

HIGHLANDER TYPE ONE RULEBOOK

Credits

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Special Thanks

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

Additional Thanks

Thorr, Zogfhyr, Zarth2k, Dcapotate, and all the players who related questions and concerns.

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Game Concept and Goal of the Game

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

Your deck of cards is your Endurance. After you have drawn all cards from your Endurance, you Exhaust. Exhaustion means a loss of Ability, but not necessarily the end of the game.

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

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

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

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

Card Anatomy

Let's examine what makes up a Highlander card:

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

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

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

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

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

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

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

Constructing a Deck

In Type One format you may use cards from 1st Edition produced by TCG, The Raven produced by SAEC Games (except time and trap cards), and 2nd Edition produced by Le Montegard (except cards that are bugged) to create you deck. This gives all kinds of directions that you can go on building your deck with innovative and original ideas. If your deck includes cards with different colored borders, then you must play your cards in opaque card sleeves so that the backs of the cards cannot be seen.

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

Special Attacks: Special Attacks have a gold grid icon, and are often more difficult to defend than normal attacks.

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

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

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

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

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

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

Locations: Locations have a Greek style ruin icon. Like Situations, they may change the condition of battle over many turns. However, they do affect both players.

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

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

Illusions: Illusions are cards which can only enter play through an Exertion. Whenever you make a Hard Exertion, you may choose to play 1 Illusion card from that Exertion. This does not count as playing a Special Card. If you make more than one Hard Exertion during your turn, you may play an Illusion card from those Exertions as well. You may make a Hard Exertion during your turn expressly for an Illusion card if you choose. You may not play an Illusion from your Hand. If an Illusion is drawn into your Hand, it will remain stuck there until you find a way to discard it. Illusions are not Special Cards and are not subject to Counters that do not counter them.

Pre-Game Cards: These cards typically do not have the standard Highlander logo on the back. These cards are played before the game begins. They do not count toward the total number of cards in your Endurance. You may only use six Pre-Game cards. In addition, you cannot use more than one of any unique Pre-Game card. If using a Quickening, you may not use the Quickening for the persona you are playing. You may use Quickening from 2ed so long as its Persona Power does involve the 2ed gem mechanic.

Persona Cards: This Pre-Game card allows you to play as your favorite Persona. Persona cards have a picture of a Persona on the front, and biographical information about that Persona on the back. Below the biographical information, you will find a description of the special skills a Persona brings to 'The Game.' These skills are known as Persona Powers. You may use Persona cards from 2ed so long as their Persona Power does not involve the gem mechanic. You may still play the game without a Persona Card (see Generic Persona). If you play with a Persona, you may only include Persona Specific Cards for that Persona in your Endurance. You may only include Master Cards (see Card Groups) in your Endurance up to the number as indicated on your Persona card.

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 Persona's. But you

may only use one of each Persona Specific Card, and none of their Reserved or Signature Cards. For example, you could use one of Connor's Power Blow cards, and one of Connor's Back Away cards, but you could not use two of Connor's Power Blow or Back Away cards. You cannot include Master Cards (see Card Groups) in your Endurance if you do not use a Persona Card.

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

Weapons of Choice: This Pre-Game card is the weapon your Persona prefers when engaging in combat. If you are using a Weapon of Choice, you may include the appropriate Weapon Specific cards in your deck. A Weapon of Choice may be used even if you do not play with a Persona Card.

Beginning the Game

After constructing your deck, you will need a couple of other items: At least one six-sided die, something to keep score, and an opponent with their own Highlander deck to pit against you.

Both players shuffle their Endurance and offer to let their opponent cut.. Then, each player places their Endurance to one side in front of them. Each player then draws one card for each point of his starting Ability (also known as Maximum Ability). Roll a die to determine whom goes first. After that, the players then take alternate turns. The first player proceeds through the Sequence of Play, and finishes their turn. The second player then proceeds through the Sequence of Play, and finishes their turn. Player's alternate turns until one player is defeated. During your turn, you must play at least one non-Edge card, or make an Exertion.

When defending attacks, play from your left to right, playing the cards facing you, so that the grids match up with one another. Your opponent cant read the text, but most defense cards dont have extraneous text, so it doesnt matter. If he needs to read the card, he can request to see it. The important thing is that he can easily see that the grids on the cards match up.

