area that is covered by a Guard that you have in play. Guards stay in play until they are *dropped*, and are not swept during the Sweep Phase. You cannot play a new Defense while you have a Guard in play. You may *drop* a Guard at any time.
Example1: Player A has an **Upper Guard** in play. Player B plays a **Lower Left Attack**. Player A *drops* the **Upper Guard** in order to play a new Defense against the Attack.
Example2: Player A plays a **Lower Guard** and the *drops* the **Lower Guard** to play a new Defense. The **Lower Guard** is immediately placed in the Discard Pile, and does not wait for Player A's next Sweep Phase.

Guards - Dropping to Attack - You may drop a Guard at any time to Attack to an area that the Guard covers, but if you used the Guard to Block an Attack that turn you still may not Attack to areas that you just blocked with your last defense.
Example1: Player A blocks an Attack with an **Upper Guard**. He drops the **Upper Guard**, but he still cannot play an Upper or Middle Attack since he just blocked with the **Upper Guard**.
Example2: Player A leaves the **Upper Guard** in play and plays a **Lower Left Attack**. He then drops the **Upper Guard** and plays **Extra Shot** to allow him to play his **Upper Center Attack** since the **Upper Guard** is no longer in play.

Guards and Disarming - If you are Disarmed and have no Weapon, any Guards that you have in play are Discarded.

Gypsy Camp - Removing Gypsy Camp from play - The owner of the Gypsy card decides where it goes if it is removed from play.

Gypsy Lover [SE] - [Generic] - SITUATION
During your turn, you may randomly select a card from your opponent's Hand, look at it, and return it to their Hand.

- H -

Hand - At the beginning of the game, you draw 15 cards, 1 for each point of Ability, from your Endurance. This is your Hand. During each Ability Adjustment Phase, you must discard down to or you may draw up to a number of cards equal to your Ability.

Hand Icons - If you already have two Hand Icons in play, you cannot play any cards which would increase the number of Hand Icons in play. But if it does managed to happen, then you must discard any cards in play to bring the number of Hand Icons you have in play to two. This may mean getting rid of a card in play with a Hand Icon or even having to disarm a Weapon of Choice. In either case, you get to decide which Hand Icon is lost.

Head Shot - A Head Shot must be an Upper Attack. When an Attack becomes a Head Shot, it also becomes a Power Blow. If a player is unable to defend against or otherwise avoid the Head Shot, that player loses their Head and the game. Any **Quickenings** that player was using must be given to their opponent as stated on the **Quickening** card. If a player Blocks a Head Shot but does not Power Block, he does not lose his head, even though the Attack was *successful*.

Head Shot [all editions] - [Generic] - EVENT
You may only play this card *in conjunction* with an Upper Attack. That Attack is a Head Shot.

Hidden Attacks - Defending Against - When you defend against a Hidden Attack, play a Defense that you believe will cover the Attack that your opponent has played. You may also choose to play no Defense against the Attack. Reveal the Attack. If you played a Proper Defense against the Hidden Attack, you have defended against the Attack. You may make an Exertion to make a Power Block if necessary. If you guessed wrong and played an Improper Defense, you may choose to Exert for a Defense. Be sure to play any cards that modify your opponent's Attack before you make the Exertion, like **Alertness**.

Hidden Attacks - Making - When another card or effect allows you to make an Attack Hidden, play the Attack face-down on the table. Your opponent must now guess where the Attack is aimed and try and Defend against it. The Attack will remain Hidden even if the effect leaves play (i.e. **Mountain Cave** leaving play).

Hidden Attacks - Declaring - When you play a Hidden Attack, you must be able to offer a valid reason for it being Hidden. Valid reasons include your opponent made a Power Blow, a card or effect in play, or because of the Text of the Attack. If you make a Hidden Attack a Power Blow, you must tell

your opponent that it is a Power Blow. You do not have to disclose other attributes of a Hidden Attack, such as *unblockable*, or if the Attack is a Head Shot.

Example1: You play a Block, and then play a Hidden **Riposte**. Your opponent asks "Hey, why is that Attack Hidden?" You reply "Because the Text on the Attack says it can be played Hidden."

Example2: **Duncan MacLeod** plays **Jump** and then plays his **Master's Head Shot** Hidden. He must tell his opponent that the Attack is a Power Blow, but does not have to mention that it is *undodgeable* or that it is a Head Shot.

Hidden Attacks - Due to Power Blows - If your opponent makes a Power Blow, your next Attack on the following turn may be played Hidden, even if you lose your first Attack "opportunity".

Example: Your opponent makes a Power Blow, and the Location **Dueling Grounds** is in play. You block his Attack, and then skip your first Attack. You then play your next Attack Hidden.

Hidden Attacks - Multiple Attacks - When Defending against multiple Hidden Attacks, play all Defenses from your Hand **first**, and then *reveal* the Hidden Attacks. You may then choose to make any Exertions necessary to Defend against any Attacks still pending.

Example: In the **Mountain Cave**, your opponent plays **Battle Rage** and 4 Hidden Attacks. You play 4 Defenses, and then *reveal* the Attacks. You may now Exert for a Defense if necessary.

Hidden Attacks - Revealing - After you *reveal* a Hidden Attack, you may still play a card or use an effect to avoid the Attack, such as **Holy Ground**.

Hidden Explosives [WC] - R2 - Xavier - EVENT
All players take 1 damage for each Situation: Plot in play.

Hidden Resources - If you reveal a card that *prevents* your opponent from playing a card, as he is playing that card, the card is already played, and resolves normally. Unless what you revealed is a *discard to use* card that can *counter* his card, which may be used immediately.

Example1: Player A has a Situation *face-down* underneath **Hidden Resources**. Player B plays **Challenge**. Player A immediately reveals the Situation, and it is **Garfield**. **Garfield** has no effect on **Challenge**, which has already been played.

Example2: In the example above, the Situation is revealed to be **Forethought: Xavier**. Player B immediately reveals and Discards **Forethought**, which *counters* **Challenge**.

Higher Ground - Multiple Higher Grounds - If you have multiple Higher Grounds in play, and your opponent has one or more **Higher Ground** also in play, all **Higher Ground**s in play are *nullified*.

Hogg [WC] - S2 - Kern - OBJECT
You may make an Exertion during your Defense Phase to avoid one Attack; or, you may make one of your Attacks this turn a Power Blow without an Exertion. If **Hogg** leaves play, you lose 1 Ability. You may only have one **Hogg** in play.

Holy Ground [SE] - [Generic] - EVENT
You may only play this card during your Defense Phase. You avoid all Attacks not already *successful* this turn. All players must discard 4 cards and draw up to their Ability. Your Defense Phase ends. You must skip your Attack Phase this turn.

Holy Ground - Playing Unprovoked - You may play **Holy Ground**, any version, even if your opponent did not attack you last turn.

Holy Ground [ME] - [Generic] - EVENT
You may only play this card during your Defense Phase. You avoid all Attacks not already *successful* this turn. All players must shuffle their Hands into their Endurance. All players must draw to replace their Hands. Your Defense Phase ends. You must skip your Attack Phase this turn.

Honor Bound [Promo] - 1 - [Generic] - SITUATION
You must discard this card from play after your opponent's next 5 turns to cause all players to lose 4 Ability.

Hook [SE] - R3 - Xavier - EVENT
Play an additional Attack this turn. If you play more than 1 Attack this turn, this additional Attack *cannot* be blocked.

Hugh Fitzcairn [WC] - Fitzcairn - PERSONA
If you do not play a Special card, you may make an Exertion on your turn to *prevent* up to 2 points of damage. You may include up to 5 Master cards.

- I -

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.

ignore - When a card or effect is *ignored*, the player who is *ignoring* the effect *nullifies* the effect that target or directly affects that player. You can only *ignore* effects that target or directly affect you, the player. Any effect that does not directly affect the player occurs normally.

Example1: **Methos** has **Secret Identity** in play. His opponent plays **Angry Mob [SE]** and takes 3 damage. **Secret Identity** allows **Methos** to *ignore* any Event played by his opponent. He takes no damage.

Example2: **Methos** has **Secret Identity** in play. His opponent plays **Head Shot** *in conjunction* with an **Upper Center Attack**, which makes the Attack a Head Shot. **Head Shot** does not target or directly affect **Methos**, and is not *ignored*.

Illegal Cards - Misprinted Premium cards from the Gathering Edition may not be used in tournaments Sanctioned by Thunder Castle Games. Also, Thunder Castle Games often releases Promotional cards. These cards may not be used in Sanctioned events until they have been officially released by Thunder Castle Games.

Illusory Terrain [Promo] - 1 - [Generic] - SITUATION
All players cannot play Locations. All Locations are removed from play.

Illusory Terrain - This card has a continuous effect. Thus, if **Focused**, when **Illusory Terrain** returns to play and sees that a Location has been played, the Location is removed.
Example: **Illusory Terrain** is in play. Player A plays **Focus (This Turn)** on **Illusory Terrain** and plays **Mountain Cave**. After Player A's turn is finished, **Focus** is no longer *nullifying* **Illusory Terrain** and **Mountain Cave** is removed from play.

Immediate Effects - If an effect occurs immediately when a card is played or an action is taken, that effect is considered an *immediate effect*. *Immediate effects* cannot be interrupted by other effects or to play other cards. See also *continuous effect effects*.
Example1: **Nefertiri** plays **Bassett and Hotchkiss**. The effects of **Bassett and Hotchkiss** occur as soon as the card is played. When she discards Attacks, she may choose to discard them to the top of her Endurance. However, she may not draw to her Ability until after the effects of **Bassett and Hotchkiss** have been completed, drawing and discarding the same Attacks over and over.
Example2: **Trenchcoat [TG]** has an *immediate effect* which removes all Pedestrians, Reporters, and Bystanders from play, and a *continuous effect* which *prevents* players from playing Pedestrians, Reporters, and Bystanders.
Example3: Player A has **Master's Advance** in play. **Master's Advance** has an *immediate effect* of forcing Player A's opponent to discard a Dodge each time that player plays a Dodge. The *immediate effect* of discarding a Dodge for **Master's Advance** is triggered by Player A's opponent playing a Dodge.
Example4: **Duncan MacLeod** plays **Leg Sweep** and **Master's Head Shot**. Player A has an **Upper Guard** in play, and chooses to allow the **Leg Sweep** to be *successful*. **Leg Sweep** has an *immediate effect* when it becomes *successful*. The **Upper Guard** is removed by **Leg Sweep** when it becomes *successful*, however Player A can now play a new **Upper Guard** against the **Master's Head Shot**.

Immortal Research [MC] - S3 - Methos - EDGE
Declare which Phase of your turn that you are playing this card in as you play it. Look at your opponent's Hand. You may immediately play any 1 non-Persona Specific card from your opponent's Hand. You may only play 1 Immortal Research this turn.

Proper Defenses - A Defense which will avoid or block an Attack is an Proper Defense. See also Improper Defense.

Improper Defenses - A Defense which will not avoid or block an Attack is an Improper Defense. You are not allowed to play a Defense that does not defend against an Attack played by your opponent. You *may* play an Improper Defense against a Hidden Attack, even if you are able to look at the Hidden Attack. Any restrictions or other effects from the Defense's Text still occur if the Improper Defense was the last Defense played. See also Proper Defense.
Example: **Xavier St. Cloud** plays a **Middle Left Attack**, **Hook**, and **Thrust** as a Hidden Attack while in the **Mountain Cave**. His opponent, **Connor MacLeod**, plays **Duck** against the **Middle Left Attack** and looks at the Hidden **Thrust**, as per his Persona Power. Even though he knows the Attack is *unblockable* due to **Hook**, **Connor** plays his **Master's Block** against the **Thrust**. The **Thrust** is *successful*, but **Connor**'s *next* Attack is *unblockable* due to the **Master's Block.**

Improvised Weapon [ME] - OOO/OSO/OOO - 3 - [Generic] - SPECIAL ATTACK: RANGED
This Attack does no damage. If this Attack is *successful* your opponent must take the top 3 cards from his Endurance and place them in his Discard Pile.

Impulse [AT] - 3 - [Generic] - EVENT
Play this card if your opponent has a non-Pregame card in play that must be discarded from play to be used. You take control of that card until the end of your opponent's next turn.

Impulse - Timing - When a player plays **Impulse**, their opponent cannot immediately *discard* the target of **Impulse** to *prevent* you from taking control of it. You may use the card controlled by **Impulse** immediately of you choose.
Example: You play **Impulse** on your opponent's **Nexus**. He cannot discard **Nexus** after it has been targeted by **Impulse** because he no longer controls that card.

In Conjunction - Exertions - Cards that are played *in conjunction* with cards that you are searching for in an Exertion a considered to be played simultaneously, even though you are not actually doing so. Treat any cards played *in conjunction* with each other in this manner the same as all other *in conjunction* effects. If a card specifically states that it is played *in conjunction* with a card or effect, it may only be played *in conjunction* with that card or effect.
Example1: Player A has a **Thunder Castle Games (Rip)** in play. Player B plays **Head Shot** and **Lunge**, then Exerts for an Attack to play *in conjunction* with **Head Shot** and **Lunge**. Player A wants to *counter* the **Head Shot**, but waits to see if Player B finds an Attack first. Player B finds an **Upper Right Attack**, so Player A then *counters* the **Head Shot** card with the **TCG**.
Example2: Player A plays **Head Shot** and **Lunge**, then Exerts for an Attack. He finds a **Riposte: Upper Left** and a **Lower Right Attack**. If he chooses the **Riposte: Upper Left**, the Attack is a Head Shot, but is not affected by **Lunge** since it is not a Basic Attack. If he chooses the **Lower Right Attack**, it is not a Head Shot since it is not an Upper Attack, and it is not made a Power Blow because it is not a Head Shot. The **Lower Right Attack** *is* a Basic Attack, and is still affected by the **Lunge**.
Example3: **Lunge** says to "Play this card *in conjunction* with a Basic Attack." **Lunge** can not be played *in conjunction* with a card other than a Basic Attack, although other cards can be played *in conjunction* with that Basic Attack.

In Conjunction - Cards that are played *in conjunction* with one another are played at the same time. If your opponent is playing a series of cards *in conjunction* with one another and you wish to *counter* one or more of the cards, wait until the entire series of cards are played and then *counter* the cards. You may play several of the *same* card *in conjunction* with one another even if they don't *stack*. If you do so, your opponent must *counter* each identical card in order to *counter* the card's effect.
Example1: Player A has a **Thunder Castle Games (Rip)** in play. Player B plays **Head Shot**, **Lunge**, and **Upper Right Attack**. After all 3 cards have been played, Player A Discards (and destroys) **Thunder Castle Games** to *counter* the **Lunge**. Player A may dodge the Attack as normal.
Example2: In *Example1*, Player B sees that Player A has a **TCG** card in play, and plays 3 **Lunge** *in conjunction* with the **Upper Right Attack**. Player A uses the **TCG** to *counter* 1 **Lunge**, but the **Upper Right Attack** is still affected by the other 2 **Lunge** cards played *in conjunction* with it.

In-Game Cards - Any card with the standard Highlander: The Card Game^{tm} and Swordmaster^{tm} logos is an in-game card.

Insurance: Kalas: Situation** and **Theatre: Location - If **Theatre** and **Insurance: Kalas: Situation** are both in play, you would take your opponents Hand and randomly choose which cards to discard and discard them for your opponent.

Interference [SE][ME] - [Generic] - EVENT
Target player must discard 2 cards.

Intimidate [SE] - R - Luther, Slan - EVENT
Your opponent cannot attack next turn.

- J -

Jack Donovan [ME] - [Generic] - SITUATION
You may discard this card from play instead of playing a card on your turn. You do not have to make an Exertion for not playing any cards this turn.

Joe Dawson Pre-Game - When you Exert to move the cards from your Discard Pile to the bottom of your Endurance, make the Exertion first, then move the cards from your Discard Pile to the bottom of your Endurance. The cards from the Exertion then go to your Discard Pile. Any Watcher cards in that Exertion do not get moved to the bottom of your Endurance.

- K -

Kane [TG] - Kane - PERSONA
At the beginning of your turn, you may look at the top card of your opponent's Endurance. You may use that card this turn if you discard the top card of your Endurance *in conjunction* with using that card. You may include up to 5 Master cards.

Kanwulf** and **Master's Advantage - If he is using the **War Axe** one-handed, and **Masters Advantage: Ramirez** affects him, he will need to either wield it two-handed, or Disarm it in favor of a second Weapon of Choice. Using the **War Axe** one-handed does not make it a one-handed weapon, although it will be considered to have only 1 Hand Icon in play.

Katana Sword and Hand Icons - You cannot play any cards that would make you have more than two Hand Icons in play, and in **Katana** Sword's case, you cannot make it a two-handed weapon if you already have two Hand Icons in play.

Kirk Matunas [ME] - 3 - [Generic] - EVENT
You may play any number of **Kirk Matunas** cards *in conjunction* with this card. Your opponent takes 1 damage plus 2 additional damage for each **Kirk Matunas** played *in conjunction* with this card after the first.

Kirk Matunas - Countering - All **Kirk Matunas'** played together are considered to be one source of damage. If one Kirk is *countered*, it adds no damage to the other **Kirk Matunas** it is played *in conjunction* with. If the damage from **Kirk Matunas** is *countered*, all damage is *countered*.
Example1: Player A plays 3 **Kirk Matunas** *in conjunction* with each other to produce 5 points of damage. Player B Discards **Forethought: Xavier St. Cloud** immediately *counters* 1 **Kirk Matunas**. **Kirk Matunas** now does 3 damage.
Example2: Player A plays 3 **Kirk Matunas** *in conjunction* with each other. Player B plays **Police** which *counters* all damage from an Event. Since the damage produced by **Kirk Matunas** is only one source, all damage from **Kirk Matunas** is *countered*.

- L -

Last Turn Effects - See Looking Back at a Previous Action

Linda Plager [SE] - [Generic] - EVENT: REPORTER
All players must discard 2 Attacks.