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

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

The Sequence of Play

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

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

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

2a.) May Do Effects - These effects can be identified by the Text of their instructions, which will have the word 'may' in the description of the action you may take. You may accomplish these effects in any order you choose. You may opt not to do any 'May Do' effects at all unless specified. You can activate or play May Do actions or effects any time during your turn.

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

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

4.) Attack Phase: During this phase you may normally only play one attack.. If you are prevented from playing an attack or have lost all of your attack opportunities, then you cannot play an attack, or make an Exertion for one. When preparing to attack, take note of the last defense you played as it may modify your first attack. You may only attack to an areas that the block does not cover . A successful dodge will defend an attack as well and perhaps affect your next attack, depending on its Game Text, if any. If you haven't played a Special Card yet, you may do so in this phase. Remember that you may only play one Special Card per turn.

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

6.) Draw/Discard Phase: At the beginning of this Phase you must resolve (in any order) all effects that occur during the Draw/Discard before drawing or discarding cards. You cannot play any cards during this Phase. Then, if you have more cards in your hand than your Ability, you must discard down to your Ability unless your hand size is altered. 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 unless your hand size is altered. You may normally draw cards only during this phase. If you forget to draw during this phase, you will normally have to wait until your next Draw/Discard Phase to draw. After you have completed drawing up and or discarding cards your turn is over.

Other Game Aspects

Guard: A Guard allows you to block a large grid area, and unlike a normal block or dodge, does not need to be swept during your Sweep Phase. You can leave it in play and block with it again next turn! A Guard is still a block. If you make your Guard a Power Block, it is only a Power Block for that turn. While you have a Guard in play, you cannot attack to the areas covered by the Guard. You must remove your Guard from play in order to play a new defense, or attack to those areas. Remember, as with other blocks, if you just blocked with your Guard, you may only attack to areas not covered by that Guard. As a Standing Defense, you do not need to Defend an attack to play a Guard, but may play only 1 unprovoked Guard per turn.

Standing Defenses: Standing defenses are a type of card that remain in play and affect the game until they are removed. These cards state that they are a Standing Defense. You may play Standing Defenses during your Defense or Attack phase, even if you have not been attacked.

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

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

Multiple Defenses: You may play a defense against each attack your opponent has played, in the sequence they played them. However, a defense you play may block or avoid more than one attack in the sequence, if they cover the same areas as those attacks. As soon as you play a new defense, your previous defense will no longer help you defend further attacks in the sequence. You may only play a defense out of sequence in one instance: If you Exert for a defense, you may use it to defend anywhere along the sequence of attacks. This may change how your other defenses block or avoid more than one attack, so be careful. If you have defended attacks from your Hand but must Exert to defend an Attack out of sequence and do not get a proper defense, the effects of that successful attack occur and may affect the defense sequence following it.

Exertions: An attempt to draw on inner reserves of strength, through use of one's Endurance, is known as an Exertion. To make an Exertion, reveal the top 5 cards from your Endurance. Any cards that you reveal and do not use are placed into your Discard Pile after the Exertion has been fulfilled. An Exertion may only be used for one function. You may only Exert in your May Do/Must Do, Defense and Attack Phases. You may only make one Exertion per turn. After you make an Exertion, you may no longer play cards from your hand during your current phase. This does not end that phase, it only ends your ability to play cards from your hand during that phase. For this reason, it is important to remember to play everything you wish to play from your hand before Exerting. The standard uses for an Exertion include: making a Power Blow, making a Power Block, searching for a defense, searching for an attack, exerting for a card effect, for becoming unprone, for rearming yourself or Exerting for "nothing". These are known as Standard Exertions. Before you make an Exertion you must always declare what you are Exerting for, and how many cards you will Exert (if there are any cards in play that modify the size of Exertions). These are known as Hard Exertions.

1.) Power Blows: To make a Power Blow, declare one of your attacks a Power Blow then make an Exertion during your Attack Phase. When you make an attack you play a Power Blow it does 4 damage instead of 2. You may only make one Power Blow per turn. If you make a Power Blow, your opponent has the right to make the next attack they play during their next turn Hidden (see Hidden Attacks). If an attack is already a Power Blow, you cannot make it a Power Blow again. If you have a card that must be played in conjunction with an attack that is considered a Power Blow, play the card first then make the attack a Power Blow.

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

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

4.) Searching for a defense: You may search from within the cards revealed in an Exertion for a defense. You may play one legal defense from the Exertion. If you have a card that requires a defense to be played in conjunction with it, play the card first, then Exert for the defense to play with it. If no card is playable in the Exertion, any cards played "in conjunction" are discarded without effect.

5.) Other Exertion Uses: Some cards or effects, like Exerting to "Regain your feet" (see Prone) or Exerting to satisfy a card effect or persona power may require you to make an Exertion.

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

Hidden Attacks: If you have the opportunity to play a Hidden Attack, you may play it face down. Your opponent will need to guess which area to defend. After they have played all of their defenses, reveal the attack. This is one of the few instances where a player may play an inappropriate defense. If the defense is inappropriate, your opponent is allowed to Exert for a better defense, but may not play a new defense from his hand against that attack. If your opponent does not wish to play a defense from their hand against the Hidden Attack, you reveal the attack, and they may choose to Exert for a defense. If a Hidden Attack is a Power Blow, the attacker must declare that the attack is a Power Blow. If asked how the attack is a Power Blow, the attacker may respond with "Card Effect" if text on the card or some other card effect makes it so. If an attack cannot be blocked and/or dodged by text on the hidden attack, the attacker does not have to disclose this information to the defender. However, if the card text allows for a choice (for instance, the attack may be made unblockable or undodgable), the attacker must disclose which choice is in effect when the attack is played.

Special Attacks: Special Attacks may not be Power Blows (including Head Shots), may not be Hidden, and may not be pulled from an Exertion when searching for an attack. Any Edge Cards modifying your Special Attacks are Nullified.

Ranged Attacks: You must have a free hand to play a Ranged Attack (see Hand Icons). Ranged Attacks cannot be blocked under any circumstances and are also Special Attacks. You may play Ranged Attacks even if Disarmed.

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

Exhaustion: When the last card in your Endurance is drawn, discarded or otherwise taken from your Endurance, you Exhaust. You lose 5 Ability during your next Ability Adjustment Phase. Reshuffle your Endurance and all the cards in your Discard Pile together and continue play.

Head Shots: A Head Shot: Event Card is played in conjunction with an upper attack. That attack instantly becomes a Power Blow. If your opponent cannot play a successful defense against the attack, or avoid it, they lose the game and their head immediately. Your attack must be able to become a Power Blow to be a Head Shot. There are cards other than the Head Shot: Event that may modify an attack to become a Head Shot, or attacks that by Game Text are Head Shots. The same rules pertaining to the Head Shot: Event also applies to these cards.

Disarming & Breaking Weapons: During the course of the game, you may become Disarmed, or your weapon may be broken. If your weapon is broken, you are considered to be Disarmed. However, if you are using two Weapons Of Choice, both weapons must be disarmed and/or broken for a player to be considered Disarmed. If either occurs, you may not play attacks or blocks. At the beginning of your turn, in your 'May Do' phase, you have a 1 in 6 chance of recovering your weapon. You do not have this chance if your weapon was broken. You may increase your chance of success at recovering your weapon by making an exertion prior to the roll to increase it to a 3 in 6 chance.

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

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

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

Locations: Locations remain in play after being played. However, if another Location is played, discard the previous Location. Only one Location by any player may be in play at any time. Location cards affect both players equally.

Plots: Plots remain in play after being played, however once a plot is completed, check the text to see if you are to discard the cards after the effect has been triggered. Any 1ed or Raven cards that have Situation : Plot or Event : Plot in their text are now considered to be just Plot. This does not apply to Event:Plot? which is treated as an event.

Weapons of Choice: Normally, you may utilize only one Weapon of Choice. It cannot be removed from the game. Any player not using a Weapon of Choice is still considered to be using a one handed weapon (one Hand Icon) and has a free hand. Your Weapon of Choice may require one hand (one Hand Icon) or two hands (two Hand Icons) to wield. If you are Disarmed, your Weapon of Choice is turned face down and is out of play until you have regained your weapon or have replaced your broken weapon. While Disarmed, you cannot play Weapon Specific Cards relating to that Weapon. If you happen to be using two Weapons of Choice and are Disarmed, your opponent decides which is Disarmed. You may roll as normal to recover your Disarmed Weapon of Choice.

Prone: During the game, you may become Prone. If you are Prone, you must discard a card from your hand with the same Icon type as any card you play from your hand. If you are Prone, during each of your 'May Do' phases you have a 1 in 6 chance of 'regaining your feet'. You may increase this chance to 3 in 6 by making an Exertion before making the roll.