Locations - If a card has a ruin as its Icon in the upper-left hand corner of the card, it is a Location. There may only be 1 Location in play at any given time. If another Location is played, any Location already in play is Discarded. Locations do not have any effect if they are not in play. Locations are Special cards.
Note: The Location **Pyramid was printed before Locations were standardized, and was given the Icon of a Seeing Eye on a pyramid. **Pyramid** *is* a Location.*

Looking Back at a Previous Action, or "Last Turn" Effects - There are occurances that require you to *look back* at a previous action to determine whether or not an effect will occur, usually whether or not you did something on your previous turn or if your opponent did something on his turn. Even if the effect was not in play when you perform the action, the effect occurs. If you did not have a turn to *look back* on, the effect does not occur.
Example1: Player A does not play an Attack. Player B plays **Slaughter House: Location**. On his turn, Player A may not play a Special card because he did not attack on his last turn.
Example2: **Extra Shot: Annie Devlin** would not make the extra Attack *unblockable* if this was the first turn of the game.
Example3: If your opponent did not have a "last turn", you may not Discard a Defense because he did not attack last turn.
Example4: Player A plays **Master's Head Shot: Duncan** and **Challenge**, a Special card. At the end of the turn, you must *look back* to see if you played a Special card. Player A did, and so the **Master's Head Shot** is not a Head Shot or Power Blow.

Luck [SE] - R2 - Richie - EVENT
You may retrieve any card from your Endurance and place it in your Hand. You must shuffle your Endurance.

- M -

Making Attacks v. Playing Attacks - Any time a card allows you to "make" an Attack, whether or not you are playing an Attack card, you are considered

to be *playing* that Attack. If you make an Attack without playing a card, you still need to play a card during your turn or make an Exertion.
Example: **Xavier St. Cloud** may "make" a 1 point middle-center Attack if he does not play a Special card. **Xavier** would be be *playing* this Attack. **Xavier** must still play a card or make an Exertion during his turn.
Example2: **Verona, Italy 1637** is in play. **Corda and Reno** play a Basic Attack. They want to use **The Equalizer** to "make" the Basic Attack a Ranged Attack, but can't because **Verona, Italy 1637** *prevents* them from playing or making Special Attacks.

Maniacal Laugh [Must Attack] - No Attacks - If you have no Attacks in your Hand, you must Exert for one. If you are *prevented* from attacking, you need not Exert, but will still lose a Defense.

Mask [ME] - R3 - Slan - OBJECT
All damage from Attacks completely covered by **Mask** is reduced by 1.**Mask** covers Upper Left, Upper Center, and Upper Right grids. You may only have 1 **Mask** in play.

Master - Any card with the word Master in the Title or Group Line is considered to be a Master card, or in the Master *group*. You must *associate* a Persona card, even if it is a **Generic Immortal** Persona, with your Deck in order to use Master cards. Your Persona card defines how may Master cards you can include in your Deck. "Using" and "including" Master cards in your deck is the same thing.
Example1: Player A is using the **Duncan MacLeod** Persona card. He is allowed up to 6 Master cards in his deck, as defined on the **Duncan MacLeod** Persona card.
Example2: Player B wants to use a **Generic Immortal**, but also wants to include Master cards. He decides to use one of the **Generic Immortal** Persona cards. He may now include up to 3 Master cards in his deck.

Master Limit - Your Persona card will tell you how many Master cards you are allowed to include in your deck. This is your Master limit. If you do not *associate* a Persona card with your deck, you may not include any Master cards.
Example1: You are using the **Duncan MacLeod** Persona. Your Master limit is 6.

Master's Disarm (Nakano or Connor) and Forged Steel - If you have **Forged Steel** in play and you play **Master Disarm** for **Nakano** or **Connor**, you take your opponent's weapon and *break* it. His weapon is now *broken* and only you may *roll to recover* your weapon.

Master's Disarm (Nakano or Connor) and Weapons of Choice - If you are using two Weapons of Choice, you must Disarm both Weapons before you can play **Master Disarm**. Having a card in the Weapon *group* (a card with the word "Weapon" in the Title) has no bearing on whether or not you have a "weapon" for the purposes of **Master Disarm**.

Master's Disarm: Kurgan and Iron Will - You can use **Iron Will [AT]** with **Master's Disarm: Kurgan**. The play sequence would be to play **Master's Disarm**, play any **Iron Will**s you want, then make the Exertion and roll the die. Remember, after making an Exertion, you can no longer play any cards from your Hand for the remainder of the current phase.

Master Head Shot - If you use a Persona Power that is used "only if you do not play a Special" this does not *prevent* you from playing Special cards, but rather you choose not to play a Special card, and thus **Master Head Shot** cannot be played.

Master Swordsman [WC] - OOO/OOO/OOO - [Generic] - SPECIAL ATTACK or BLOCK
When you play this card, choose on area on the Grid where the Attack or Block applies. If used as an Attack, this Attack may be a Power Blow without an Exertion. If used as a Block, this Block may be a Power Block without an Exertion.

Master's Advantage [TG] - S2 - Ramirez - SITUATION
While this card is in play, all Text on your opponent's Persona Power is *nullified*. If their Persona Power allows them additional cards in their deck, they may not play these cards. Your opponent may still play Master and Persona Specific cards.

Master's Advantage and Personas that Increase Restriction Numbers - If a Persona that is allowed more than the Restricted number of a card his deck is targeted by **Master's Advantage: Ramirez**, he may only play that card if there are LESS than the total Restriction number normally allowed to that card that he has in play or in his Discard Pile.
Example1: **Xavier** has included 12 **Unholy Alliance** Plot cards in his deck. He has 4 **Unholy Alliance** in his Discard Pile and 2 **Unholy Alliance** in play. His opponent has **Master's Advantage** in play. He may not play any additional **Unholy Alliance** Plots until he reshuffles his Discard Pile into his Endurance or removes, *nullifies*, or *ignores* **Master's Advantage**.
Example2: **Generic Immortal [Weapon Specific]** allows you to increase the Restriction number on Weapon Specific cards by 1, and is using the **War Axe** with 3 **Throw Weapon**. **Generic Immortal** has 1 **Throw Weapon** in his Discard Pile and 1 in play. His opponent plays **Master's Advantage**. **Generic Immortal** can not play **Throw Weapon** until he reshuffles his Discard Pile into his Endurance or removes, *nullifies*, or *ignores* **Master's Advantage**.

Master's Advice [all editions] - R1 - Amanda, Duncan, Richie - SITUATION
While this card is in play, your Ability is increased by 2. You may only have 1 **Master's Advice** in play.

Master's Attack [4H] - AOO/OAO/OOO, OOA/OAO/OOO - R2 - Caspian - ATTACK

Master's Attack [all editions] - OOO/OSO/OOO - R2 - Amanda, Ceirdwyn, Connor, Duncan, Gen Katana, Kastagir - SPECIAL ATTACK
This Attack *cannot* be blocked.

Master's Block [SE] - BBB/BBB/BBB - R2 - Richie - BLOCK
You may attack normally to any area this turn. Your next Attack this turn may be Hidden.

Master's Disarm [ME] - R - Connor, Nakano - EVENT
You may only play this card if you are completely Disarmed and your opponent played at least 1 non-Ranged Attack last turn. Play this card in your Defense Phase. Your opponent is Disarmed. You are rearmed. Your Defense Phase ends. Your opponent may roll to recover your lost weapon, unless it was broken.

Master's Sanctuary - If **Master's Sanctuary** is protecting you from the effects of a **Holy Ground: Location**, you lose the game immediately if **Master's Sanctuary** leaves play or is *nullified*.

Master's Stance - When **Master's Stance** is used to make a Block a Guard, any Text on the Block has no effect unless that Defense was used to block an Attack that turn.
Example: **Connor MacLeod** has **Master's Stance** in play with **Master's Block** in play as a Guard. However, his opponent did not attack last turn, so he does not get an *unblockable* Attack due to **Master's Block**.

Master's Wisdom [MC] - R4 - Methos - EVENT
Play this card to duplicate an Event your opponent played during his last turn. Treat the effects of the duplicated Event as if you had played it.

Master's Advantage - Even though all Text on your Persona Power is *nullified* while **Master's Advantage** is in play, you may still play Master cards since the Master card limit is used only in deck construction.

Master's Advantage *and Persona Specific or Master Cards* - **Master's Advantage: Ramirez** removes all Text on your opponent's Persona, but does not remove their Title, or Persona name. Therefore, your opponent may play Persona Specific cards normally allowed them, when you have **Masters Advantage** in play. They may also play the Master cards they have included in their deck.

Maximum Ability - Your *maximum Ability* is your starting Ability of 15 PLUS any Ability gained from *continuous effects*. Your Maximum Ability may change throughout the game depending on cards you have in play. You may gain Ability up to your *maximum Ability*, but not more. You may play cards that allow you to gain Ability, but you will gain no Ability beyond your Maximum.
Example1: Player A has taken 1 damage, and has a **Richie Ryan: Premium**, which gives +1 Ability, and **Master's Advice** which gains 2 Ability while in play. His Ability is 17 and his maximum Ability is currently 18.
Example2: Player A from above plays **Watcher: Treatment** which allows him to gain 2 Ability. He cannot raise his Ability above his *maximum Ability*, so his Ability is now 18.

May Do Phase - After taking care of all Must Do Effects, you may then process 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. Again, you may accomplish these effects in any order you choose. You may opt not to do any May Do effects at all. If your opponent did not attack during his last turn you may discard one Defense from your Hand during this phase. If you have an Edge card that will *counter* or affect a May Do effect directly, then you may play it when resolving these effects. No Special cards may be played during the "Must Do" Phase.
Example: **Master's Stratagem** states that you *may* discard two cards and draw to replace them. This is done during the "May Do" Phase.

MC - Abbreviation for Methos Collection

ME - Abbreviation for Movie Edition

Methos *and* ***Master's*** *Stratagem* - **Methos**' Persona Power allows him to discard "up to" 2 cards from his Hand, so he could choose to discard 1 or 2 cards (or none) and then immediately draw to replace them. Once you have discarded and drawn to replace the first card, you cannot then decide to discard and draw to replace a second card.

Mirror Image - *Multiple Mirror Images* - If you have two **Mirror Images** in play, both **Mirror Image** cards stay out. However, your opponent only has to roll against the most recently played card. A miss would still be counted against all **Mirror Image** cards in play. If any of the **Mirror Image** cards have two misses on it, it is removed from play.

Mishap [ME] - 2 - [Generic] - EVENT
You may only play this card during your Defense Phase if your opponent made a Power Blow last turn. You avoid that Power Blow. Your next Attack this turn *cannot* be blocked.

Monkey [4H] - [Generic] - SITUATION
When this card is played, your opponent must discard a card from his Hand for each **Monkey** in play. You may play another **Monkey** this turn.

Multiple Attacks - Many players have a difficult time handling a long string of Attacks. Attacks and Defenses resolve in the order they are played or used. For example: Player A plays a **Battle Rage** and manages to play 4 Attacks: an **Upper Left Attack**, and **Lower Right Attack**, an **Upper Center Attack**, and a **Lower Left Attack**. Player B plays an **Upper Left Block** that would normally block the **Upper Left Attack** and the **Upper Center Attack**. However, there is a **Lower Right Attack** in between them. To carry the **Upper Left Block** over to block the **Upper Center Attack** as well, you would have to let the **Lower Right Attack** hit you (become *successful*). Player B decides to play a **Lower Center Block** to block the **Lower Right Attack** then plays a **Left Guard** to block both the **Upper Center Attack** and **Lower Left Attack**. If Player B didn't have the **Lower Center Block**, he could decide not to play a Defense against the **Lower Right Attack** and instead make an Exertion to search for a Defense. Since he cannot play cards from his Hand after making an Exertion, he plays the **Left Guard** against the **Upper Center Attack** and **Lower Left Attack** first. He then makes an Exertion to search for a Defense to play against the **Lower Right Attack** and finds a **Back Away**.

You need to analyze the Defenses you do have in your Hand. Will some of the Blocks cover more than one consecutive attack? Are you *prevented* from playing some kind of Defenses? Will a certain type of Defense not block or avoid consecutive attacks (i.e. **Battle Rage**)? After you figure out the answers to these questions, you can usually work out your best options to playing what Defenses you have. If, after playing any Defenses from your Hand, there are other attacks that are left undefended, you can then make an Exertion to search for a Defense in the hopes to block or dodge one of them.

Must Do Phase - The "Must Do" Phase is a sub-Phase of the Sweep Phase. After cards are Swept, any Must Do effects are resolved. These effects can be identified by the Text of their instructions, which 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. You may play an Edge card during your "Must Do" Phase only if it directly affects, *prevents*, or *nullifies* a Must Do action. No Special cards may be played

during the "Must Do" Phase.

Example1: **Quality Blade: ME** states that you draw a card. This is a "Must Do" action and is done at the beginning of your turn.

Example2: **Luther** plays **Malicious Grin**. During his "Must Do" Phase, **Luther**'s opponent *must* Discard all Dodges from his Hand. Instead, his opponent plays **Selective Memory**, which directly affects Discarding. He no longer *must* discard all Dodges.

Example3: Player A completes the **Counterfeit** Plot. Player B wants to play **Underworld Contact** to *counter* the effects of **Counterfeit**, but he can not play Special cards during the Sweep or "Must Do" Phase.

- N -

Nefertiri [SE] - Nefertiri - PERSONA

During your turn, you may draw back up to your Ability if you have fewer cards in your Hand than your Ability. When you discard from your Hand, you may place some or all of those cards on top of your Endurance. You may include up to five Master cards.

Nefertiri and Interrupting Effects - She may draw to her Ability at any time during her turn, as long as it does not interrupt an *immediate effect*. This includes the time before her "Must Do" Phase.

Example: **Nefertiri** plays **Bassett and Hotchkiss**. When she discards Attacks, she may choose to discard them to the top of her Endurance. However, she may not draw to her Ability until after the effects of **Bassett and Hotchkiss** have been completed, drawing and discarding the same Attacks over and over.

Nemesis [ME] - [Generic] - SITUATION

Psychosis: You may only play this card if your opponent is **General Katana**. While this card is in play, **General Katana** may only make Standard Exertions during his turn.

Nemesis Cards - You may only have one **Nemesis** card in play. If a **Nemesis** card says that you cannot do something, then you are *prevented* from performing that action, even if another card you have in play permits you to.

Next Attack - If a card or effect refers to your *next Attack*, it refers to the next Attack that you play that turn.

Example: Player A plays **Dual Attack: Parrying Blade**. Player B is using the **Amanda** Persona and plays **Dodge**, causing her to lose 1 Attack. She then skips her first Attack and plays an **Upper Right Attack** *in conjunction* with **Head Shot**. This is her *next Attack* and *cannot* be blocked due to **Dual Attack: Parrying Blade**.

Nexus and Drawing Cards - The drawing of cards in your Draw/Discard Phase is an immediate effect. You cannot discard Nexus to reshuffle while Drawing, and then continue drawing after reshuffling.

*The Nexus*tm *League* - The Nexustm is Thunder Castle Games' tournament league program. Nexustm members are ranked against players across the country based on their performance in Sanctioned Tournaments, receive a **Quickening** card for winning a Sanctioned Tournament, receive promotional cards available only to Nexustm members, and receive Thunder Castle Games quarterly newsletter, Castle News. If you would like to join the Nexustm, please contact Thunder Castle Games at http://www.tcgames.com or call them at (816) 363-9363.

No Damage v 0-Damage - An Attack that does 0 damage may potentially do damage if it is modified to do so. If an Attack does No damage, effects which increase damage from Attacks have no effect.

Example1: **Duncan MacLeod** is using the **Kurgan Quickening** which increases damage on *successful* Attacks by 1. He plays **Leg Sweep**, which does 0-damage. If *successful*, **Leg Sweep** will now do 1 point of damage.

Example2: **The Kurgan** plays a **Dirty Trick**, which does no damage. Even though **Kurgan**'s Persona Power says that all *successful* Attacks do an additional point of damage, **Dirty Trick** still does no damage.

Example3: **The Kurgan** plays a **Dirty Trick** after playing **Bloodlust**. Even though **Bloodlust** says that all Attacks do 1 point of damage, the **Dirty Trick** still does no damage.

nullify - When a card or effect is *nullified*, it has no affect on game play or other cards in play. Once the card is no longer *nullified*, any Continuing Effects that the card may have return to play, but effects that occur when a card is brought into play do not occur.

Example: Player A has **Monkey** in play. He plays **Focus (This Turn) Monkey** and finishes his turn. On Player B's turn, **Monkey** is no longer *nullified* and returns to play. Player B does NOT discard any cards for **Monkey**, because the Discard effect only occurs when **Monkey** is brought into play.

- O -

Objects - If a card has a sword as its Icon in the upper-left hand corner of the card, it is an Object. Objects stay in play until they are removed by a card or effect. Objects may remove themselves from play. Objects do not have any effect if they are not in play. Some Objects must be *discarded to use*. Their effects occur immediately when discarded. Objects are Special cards.

- P -

Pagliaccio and Forced Discards From Your Endurance - Making an Exertion for any reason is not considered "forced discarding". If **Cull the Weak: Exhausted** is played, count the cards remaining in your Endurance, then discard that number of cards from your Hand.

Parking Garage [ME] - [Generic] - LOCATION

All players cannot roll to recover any Disarmed weapon.

Paul Kinman and Exerting for Defenses - His power only kicks in if you play an *unsuccessful* Defense. If you play no Defense against his Hidden Attack, you may Exert as normal. Once your opponent guesses wrong against any Hidden Attack you play, then they can't make an Exertion to search for a Defense at all that turn.

Pedestrian (Game Ends in 5 Turns) - At the end of the fifth turn that **Pedestrian** is in play, the player with the highest Ability wins the game. If both

players have the same Ability, the game continues in First Blood.