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

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

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

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

Discard to Use Cards: The Game Text on these cards usually begins with "Discard this card

from play". You may not use a Discard to Use Card the turn it is put into play. You may only discard it after your opponent has played their first card on their next turn.

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

Removing Cards from the Game: If a card allowing you to add cards to your Endurance is removed, the added card or cards must also be removed. If a card forces you to remove cards from the game, first search your discard pile, then your Endurance, then your hand, and finally cards you have in play to find the card that must be removed.

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

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

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

Example 1: Player A plays Police: Remove Situation in conjunction with 3 Excessive Force.

Nakano duplicates the Police, and the effects of the Excessive Force since they were played in conjunction with the Police.

Example 2: Player A plays Basset & Hotchkiss (1ed) and discards 8 attacks to cause both players 8 ability loss Nakano can duplicate the Bassett & Hotchkiss, but must discard his own attacks to activate it since the discarding is not "played in conjunction".

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

PreGame Crystals: In Type One format, 1ed and 2ed Crystals are legal, and do not have to be in a specified order, and do not count against your PreGame limit. You must still abide by the 1 unique PreGame rule.

Hilts: These are unique cards that may only be put into play to enhance a weapon of choice. You may only have one hilt in play at a time. You cannot play a hilt to replace a hilt already in play. If for any reason you have 2 hilts in play, one must be discarded from play unless one of them is an off-hand hilt.

Continuous Effect: These are effects which last over many turns and are sometimes cumulative in nature. Diane Terrin and Jungle are examples of Continuous Effect.

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

Mixing 1ed and 2ed Cards: When a card shares the same title and nearly identical text as a card from another edition of the game, you must choose which version you which to include in your deck, You may not mix versions of the card.

Watcher PreGame: If you wish to include Watcher or Hunter cards in your deck, you must include the appropriate PreGame card. You may include either 1 Watcher or 1 Hunter PreGame, you cannot use both, and may only have 1 of either in your PreGame. Cards or effects which allow you to include cards not normally allowed in your deck cannot be used for Watcher or Hunter cards.

Discarding To Pay A Cost: If you have to discard a card to play a card (like Master's Advance or being Prone), you only have to discard a card to play a card from your hand. If you exert for a card to play, you do not have to discard to pay the cost.

FAQ

Ability – The only cards that can raise your maximum Ability are ones that specifically state that they do. If a player is at their maximum Ability and a card is played that gains Ability (but does not raise the maximum), no Ability is gained.

Amanda [SE] - Damage from Attacks - **Amanda's** attacks do half of the normal damage. When **Amanda** plays an Attack that says it does 'X' damage, the amount of damage on the card supersedes **Amanda's** half damage Attacks. 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.

2nd edition Focus/Foiled/Reconnaissance/Always The Last Place You Look - These cards do not have to have a target to be played.

Armor and Damage - No matter how many **Armor** you have in play, an Attack's damage is only reduced by 1.

Armory and Rearming - **The Armory: Situation** does not cause a player to re-arm if it is played while that player is disarmed. It merely prevents players from being disarmed while it is in play. While **The Armory** is in play, you may not play cards which may disarm your opponent.

Arms and Tactics: "Break Glass" - If your opponent has any cards in play that prevent you from playing a certain type of card, you may use the **Arms and Tactics: "Break Glass"** to ignore ALL cards and effects that prevent you from playing any types of cards.

Bait and Switch - **Bait and Switch** has prerequisites that must be met in order to play the card.

Berkeley Games Distributors - This card determines your base number of Attacks on your turn. There is no "chance of success" inherent to this roll. Thus, it cannot be modified by **Iron Will**.

Bumping – The only cards that “bump” other cards from play are Locations, unless specified on the card.

Cat And Mouse (Plot) – All Cat And Mouse (Plot) cards allow multiple copies to be in play.

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**. 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.

Circular Parry - **Circular Parry** will only increase the chance of success on cards with the Title **Disarm**.

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

Continuity - Power Blocks - **Continuity** only affects the next 3 Defense cards "played" for the turn the defense was played.

Darius: Event - countering - When **Darius: Event** is countered, the card that **Darius** is played in conjunction with is 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's** opponent 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 Persona's, 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.

Desert – How Desert Works

Example 1 – Turn 1 Player A plays Desert from his hand during his turn. Player B discards 2 cards at the beginning of his turn. Turn 2 Player A discards 4 cards at the beginning of his turn (2 cards for each players turn). Player B discards 4 cards at the beginning of his turn (2 cards for each players turn).