Pedestrian [SE] - [Generic] - SITUATION: BYSTANDER
All players cannot attack. This card is removed from play after your opponent's next two turns.

Pedestrian [SE] - [Generic] - SITUATION: BYSTANDER
If this card is in play after your opponent's next 5 turns, the player with the highest Ability wins the duel. If there is a tie, First Blood begins.

Persona - A Persona is a Pre-Game card which depicts an Immortal from the TV Series or Movies. When you use a Persona card, you play the role of that Immortal for the game. You may only use one Persona card. The Text in the lower box on the back of the Persona card underneath the Persona's history is the Persona Power.

Persona Power - A Persona's "power" is all game Text on the Persona card. The game Text is located on the back of the Persona card (opposite the Immortal's picture) underneath the Persona's history. All game Text is part of a Persona's power, even if it may seem to inhibit the Immortal.

Persona Powers in Place of a Special - see Effects in Place of a Special

Persona Premium - Persona Premiums are a sub-class of Premiums. Persona Premiums have the same name as your Persona. They are an extension of your Persona. They may not be removed from play, and are not affected by cards that remove Pre-Game cards from the game.

Persona Specific - If the sub-title of the card is the name of a Persona, that card is Persona Specific. If you are using the Persona named, you may include that card in your deck as you would Generic cards. Generic Immortals may use Persona Specific cards in a limited fashion. See Generic Immortals for details.

Phases - There are 5 Phases, plus two sub-Phases. They are listed here in order:

1. Sweep Phase
   a. "Must Do" Phase
   b. "May Do" Phase
2. Defense Phase
3. Attack Phase
4. Ability Adjustment Phase
5. Draw/Discard Phase

Pistol [ME] - OSO/OOO/OOO, OOO/OSO/OOO, OOO/OOO/OSO - 3 - [Generic] - SPECIAL ATTACK: RANGED
You may only play this Attack if the last Defense card you played this turn was a **Back Away**. This Attack does 1 damage. You may play this Attack even if you are Disarmed.

place - When placing cards, you may place those cards in any order. When placing cards from an opponent's Hand, you may look at the targeted cards unless those cards are randomly chosen.

Plan Ahead [SE] - R - Xavier - SITUATION
You may discard this card from play to remove a Situation from play.

Playing Cards Face-Down - Cards played *face-down* are still considered to be that Type of card, and are affected by cards and effects that remove or otherwise affect that card Type.
Example: Player A plays a Situation *face-down* and *in conjunction* with **Hidden Resources**. Player B may then play **Focus** or **Police** on that card, and if the *face-down* card is not a Plot, it is affected by **Simple Mind**.

Playing Cards From Your Hand - If you are *prevented* from playing cards or certain types of cards from your Hand, you are not *prevented* from using cards already in play.
Example: Player A plays **Taunt: Katana** and a **Riposte: Upper Left**. He didn't notice that Player B has an **Upper Guard** in play. The Guard *successfully* blocks the **Riposte**.

Plot - Plot cards have the word Plot in the Group Line, usually Situation: Plot or Event: Plot. Plots often require that you play several cards before they have an effect on the game.

Plot Requirements - The second part of a Plot only requires that the first part of that Plot is in play with it is played. If the first part is removed from play, the second part remains in play. Part one and part two both need to be in play for part 3 to be played, and all 3 parts must be discarded for part 3 to take effect.

Plot: Events - Most Events wait until your next Sweep Phase to be placed in your Discard Pile. However, most Event: Plot tell you to "Discard all three cards." In this case, all three cards, including the Event: Plot, are placed in the Discard Pile.

Poison Gas [SE] - R2 - Xavier - SITUATION
While Poison Gas is in play, your opponent loses 4 Ability and you lose 2 Ability. Poison Gas is removed from play if you draw a card.

Power Block - If you Power Block a Power Blow, you will avoid all damage from the Attack and the Attack is not *successful*.

Power Blows - Damage - A Power Blow normally does 4 points of damage. If a player blocks a Power Blow without making a Power Block, the Attack still does 2 damage. Blocking a Power Blow with a Power Block avoids all damage from the Attack. For Power Blow damage from Amanda see Amanda - Damage from Attacks.

Power Blows - Making Power Blows - You may make an Attack a Power Blow by making an Exertion, or by using a card or effect that allows you to make a Power Blow without making an Exertion. You may only make 1 Power Blow per turn. If an Attack is already a Power Blow, you cannot make that Attack a Power Blow again. If you make a Hidden Attack a Power Blow, you must tell your opponent that it is a Power Blow.
Example1: **Duncan MacLeod** plays his **Master's Head Shot** without playing a Special card. He cannot then make an Exertion to make that Attack a Power Blow because it is already a Power Blow.
Example2: Player A completes the **Destruction** Plot, which allows his next 3 Upper Attacks to be Power Blows. He makes an **Upper Left Attack** and an **Upper Right Attack**. Only 1 Attack may be a Head Shot, because Head Shots are Power Blows, and you may only make 1 Power Blow per turn.

Pre-Game Cards - If a card states that it must be played before the game begins, it is considered a Pre-Game Card. You may only have 1 of each *unique* Pre-Game card in play. Persona cards and Persona Premiums are Pre-Game cards.
Example1: **Darius: Pre-Game** states "Play this card before the game begins." It is a Pre-Game card.
Example2: **Kanis: Persona** states "You may begin the game with one **Hound** already in play." Although you begin the game with a **Hound** already in play, you do not play the card before the game begins. **Hound** does not become a Pre-Game card.

Premium Cards - Premium Cards can be identified by a gold foil print or plastic lamanent. Most Premium Cards are Pre-Game cards. Like all Pre-Game cards, Pre-Game Premium cards are limited to 1. Premium Cards with the same Title but different Text are considered to be *unique* cards. In-Game Premiums (Premiums with the standard Highlander(TM) back) are treated the same as other In-Game cards.
Example: A player may have 1 **Arms And Tactics "Head Shot"** Premium and 1 **Arms And Tactics "Break Glass"** Premium, but may not have 2 **Arms And Tactics "Head Shot"** Premiums.

Premiums - Persona Master Premiums - Persona Premiums which *prevent* your opponent from *countering* your Master cards or removing them from the game also protect your Master cards from being removed if they were brought into your deck by another card or effect that has been *nullified* or itself removed from the game.
Example: **Kurgan** is using the **Quickening** which allows him to include Master cards from other Personas and the **Premium: Masters Cannot Be Countered: Kurgan (MCBC)**. His opponent removes the **Quickening** using **Divine Intervention**, but the **Premium: MCBC** *prevents* the Master cards from being removed from the game.

Preventing Play of Cards by Effect - If you are *prevented* from playing cards that produce a particular effect, such as cause damage or Ability Loss, you are also *prevented* from playing cards which may potentially cause those effects.
Example1: **Spiritual Center** in play. **Kiss Your Butts Goodbye** *cannot* be played because it is an Event and it may cause damage.
Example2: **Safe Haven: Situation** is in play. You *cannot* play **Excessive Force** *in conjunction* with **Police** because the **Police** will now do damage.

Prevention - If a card or effect forbids you from playing a card or performing an action that you would normally be allowed to do, such as saying that you *cannot* do something or you may *only play* some cards and excluding others, you are being *prevented* from doing that action. An exception to this rule is that a Defense that you play does not *prevent* you from playing an Attack. Also, if you lose Attacks or have no Attack Phase, you are not *prevented* from attacking; you simply do not have the opportunity to attack.
Example1: Your next Attack *cannot be blocked* or dodged is a *prevent* action.
Example2: **Master's Advance** states that you must Discard a Dodge to play a Dodge, thereby *preventing* you from playing a Dodge.
Example3: Player A plays **Fast Talk: Hugh Fitzcairn**. Player B has **Discipline: Special** in his Hand and wants to play it. **Discipline: Special** allows you to play itself if you are *prevented* from playing Edge cards. However, in this case you are being *prevented* from playing "cards from your Hand", and not necessarily playing Edge cards. Player be is unable to play **Discipline: Special**.
Example4: **Slaughterhouse** is in play. Player A plays an **Upper Center Attack**. Player B plays an **Upper Guard** and has only Upper Attacks in his Hand. Even though he cannot attack to areas covered by the Guard, he is not *prevented* from playing an Attack. On his next turn, Player A cannot play a Special card due to **Slaughterhouse**.
Example5: **Pedestrian (Hidden Attack)** is in play, which states that you may only play Hidden Attacks. This *prevents* you from playing Attacks that are not Hidden.
Example6: **Distraction** says that you lose an Attack. You are not *prevented* from attacking.
Example7: **Kronos** says that his opponent *cannot* play more Attacks than he did. He is therefore *preventing* you from playing additional Attacks beyond the number of Attacks that **Kronos** played.
Example8: **Chessex** and **Holy Ground (Discard 4)** both tell you to skip your Attack Phase. You are not *prevented* from attacking, you simply do not have the opportunity to attack.

Princes of the Universe [Promo] - 1 - [Generic] - EDGE
You may only play this card if your Ability will increase this turn. You gain 1 additional Ability. This card will not raise your Ability above your Maximum Ability.