Example 2 – Turn 1 Player A uses a PreGame Gathering card to bring Desert into play, and must discard 2 cards before the end of his May Do/Must Do Phase. Player B plays a Reconnaissance at the beginning of his turn and ignores the effects of Desert. Turn 2 Player A discards 4 cards at the beginning of his turn (2 cards for each players turn). Player B discards 4 cards at the beginning of his next turn (2 cards for each players turn).

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 Plot needing a requirement. **Director's Cut** is NOT a Plot.

Dirty Trick: Choke - Multiple Chokes - If you have two successful **Dirty Trick: Chokes** 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.

Duende - **Duende** nullifies the Text of the Attack played against you, not any cards that modify the attack.

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

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!

Focus - Nullifying Situations - **Focus** nullifies everything on a Situation but its Type and Title. A Situation that is **Focused** can still be affected cards that affect Situations.

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.

Four Horsemen and Persona Specific cards - While **Four Horsemen** is in play, ALL Persona Specific cards, whether or not they belong to the Persona you are playing, are placed underneath **Four Horsemen**.

Generic Immortal [Substitute Basics] - When this Persona substitutes a Special Attack/Block for a Basic, it counts only as a 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.

Generic Immortals [All] and Master cards - Without a Generic Immortal Persona, any version, you cannot use Master cards in any way. You must have Master Card slots in order to include Master cards in your deck.

Group Classifications-

Bystander = These are cards that depict people who affect the fight knowingly, but anonymously, in a harmful manner and are not classified as allies. The group classification of Bystander applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Bystanders.

Angry Mob
Balladeer
Battle Priest
Bystander
Clan Priest
Disgruntled Mortal
Distraction
Four Horsemen
Guardian Angel
Interference
Lurker
Pedestrian
Security Guard
Street Punk
The Tong
Toadies
TSC Troopers

Gypsy = These are cards that depict people that are known to be gypsies and are not classified as allies. The group classification Gypsy applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Gypsies.

Fortune Teller
Gypsy
Gypsy Lover

Scrye

Reporter = These are cards that depict people associated with the news Media. The group classification of reporter applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Reporters.

Elizabeth Vaughn
Dianne Terrin
Linda Plager
Reporter

Police = These are cards that depict people with a law background in their title or are known to be in law enforcement. The group classification of Police applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Police.

Brenda Wyatt
Detective Thomas Powell
Detective Walter Bledsoe
Garfield
Inspector Bardot
Lt. Frank Moran
Lt. John Stenn
Matthew McCormick
Police
Renee Delany
Sheriff Howard Crowley

Mortal Ally = Any card that has a proper name only in the title. The group classification of Ally applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Mortal Allies.

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

UPPER ARMOR CATEGORY

Armor: Helmet
Cavalier hat
Crusade Helmet
Mask
Skull Helmet
Space goggles

MIDDLE ARMOR CATEGORY

Armor: Breastplate
Bone Armor
Crusade Gauntlets
Trench coat

LOWER ARMOR CATEGORY

Armor: Greaves

NON CATEGORY ARMOR CARDS – These cards are not subject to the “1 in play” rule.

The Armory
Armorer
Forged Armor

Vehicles = These cards depict modes of transportation that may be used by an immortal. You

may only have one Vehicle in play at a time. The group classification of Vehicle applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Vehicles.

Flying Machine: Hover board

Flying Machine: Wings

Hogg

Hot Rod

Stunt Bike

T-Bird

War Horse

Immortal Ally = These cards depict people that are known immortals. The group classification of Immortal Ally applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Immortal Allies.

Amanda

Connor MacCloud

Corda

Darius

Duncan MacCloud

Hugh Fitzcain

Pierre Bouchet

Ramirez

Reno

Richie Ryan

Segur

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.

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

Hand Size - Your maximum hand size is normally determined by your ability score. However, if there is a card or effect altering your hand size, this holds priority over drawing up to your ability during the Draw/Discard Phase or discarding down to your ability during your Draw/Discard Phase.

Example 1: Player A plays a Satellite. Player B now has a hand size of 14 even with an ability score of 15. Player B plays 3 cards during his turn. During Player B's Draw/Discard Phase he may only draw up to two cards and end his turn.

Hard Exertions – Any 1ed cards with the text “Standard Exertion” now read “Hard Exertion”.

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.

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 Grounds** in play are nullified.

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

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.

Immortal Research: Methos and "in conjunction" cards - When playing a non-persona specific card from your opponent's Hand using **Immortal Research**, you may play cards from your own

Hand, make an Exertion, or perform any other action in conjunction with that card.

Improvised Weapon: Objects and Head Shots - While you have **Improvised Weapon: Object** in play, you are not only prevented from playing the **Head Shot: Event**, you also may not make any attack a Head Shot.

Impulse - Timing - When a player plays **Impulse**, their opponent cannot immediately discard the target of **Impulse** to prevent you from taking control of it unless it is a "Discard To Counter" card that counters Impulse.

Incense of Pain - When you gain ability, add the amount of Ability to the number of **Incense of Pain: Objects** in play, and multiply by 3. That is the number of cards that are discarded from the top of your Endurance.

In Conjunction: If you elect to rip or counter **Basset & Hotchkiss** (1ed) or **Kirk Matunas** (1ed or 2ed), or any other card with a "play in conjunction or discard to boost" ability in the text, then you do not rip or counter the card until the play in conjunction/discarding by your opponent is done as that is part of the card action.

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.

Kanwulf and Persona Power - **Kanwulf** may use a single aspect of his Persona Power several times within the limits of his Persona text.

Katana Guard - If you play a **guard** with the **Katana guard**, the other **guards** text is nullified

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 - Countering - All **Kirk Matunas'** played together are considered to be one source of damage. If the damage from **Kirk Matunas** is countered, all damage is countered.

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.

Master's Attack: Richie and duplicating Attacks - When duplicating an opponent's Attack, **Master's Attack: Richie** takes on all characteristics of that Attack once it is played, including whether or not it is a Special Attack. **Richie** may still play **Master's Attack** from an Exertion to duplicate a Special Attack because it does not become a Special Attack until after it is played. If **Richie** is duplicating a Hidden Attack from one of several Hidden Attacks that his opponent has played, he should write down on a piece of paper which Attack is being duplicated as he plays **Master's Attack**.

Master's Disarm: Fasil and Disarm cards - You can play any cards with "**Disarm**" in the title to work with **Master's Disarm: Fasil**

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 Advantage and Persona's that Increase Restriction Numbers - If a Persona that is allowed more than the Restricted number of a card and 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.

Example: **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**.

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.

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 their persona specific **Master** cards since the **Master** card limit is used only in deck construction.

Masters Cannot Be Countered Premium - All 2ed MCBC/+1 are no longer bugged, regardless of what is on the card. You may play one version (1ed or 2ed) in your Type One deck.

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.

Misprints - These are cards that were misprinted due to a number of reasons in the past that have not already been addressed.

Illegal cards

Iman +1 front/ Highlander back

Any home brewed cards (example= Generic Attitude is Everything/ Disgruntled Employee/both versions of Donna Lettow)

Legal combining cards

You may use the following combination of cards with clear sleeves and placed back to front or vice versa in order to allow the card to be what was meant to exist.

Kane Persona front/Yung Dol Kim persona back = Kane persona

Yung Dol Kim persona front/ Kane persona back = YDK persona

Kane +1 front/ Kane +1 back = Kane +1

Corda and Reno +1 front/ Corda and Reno +1 back = C&R +1

Iman MCBC front/ Iman MCBC back = Iman MCBC

Master's Prize front/ Master's Prize back = Master's Prize

Methos Inner Strength front/ Opaque sleeve = Methos I.S.

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.

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.

Parrying Blade: Weapon of Choice with a "generic" weapon - Even though you are assumed to have a one handed weapon if you do not play with a Weapon of Choice, this "generic" weapon is not itself a Weapon of Choice. Therefore, you can not choose to use a **Parrying Blade: Weapon of Choice** by itself.

Paul Kinman or Sabre and Exerting for Defenses - This effect only kicks in if you play an unsuccessful Defense.

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 Endgame.

Plots- You may only have one of each plot in play at a time, unless text specifically allows you to have multiples. When a two or three card plot is completed the effect is immediately resolved. It is considered an immediate effect and possibly a continuous effect depending on the text regardless of the cards being removed from play.

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**.

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

Sabre (2ed) and Saber (1ed) - These cards (Pregame and weapon specific) can be intermixed.

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**.

Selective Memory - If you avoid Discarding cards with this card, it does not prevent any effects which occur if you do not Discard cards.

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!

Superior Tactics - When played in conjunction with a **Back Away** or other **Dodge**, it is treated as having no text, allowing you to avoid Ranged Attacks as well as attack as normal.