Promo - Promotional cards for Highlander: The Card Game are available from Thunder Castle Games and many other sources.

Prone - When you must Discard cards to play cards because you are Prone, you must Discard the same Type of card you are playing. When you play Edges or Special cards, the card must have the same Icon. Attacks and Defense must have the same color Grid, but do not need to cover the same areas. Being Prone is cumulative (*stacks*) with other similar effects. Being Prone does not *prevent* you from playing cards.
Example1: You are Prone, and you play **Back Away: Dodge** and **Angry Mob: Event**. You Discard **Duck: Dodge** for the **Back Away** and **Challenge: Event** for **Angry Mob**.
Example2: You are Prone, and the Location **Joe's** is in play. You play **Angry Mob**. You must now Discard 2 Events, or you cannot play the **Angry Mob**.

Psyche - You are not forced to play or not play anything to facilitate the play of the card selected with **Psyche**. Essentially, if you are clever, you can simply Discard the card **Psyche** selects from the game without disruption to your turn.

Quality Blade [AT] - Saber - OBJECT
You may choose to have any Basic Attack discarded from your Hand placed at the bottom of your Endurance. You may only have 1 **Quality Blade** in play.

Quality Blade: Saber - **Quality Blade: Claymore** depicting **Luther** should be Weapon Specific to **Saber** instead (**Quality Blade: Saber**).

Quickening [Promo] - [Generic] - QUICKENING
[Renaissance]: If you take your opponent's head, you may choose to gain all of his Persona Powers for the rest of the tournament. You must take all or none of that Persona's Power.

Quickening [Promo] - [Generic] - QUICKENING
[General Katana]: If you do not play a Special card, any time during your turn you may make an Exertion to remove a Situation from play.

Quickenings - Bob Quickening - Allows you to use only one non-Reserved card per Persona.

Quickenings and Watcher Database - A **Quickening** may only be affected by a **Nemesis** card (with **Watcher Database** in play) if that **Quickening** exactly matches a portion of that Persona's Power. A Persona gains no additional benefit from using a **Quickening** that mimics their own Power. If a **Quickening** allows you to add cards to your deck, and the **Quickening** is removed, you must remove all those cards from your deck.

- R -

Rachel Ellenstein - It is impossible to **Focus** the card **Rachel Ellenstein**. She will *counter* the first Edge played, or be Discarded without effect if she is unable to do so.

Rachel Ellenstein - Multiple Rachels - If more than one **Rachel Ellenstein** is in play, all **Rachel Ellenstein**s are discarded when the next Edge card is played. That Edge card is still *countered*.

Ranged Attack - Ranged Attacks are Special Attacks with the Group Line RANGED. **Back Away** will not avoid Ranged Attacks. You must have a "free hand" (1 Hand Icon in play or less) to be able to play a Ranged Attack.
Example: **Slan Quince** is using the **War Axe**. He wants to play **Shooting Blade**, but he cannot since he has 2 Hand Icons in play due to **War Axe**, and does not have a "free hand".

Recover Weapon [SE][ME] - [Generic] - EVENT
You may only play this card if your are Disarmed but your weapon is not broken. Your weapon is rearmed.

Regaining Your Feet - When you become "un*prone*", you have *regained your feet*. If you play a card which allows you to *regain your feet*, you must still discard a card of the same Type, as you are still Prone when you play it.
Example: You must still discard an Event when you play **Up and At 'Em**, as you have not yet *regained your feet* when you play the card.

Removing Situations from play - When a Situation is removed from play, it no longer has any effect on the game. However, its effects are not *countered*. No matter how quickly the Situation is removed from play, once it hits the table it has been played, and any effects that occur when it enters play are resolved.
Example: **Xavier** has **Plan Ahead** and several other Situations in play. **Xavier**'s opponent plays **Simple Mind**. **Xavier** must remove all non-Plot Situations from play, even if he immediately removes **Simple Mind** with **Plan Ahead**.

Renaissance Format Tournaments - Renaissance Format is no longer supported by Thunder Castle Games. See Tournament Guidelines (available from Thunder Castle Games) for more details.

Reporter [SE] - [Generic] - EVENT: REPORTER
All players gain 2 Ability. This card cannot raise any player's Ability over their Maximum Ability.

Reporter - Group - Any card with the word Reporter in its Title or Groups Line belongs to the Reporter group.

Reserved Cards - Reserved cards may only be included in your deck if you are using the Persona whose name appears below the Title (its Immortal Specific name). If you are able to include that card in your deck by other means, you are able to play that card as if it were your own unless otherwise restricted by how you were able to include the card in your deck (i.e. **Darius: Event**). Reserved cards have a sword symbol in the upper right hand corner of the card.
Example1: **Generic Immortal** wants to include **Intimidate: Slan Quince** in his deck, but is unable to because the card is Reserved. He then decides to use **Darius: Event** to bring the card into his deck. When he plays **Intimidate: Slan Quince**, it must be played *in conjunction* with **Darius: Event** due to the Text on **Darius**.
Example2: **Richie Ryan** includes **Seduce: Amanda** in his deck using his Persona Power. He may play **Seduce: Amanda** as if it were his own.

Restriction by Title - You may have up to six (6) cards in your deck that have the exact same Title, even if there are several *unique* cards with the same Title. The sub-title is NOT considered part of the Title, so cards with the same Title but different sub-titles are still Restricted to 6 by Title, such as with Plots.
Example1: You may include 2 **Watcher: Treatment** (Restricted to 2), and 4 **Watcher: Hunter** (not Restricted), but not 2 **Watcher: Treatment** and 6 **Watcher: Hunter**.
Example2: **Master Head Shot** is different from **Master's Head Shot**, and you may include 6 of each barring Restriction.

Restriction Number - If there is a number in the right hand side of the Title Bar, that card is Restricted to that number. You cannot include more of the *same* card in your deck than its Restriction number.

Example: **Street Punk** has a Restriction number of 3. You may only include 3 **Street Punk** cards in your deck.

Richie Ryan and Darius - If **Richie Ryan** uses **Darius: Event** to use a card he is already using due to his Persona Power, he may only play 1 of that card without **Darius** each time through his Deck. Once **Richie** Exhausts or uses another card or effect to shuffle his Discard Pile into his Endurance. If one of the cards is removed from play, **Richie** may choose to assume that the card removed was the card brought in by **Darius**.
Example1: **Richie** includes **Seduce: Amanda** in his deck using his Persona Power, and then uses **Darius: Event** to bring in 3 additional **Seduce: Amanda**. **Richie** plays **Seduce** with **Darius** on turn 1, and then **Seduce** without **Darius** on turn 2. If **Richie** wishes to use **Seduce** on turn 3, he must use **Darius**.
Example2: After the above Example, **Richie** uses **Nexus** to reshuffle his Discard Pile into his Endurance. **Richie** may now play **Seduce** from his Hand without the use of **Darius**.

Richie Ryan and Quickening: [Bob] - If using the **Quickening: [Bob]**, **Richie Ryan** may use one non-Reserved card, **and** one Reserved card, from each Persona.

Riposte [ME][TG] - AOO/OOO/OOO, OAO/OOO/OOO, OOA/OOO/OOO, OOO/AOO/OOO, OOO/OAO/OOO, OOO/OOA/OOO, OOO/OOO/AOO, OOO/OOO/OAO, OOO/OOO/OOA - [Generic] - ATTACK
If the last Defense you played this turn was a *successful* Block, this Attack may be Hidden.

Rips - See **Thunder Castle Games** cards

Rules of the Game and Focus - **Rules of the Game** does not have a continuous effect. You may play **Focus (This Turn)**, and another **Rules of the Game** may be played. It is thus possible to have two **Rules of the Game** in play.

Run Through [ME][SE] - R3 - Kurgan, Slan - EVENT
You may play this card after your opponent plays a non-Ranged Attack. You cannot play a Defense this turn. Your opponent's Attacks succeed. Your next Attack this turn *cannot* be blocked.

- S -

Safe Haven [Promo] - 2 - [Generic] - SITUATION
Your opponent cannot play any Attack cards. Your opponent cannot play any Special cards that may do damage. This card is removed from play if you play an Attack, or if you play a Special card that may damage your opponent.

Safe House - Playing Cards From - When **Safe House** leaves play, you may be allowed to play multiple Event and Situation Allies, as long as they were under **Safe House**. You choose the order they come into play, but you must obey any Text that requires them to be played in distinct phases. If the Ally has requirements that must be met in order to be played, those requirements must be met or the Ally is discarded without effect. Any **Darius** from **Safe House** may be used to play an Ally you included with **Darius** in your deck, from your Hand. Any Ally that require **Darius** to be played with them cannot be played without **Darius**.
Example: Player A has **Safe House** in play with **Kate** underneath. Player A plays **Police** to remove **Safe House** from play. Next turn, Player B does not gain Ability. **Kate** comes into play, but Player A's opponent has not gained Ability, which is a requirement for playing **Kate**. **Kate** is discarded without effect.

same - A card is the *same* as another card, or *unique*, if it has the same Title, Grid/Icon and Text.
Example: **Watcher: Treatment** has the same Title and Icon as **Watcher: Hunter**, but it has different Text, so they are not the *same* cards.

Sanctioned Tournament - Sanctioned Tournaments offer a place for players to compete against each other for prizes from Thunder Castle Games, a chance to increase or decrease their Nexus^{tm} Rating based on their performance, and a **Quickening** card for the winner (if he or she is a Nexus^{tm} member). If you would like to run a Sanctioned Tournaments, please contact Thunder Castle Games on their web site at http://www.tcgames.com, or call them at (816) 363-3693.

Scorn - [Generic] - SITUATION
While this card is in play, target player loses 2 Ability. This card is removed from play after your opponent's next 2 turns.

SE - Abbreviation for Series Edition

Secret Identity [MC] - S2 - Methos - SITUATION
You may *ignore* the effects of any of your opponent's Events.

Security Guard - If you play a **Security Guard** on an Object, Situation, Situation: Plot and remove that card from play by *discarding to use*, completing the Plot, or another effect, that card is still removed, as **Security Guard** only protects against Situations and Objects being removed by your opponent.

Seduce [SE] - R4 - Amanda - EVENT
Your next Attack this turn is *unblockable* and *undodgeable*.

Seduce [WC] - R - Fitzcairn - EVENT
You gain control of any Situation: Ally your opponent has in play. You may choose a different target or opponent if that card requires one.

Seduce [SE] - R4 - Nefertiri - EVENT
Your next Attack this turn may be *undodgeable* and your opponent loses their next attack.

See No Evil [4H] - [Generic] - SITUATION
You may discard this card from play *in conjunction* with playing a Hidden Attack. Your opponent cannot Exert to search for a Defense if they play an *unsuccessful* Defense against that attack.

Selective Memory - If you avoid Discarding cards with this card, it does not *prevent* any effects which occur if you do not Discard cards.
Example: Player A plays **Kiss Your Butts Goodbye**. Player B plays **Selective Memory** in her "May Do" Phase and does not Discard any cards. Player B still takes 2 damage from **Kiss Your Butts Goodbye**.

Sheathe Weapon - If your opponent Disarms themselves by playing **Discard Weapon** *in conjunction* with **Sheathe Weapon** and then Disarms you by "taking" your weapon, you may still *roll to recover* your weapon. Even though real-world logic dictates that your opponent has both his and your weapons, there are no cards or effects in play that *prevent* you from re-arming yourself. Similarly, if a **Discard Weapon** (Object) is removed from play, that player may still *roll to recover* their weapon. Remember: it's not real-life; it's just a game!

Shooting Blade [SE] - OOO/OSO/OOO - R1 - Slan - SPECIAL ATTACK: RANGED
This Attack does 4 damage.

Signature Cards - Signature cards are similar to Reserved cards in that only the Immortal named on the card (Immortal Specific name) may include that card in their deck. However, Signature cards can not be *used* or *included* by any Persona other than the one named on the card BY ANY MEANS. The Restriction number on a Signature, if present, cannot be altered by other cards or effects. Signature cards have a sword symbol wrapped with an "S" in the upper right hand corner of the card.
Example1: **Richie Ryan** may not include **Hogg: Kern**.
Example2: **Hugh Fitzcairn** may not use **Darius: Pre-Game** to include a third **Fast Talk**.

Silas and Combining Basic Blocks - **Silas** can play two Basic Blocks, *same* or different, using his Persona Power even if one of those Blocks is inappropriate. If he plays multiple Blocks, and is using **Quality Blade: War Axe**, he may extend the single Basic Block they form by one Grid.

Situations - If a card has a silhouette of an Immortal as its Icon in the upper-left hand corner of the card, it is a Situation. Situations stay in play until they are removed by a card or effect. Situations may remove themselves from play. Situations do not have any effect if they are not in play. Some Situations must be *discarded to use*. Their effects occur immediately when discarded. Situations are Special cards.

Special Attack - Special Attacks have a gold Grid Icon, and are often more difficult to defend than normal Attacks.

Special Attack or Block - Some cards state that they are both a Special Attack and a Block. At any given time, this card is either a Special Attack or a Block. While it is in your Hand, it is either, player's choice. When you play a Special Attack or Block, it is played as either a Block or a Special Attack.
Example: **Block and Strike** and **Master Swordsman** are examples of Special Attack or Blocks.

Special Attack or Block and Exertions - You may play an Special Attack or Block from an Exertion for a Defense, but not from an Exertion for an Attack, because you cannot pull Special Attacks from an Exertion.
Example: Player B Exerts for a Defense against an Upper Left Power Blow. He finds a **Master Swordsman** in the Exertion and uses it to make a Power Block.

Special Attack or Block and Prevention - If a there is a card in play which *prevents* you from playing Attacks to certain areas, you may still play a Special Attack or Block to those areas as a Defense. However, you will not be able to use that card as an Attack while you are *prevented* from attacking to those areas.
Example: **Cover** is in play, which *prevents* players from playing Middle Attacks. Player A plays **Block And Strike** as a Defense, but he cannot use **Block And Strike** as an Attack due to **Cover**.

Special Card - Event, Location, Object and Situation cards are all considered Special cards. You may only play one Special card per turn, and only during your Defense or Attack Phases.

Stacking - Identical versions of Objects, Situations, and Locations with continuing effects do not compound their effects, or *stack*, unless they affect Ability or they specifically state that they *stack*. Different cards with similar effects *do stack*. Also, a Persona Power does not stack with a **Quickening** that duplicates that Persona Power.
Example1: **Xavier St. Cloud** has two **Poison Gas** in play. His Ability is -2 FOR EACH **Poison Gas** for a total of -4 Ability. His opponent would be -8 Ability.
Example2: **Richie Ryan** has **Mask: Slan Quince** and **Armor: Helmet: Khan** both in play. All damage from Upper Attacks is reduced by -1 for **Mask** and -1 for **Helmet** for a total of -2.
Example3: **Kurgan** using the **Quickening** that increases all damage to Attacks by 1 only does +1 damage, not +2.
Example4: A player has two **Master's Advance** in play. His opponent only needs to discard 1 Dodge in order to play a Dodge.
Example5: Player A plays 4 **Monkey**s in one turn! The Discard effect for **Monkey** occurs when the card enters play, and is not a continuing effect, so Player A's opponent must discard 10 cards (1 + 2 + 3 + 4 = 10) at the beginning of his turn.
Example6: **Methos** has **Master's Stratagem** in play. Even though **Methos**' Persona Power and **Master's Stratagem** are nearly identical, they are different cards and therefore *do* stack. He may discard and replace 2 cards for his Persona Power AND 2 cards for **Master's Stratagem**.

Stalk [SE] - OOO/OSO/OOO - R1 - Xavier - SPECIAL ATTACK
This Attack *cannot be blocked* or dodged.

Standard Exertions - There are 5 Standard Exertions:

1. Exerting to Search for an Attack
2. Exerting to Search for a Defense
3. Exerting to Make a Power Blow
4. Exerting to Make a Power Block

5. Exerting for Nothing

Standing Defenses - Cards with the Group Line of Standing Defense or state that they are a Standing Defense are all considered a Standing Defense. Guards are Standing Defenses. You cannot normally drop a Standing Defense at will. The inherent properties of Guards do not apply to other Standing Defenses.

Street Punk [ME] - [Generic] - EVENT: BYSTANDER
You may only play this card if your opponent played a Location last turn. Your opponent takes 2 damage.

Street Punk [SE] - 3 - [Generic] - EVENT: BYSTANDER
Target player takes 1 damage.

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 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 name. 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, unless you are playing with or playing as a Generic Persona.

Successful Attack - An Attack is *successful* if a player is unable to block or dodge the Attack, if the Attack does damage, or if a Player is unable to otherwise avoid the Attack. Attacks must be defended in the order that they are played. The one exception to this rule is that when you play a Defense from an Exertion, you may place that Defense anywhere along a string of Attacks. Defenses are then resolved in order. Attacks become *successful* at the end of your Defense Phase, or you can declare an Attack played against you *successful* before that time. Once an Attack is declared *successful*, no Defenses can be played against that Attack and the Attack can no longer be avoided. See also Multiple Attacks and Attacks that Modify Later Attacks. *Example:* Player A makes a **Thrust**, which does an additional point of damage if *successful*, a Power Blow. Player B blocks the Attack, but does not make a Power Block. Player B takes 3 damage from the **Thrust** (2 + 1).

Superior Tactics - When played *in conjunction* with a **Back Away** or other Dodge, it is treated as having no Text much like **Distract: Amanda** or **Master's Dodge: Cassandra**, allowing you to avoid Ranged Attacks as well as attack as normal.
Example: **Slan Quince** plays **Shooting Blade**. **Methos** plays **Superior Tactics** *in conjunction* with **Back Away**. **Methos** avoids (Dodges) the **Shooting Blade** even though he used a **Back Away**. **Methos** then plays an **Upper Center Attack**, since all Text on the **Back Away** is *nullified*.