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**.

Weapon Expert - This card must be played in conjunction with the Attack/Defense it was put into your deck to use with, much like **Darius**.

Card Errata

Arms and Tactics [1ed and 2ed] – Remove 5

You may remove 5 cards from your Hand/Endurance/Discard and place them under this card. If you do, remove this card from the game. The cards under this card are not considered removed from the game.

Carl [SE] - Situation

You may discard this card from play to counter a **Holy Ground** card.

Counterfeit [SE] - Plot

Betrayal: You may only play this card if you have Abduction and Plastic Surgery in play. Discard all 3 cards. Your opponent must discard the top 10 cards from their Endurance.

Crystal Premium: Crystal [1ED]

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 or Defenses from the game if the Crystals leave play.

Darius [SE] - Event: Immortal Ally

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.

Duncan MacLeod – Amanda – S2 – Situation Immortal: Ally

You may not play this card if your opponent is Duncan MacLeod. Discard this card from play to force your opponent to reshuffle their hand into their Endurance and redraw during their next May Do/Must Do Phase.

Empathy [Promo] - R3 - Situation

If you are forced to discard cards from your hand by your opponent, you may discard Empathy to force your opponent to discard the same number of cards from his hand at the beginning of his next turn.

Factory [ME] - 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.

Fabulous Freebirds – Situation Mortal: Ally

Your Dirty Tricks do one damage. You may only have one Fabulous Freebirds in play.

Feint [SE] - Event

May only be played if your last attack was unsuccessful. Retrieve that attack from your discard pile and place it in your hand. You may not retrieve a special attack.

General Katana [ME] - Persona

If you do not play a special card, once during your turn you may make an exertion to remove a Situation or Plot from play. You may include up to 5 master cards.

Hidden Explosives [WC] - Xavier - R2 - Event

All players take 1 damage for each Plot in play.

Honor Bound [Promo] - R1- 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] - Xavier - R3 - Special Attack

Choose one area on the grid for this attack to cover. This attack cannot be blocked.

HtG #187- Arms and Tactics

You may remove this card from the game to shuffle your discard pile into your endurance.

HtG #197- Arms and Tactics

You may remove this card from the game to play defenses against multiple attacks, even if there are cards preventing you from doing so.

HtG #252- General Katana - Extended Blade- S2- Object

You may only include this card in your deck if you are using the Two Handed Weapon of

Choice. You may play non-special attacks after playing a Back Away.

HS1 #042- Guillotine- Object

Discard this card from play to search your discard for one card titled Head Shot, and put it into your hand.

HS1 #112- Single Handed Broadsword- Weapon Lock- Edge- R4

Play in conjunction with a block. Retrieve up to three basic attacks from your discard and put them into your hand. You may not play any attacks this turn.

Hugh Fitzcairn [WC] - Persona

If you do not play a special card, you may make an exertion during your turn to prevent up to 2 points of damage. You may include up to 5 master cards.

Immortal Research [MC] - Methos -S3 - Edge

Declare which phase of your turn that you are playing this card 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 one Immortal Research per turn.

Joe Dawson [WC] - Situation

Discard this card from play to duplicate the effects of any Watcher or Hunter event played on your opponent's last turn. Or, you may discard this card to remove James Horton from play.

Kane [TG] - Persona

At the beginning of your turn, you may look at the top card of your opponent's endurance. You may use this card if you discard the top card of your Endurance. You may not play Signature cards in this manner. You may have up to 5 master cards.

Kirk Matunas [ME] - R3 - 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.

Labyrinth – Location

No player can look at another player's Hand.

Master's Advantage [TG] - Ramirez - S2 - Situation

While this card is in play, all text on your opponent's persona is ignored. If their persona power allows them additional cards in their deck, they may not play those cards.

Master's Advice [All Editions] - R1 - Situation

While this card is in play, your maximum Ability is increased by 2. You may have only one Master's Advice in play. You gain 2 Ability when this card first enters play.

Master's Block [SE] - Richie Ryan - R2 - Block

You may attack normally to any area this turn. Your next attack this turn is hidden.

Master's Tactician [4H] - Xavier - S3 - Situation

At the beginning of each of your turns, choose any situation in play. This card duplicates the text, title, and effects of the chosen situation as long as the chosen situation remains in play.

Master Thief – Zachary Blaine – S2 - Event

Discard any number of cards from your hand. Your opponent must discard an equal number of cards from their hand.

Monkey [4H] - Situation

You may give this card a proper Title name when this card enters play. You play another Monkey this turn. You may have more than one card Titled Monkey in play. If this card is Titled Monkey at the beginning of your opponent's turn, they must discard one card from their hand.

Nefertiri [SE] - 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, or are forced to discard from your hand, you may place some or all of those cards on top of your endurance. You may include up to 5 master cards.

Princes of the Universe [Promo] - R1- Edge

You may play this card if you will gain ability this turn. You gain 1 additional ability from this card. This will not raise you above your maximum ability.

Quality Blade [AT] - Saber/Sabre - 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.

Quickening [Promo] -

{General Katana} : If you do not play a special card, once during your turn you may make an exertion to remove a Situation or Plot from play.

Quickening [Promo] -

{Kane} : At the beginning of your turn you may look at the top card of your opponent's endurance. You may use this card if you discard the top card of your Endurance. You may not play Reserved or Signature cards in this manner.

Quickening [Promo] -

{Masters Advance} : Your opponent must discard a dodge for each dodge he wishes to play from his hand.

Recover Weapon [SE/ME] - Event

You may only play this card if you are disarmed and your weapon is not broken. Your weapon is rearmed.

Richie Ryan [SE] - Persona

You may use one non-signature immortal specific card from each persona. You may include up to 5 master cards.

Safe House [4H] - Situation

Place all allies in your hand under this card when this card enters play. Instead of playing a special card on your turn, you may play an ally from under this card as if from your hand. If your opponent removes this card from play, place all cards under it into play.

Safe Haven [Promo] - R2 - Situation

Your opponent cannot play any attacks or special cards that may do damage. Discard this card from play if you play any attacks or special cards that may do damage.

Seduce [WC] - Hugh Fitzcain - R - Situation

You gain control of any situation:ally your opponent has in play. You may choose a different target or opponent if the Ally requires one. If the ally is removed from play, return it to its original owner's discard pile.

Shooting Blade [SE] - 000/0S0/000 - R2 - Special Attack:Ranged

This attack does 4 damage. If you are playing Slan as your persona, you do not need a free hand icon to play this attack.

TCG Rip [Promo] - Pregame

You may tear this card in half to counter a special or edge card as it is played.

The Master Plan - Xavier - Edge - S4

Play in conjunction with a plot. You may play an additional plot this turn. You may only play one The Master Plan per turn.

Treachery [4H] – Event – R3

During your turn, instead of making an Exertion for Power Blows or Power Blocks, make a 0 card Exertion and discard the top 5 cards from your opponents Endurance.

Watcher [SE] - Situation

You may discard this card from play to counter a Watcher or Hunter card.

Tournament Rules

Tournaments follow the above rules, in addition to the following.

Tournaments will be timed, usually 30 minute rounds, but this can be randomized to prevent players keeping an eye on time. When the time limit expires, any games still being played enter into End Game. End Game helps to expedite the remaining matches to end in a timely manner. When time is called, the current player finished their turn as normal, and then End Game begins. During End Game, play resumes as normal, but no Healing is allowed. In addition, each player loses 2 Ability during their Ability Adjustment Phase.

The following styles are currently sanctioned for Type One play : Sealed Deck, Standard Constructed, and Lean & Mean.

Sealed Deck – This is done in so-called “Pack Rat” style, which is where each person buys 1 starter and 2 booster packs. When everyone is ready, they can open their starter and have a few minutes to look it over. Then, everyone opens 1 of their boosters and chooses 1 card. Once everyone has chosen, they pass their remaining booster cards to their left. This continues until the pack is gone. Then the next is opened and this repeats but to the right side. When all cards have been chosen, each player then assembles their deck. You have to use every card, regardless of restriction, persona, weapon or signature status. You may also have more than 6 of any card. The only exception being multiple persona cards or multiple Weapon Of Choice PreGame cards. You may choose which of these you wish to play. Any blank or card list cards count as “Master Swordsman” cards.

Standard Constructed – This follows the standard rules for deck construction. All cards are legal except for the following – Face Of Death, The Eyes Have It (plot), Zeist, The Curse (In Game), the misprinted Duncan +1 Premium (Duncan Collection) and the Duncan Quickening (Duncan Collection).

Lean & Mean – This format is the same as Standard Constructed, except you **MUST** include 6 Lean & Mean cards in your deck and it **CANNOT** be any larger than 44 cards.

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