Sweep Phase - What Cards Are Swept? - Only cards that you play during your turn, either from your Hand or any other source, that do not normally stay in play (such as Attacks, Events, Blocks, Dodges, etc.) wait for your next Sweep Phase to be Discarded. Cards removed from play, Discarded, or Exerted are immediately placed in your Discard Pile.

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. You cannot play any cards until after cards are Swept. After cards are Swept, any Must Do and May Do effects are resolved. No Special cards may be played during the Sweep Phase.

- T -

Target - When a card requires a Target, choose a player or card as required by the card. That player or card is the Target. If a card or effect affects a card or player, that card or player is considered to be that effect's Target, even if the card does not specifically use the word "Target". A card or effect can have multiple Targets.
Example1: **Methos** has **Secret Identity** in play. His opponent plays **Angry Mob [SE]**, which targets all players. **Methos** may *ignore* the effects of **Angry Mob**.
Example2: **Methos** has **Secret Identity** in play. His opponent plays **Head Shot: Event** and an **Upper Left Attack**. The Target of **Head Shot** is the **Upper Left Attack**, and not **Methos**, so the **Head Shot: Event** is unaffected by **Secret Identity**.

Tessa - **Tessa** only allows you to extend a 5 card Exertion. It does not allow you to extend other, modified, Exertions.

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 in the group line. It will be found following the type of card on the first line of Text.

TG - Abbreviation for The Gathering Edition

Thief [ME][TG] - [Generic] - EVENT
All Objects are removed from play. You lose 1 Ability for each Object removed from play.

Throw: War Axe - The Weapon Specific card **Throw: War Axe** only affects Attacks and Blocks that you make on your *next* turn, and do not have any affect any additional Attacks that you make on the turn you play **Throw**.

Thrust [SE][ME][AT] - OOO/OAO/OOO - [Generic] - ATTACK
If Thrust is *successful*, it does an additional point of damage.

Thunder Castle Games [all versions] - [Generic] - PREGAME
You may discard this card from the game to *counter* any Special card or Edge card. You must rip this card into at least 2 pieces *in conjunction* with doing so.

Thunder Castle Games Cards - All **Thunder Castle Games** cards, or "Rips", are considered to be the *same* card, and are not considered to be *unique*, even though they may have slightly different Text, quotes, or pictures. Being a Pre-Game card, you may only have 1 **Thunder Castle Games** card in play.

Timed Games - Games in a Sanctioned Tournament have a time limit of 30 minutes. When that time has expired, any match that does not have a winner goes to First Blood. The Tournament Judge may change this time limit or add a random element to the time allotted provided that the change is announced before the tournament starts. The exact time for each match does not need to be announced if the time allowed will be random. Players may not take more than 30 seconds per turn. See the **Tournament Floor Rules** published by Thunder Castle Games for more information.
Example1: When the round begins, the Judge tells all players to start their games. After 30 minutes, the Judge calls time and invokes First Blood.
Example2: A Judge announces before the tournament that each round will be between 27 and 32 minutes long. At the beginning of each round, the Tournament Judge rolls a 6-sided die and adds the resulting number to 26 and allows the match to run for that amount of time (a roll of 3 + 26 = 29 minutes).

Title - A card's Title is found in large print at the top of the front of the card, in the top-left corner of the Title Box, above any sub-title that card may have. This includes In-Game and Pre-Game cards.

Title Box - The Title Box is the box on the front of a card which displays the Title and any sub-title, Restriction number, Reserved or Signature symbol, and any Hand Icon. It is located at the top of the card just right of the card's Icon. The Title Box on a Pre-Game card only contains the card's Title, and spans the top of the card (no Icon).

Tournament Judge - Anyone running a Sanctioned Tournaments for Thunder Castle Games must abide by the Rulebook, Handbook (this document), and Floor Rules that Thunder Castle Games has established. Any special rules for different tournament styles and formats must be announced in advance of the tournament. If you find a Tournament Judge who does not abide by these guidelines, please contact Thunder Castle Games directly.

Treachery [MC] - 3 - [Generic] - EVENT
Play this card immediately before you Exert to make a Power Blow or Power Block. You may take cards from the top of your opponent's Endurance instead of from the top of your Endurance until after that Exertion.

Type - A card's Type is defined by it's Icon.

Attacks: Attacks have a red Grid Icon.

Special Attacks: Special Attacks have a gold Grid Icon.

Blocks: Blocks are Defenses with a blue Grid Icon.

Dodges: Dodges are Defenses with a green Grid Icon.

Events: Events have a lightning bolt Icon.

Situations: Situations have a silhouette of an Immortal as their Icon.

Locations: Locations have a Greek style ruin Icon.

Objects: Objects are marked with a sword Icon.

Edge: Edge Cards are marked with an outstretched hand. This is not a Hand Icon.

- U -

Unblockable Attacks - Attacks that say that they "*cannot* be blocked", "*may not* be blocked", or are "*unblockable*" are all considered to be *unblockable* and *cannot* be blocked. You may not play a Block against *unblockable* Attacks, either from your Hand or from an Exertion.

Undodgeable Attacks - Attacks that say that they "cannot be dodged", "may not be dodged", or are "*undodgeable*" are all considered to be *undodgeable* and cannot be dodged. You may not play a Dodge against *undodgeable* Attacks, either from your Hand or from an Exertion.

Unique Card - A *unique* card is defined by its Text, Title, and Grid or Icon. See also *same* card.
Example: **Watcher: Treatment** has the same Title and Icon as **Watcher: Hunter**, but it has different Text, so they are considered to be different and *unique* cards.

- V -

Verona, Italy 1637 [Promo] - [Generic] - LOCATION
All players cannot play Special Attacks.

- W -

Watcher - Any card with the word "Watcher" in the Title or Group Line belongs to the Watcher *group*, and are affected by any card which affects Watchers.

Watcher Pre-Game - These are Pre-Game cards which depicts a Watcher assigned to your Immortal. The Watcher Pre-Game card includes Text identifying it as your Watcher. Watcher Pre-Game cards do not have the word "Watcher" in the Title, and are therefore *not* considered part of the Watcher *group*.

Watcher Regional HQ [WC] - [Generic] - LOCATION
All players may draw a card at the beginning of their turn for each Watcher card they have in play.

Watcher [SE] - [Generic] - SITUATION
You may discard this card from play to *counter* a Watcher card.

Watcher: Fair Fight - Both players are forced to re-arm when **Watcher: Fair Fight** is played.

WC - Abbreviation for Watcher's Chronicles

Weapon Bind [ME] - [Generic] - EDGE
Play *in conjunction* with a Block. If this Block is *successful*, you may not attack this turn, and your opponent may not attack next turn.

Weapon of Choice - Weapons of Choice are Pre-Game cards. You can identify a Weapon of Choice by the words "Weapon of Choice" across the top of the back side of the card. Below the Weapon history and the Game Text are 1 or 2 Hand Icons. This tells you how many "hands" it takes to wield that weapon. You may only use 1 Weapon of Choice unless a card specifically states otherwise (see Multiple Weapons). If you do not use a Weapon of Choice card, you are assumed to have a 1-handed Weapon and 1 Hand Icon in play.

Weapon Specific - A Weapon Specific card has the name of a Weapon of Choice in its sub-title. You must be using that Weapon of Choice to include, borrow, or play that card.

Weapons of Choice: Multiple Weapons - If you are using two Weapons of Choice, all Text of both Weapons are always in effect. You cannot Defend or Attack with only one of the two Weapons in order to avoid any potential penalty for using a given Weapon.
Example: You have **Gladius** and **Parrying Blade** in play. You make a Power Block you MUST Discard 3 cards from the top of your Endurance for **Parrying Blade** AND Discard a Defense from your Hand for **Gladius**.

Weapons of Choice: Secondary Weapons - You may use two Weapons of Choice together that state "you may use this Weapon if you are using another Weapon of Choice", even if they are the *same* Weapon.
Example1: You may use 1 **Parrying Blade** and 1 **Shield**.
Example2: You cannot use 2 **Parrying Blade** or 2 **Shield** because they explicitly state that you cannot use those Weapons with themselves and you can only *associate* 1 of each *unique* Pre-Game card in your deck.

will not - see Denial v Permission

- X -

Xavier St. Cloud [SE] - Xavier - PERSONA
If you do not play a Special card, you may play an additional 1 point Middle Center Attack, that cannot be a Power Blow. You may include up to twice the normal number of Plot cards. You may include up to five Master cards.

Xavier St. Cloud - 1 Point Middle Center Attack - The additional 1 point Middle Center Attack does not count as "playing a card", although it does count as playing an Attack. It can be Hidden if possible.

- Y -

Yuk-Hsui Chun [4H] - 3 - [Generic] - SITUATION
At the beginning of your Draw/Discard Phase, you may draw up to your opponent's Hand size instead of your Ability. You must then proceed with your normal Draw/Discard Phase.

Yung Dol Kim [TG] - Yung Dol Kim - PERSONA
You may play Attacks as Blocks. Once during your turn while you have **Extra Weapon** in play, you may discard the top two cards from your Endurance to play an additional Attack **or** make a Block you play a Power Block without an Exertion. You may include up to five Master cards.

- Z -