HIGHLANDER TYPE TWO RULEBOOK

2009 Version

Credits

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.

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.

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

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

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

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

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

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

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

Constructing a Deck

Attribute Gems: When constructing your deck, look at the Attribute Gem count on the back of your Persona Card. The Master Gem remains as it is, but the other Attributes are all multiplied by 3 to give the total number of gems of each Attribute allowed in your deck. Nearly every card in Highlander has 1 or more Attribute Gems printed on them. When constructing your deck, be sure to count these Gems to

make sure you do not go over the limit for each Gem.

Attacks: Attacks have a red grid icon. One or more of the squares in the grid is filled with a red square. Those red squares show where 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. Edge cards cannot be played in conjunction with Special Attacks.

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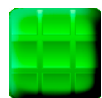
Dodges: Dodges are defenses with a green grid icon. If your dodge covers the same areas as an attack, you may play that dodge to avoid the attack. You may play green gridded cards even if Disarmed.

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

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

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

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

Locations: Locations have a Greek style ruin icon. Like Situations, they may 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 a Hard Exertion. Whenever you make a Hard Exertion, you may choose to play 1 Illusion card from that Exertion. This does not count as playing a Special Card. If you make more than one Hard Exertion during your turn, you may play an Illusion card from those Exertions as well. You may make a Hard Exertion during your turn expressly for an Illusion card if you choose. You may not play an Illusion from your Hand. If an Illusion is drawn into your Hand, it will remain stuck there until you find a way to discard it. Illusions are not Special Cards and are not subject to Counters that do not specifically counter Illusions.

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

Quickening for the persona you are playing.

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

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

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.

Beginning the Game
After constructing your deck, you will need a couple of other items: 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 names an Attribute Gem and draws five cards. Each player then checks their cards for the Attribute Gem they named. Whichever player drew more of the named Gem than the other goes first. In the case of a tie, each player draws the top card of their Endurance and compares their previously named Attribute Gem, this continues until the tie is broken. All cards drawn in this manner are placed at the bottom of their Endurance. Each player then draws one card for each point of his starting Ability (also known as Maximum Ability). The first player proceeds through the Sequence of Play, and finishes their turn. The second player then proceeds through the Sequence of Play, and finishes their turn. Player's alternate turns until one player is defeated. During your turn, you must play at least one non-Edge card, or make an Exertion.

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

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

When playing Events and/or Edges, please place those facing your opponent so that they can be easily read. Permanent cards like Plots, Situations and Objects can be played facing yourself since they remain in play and usually 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 permanent cards your opponent can always ask to read them if they need to do so.

The Sequence of Play

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

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: You must Discard Down or you may Draw Up during this Phase. At the beginning of this Phase you must resolve (in any order) all effects that occur during the Draw/Discard before drawing or discarding cards. You cannot play any cards during this Phase. Then, if you have more cards in your hand than your Ability, you must discard down to your Ability unless your hand size is altered. 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, only during your Defense Phase.

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 players Defense Phase. That player may declare an attack successful before the end of their Defense Phase, instead of waiting for the end of the Defense Phase. Any effects of a successful attack 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 ones Endurance, is known as an Exertion. To make an Exertion, reveal the top 5 cards from your Endurance. An Exertion may only be used for one function. You may only Exert in your May Do/Must Do, Defense and Attack Phases. Before you make an Exertion you must always declare what you are Exerting for, how many cards you will Exert (if there are any cards in play that modify the size of Exertions) and the type of Exertion you are making. You may only attempt to become unprone or to regain your weapon once per turn. As such, you must choose between making a soft or hard exertion when you make that attempt.

Tiered Exertions: These are Exertions made for an Attribute gem where each named gem found in the Exertion activates an effect.
Example: You may have a card that says "Make a soft exertion, avoid one damage for every agility gem you draw." In this case you would draw 5 cards and for every agility icon on those 5 cards you would avoid 1 damage. The more gems you draw the better it works.

Threshold Exertions: These are opposed Exertions, where you are trying to get more of a named gem in your Exertion than your opponent, or you need to get a certain amount of a named gem to achieve an effect. Threshold Exertions are Attribute Checks.
Example 2: "Make a soft exertion for three agility gems, disarm your opponent." In this case out of

the 5 cards you draw you must find at least 3 agility gems in order for the card to take effect. If you find less than 3 your opponent is not disarmed and the card has no effect.
Attribute Checks: An Attribute Check is a term defining any time you make an Exertion for specific gems to create an effect, not to modify an effect.

Attribute Challenge: An Attribute Challenge will require an immediate response by your opponent and both players will make a Soft Exertion during your turn.

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

1.) Power Blows: To make a Power Blow, declare one of your attacks a Power Blow then make an Exertion during your Attack Phase. When you make an attack you play a Power Blow it does 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.) Exerting for an Illusion: You may make a Hard Exertion during your turn to search for an Illusion. You may play only 1 Illusion found in the Exertion.

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

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

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

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

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. Back Aways do not avoid Ranged 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. If you are making a Soft Exertion and you only have 5 cards left in your endurance, when you draw the last card you exhaust. You reshuffle, and then put the 5 cards from your soft exertion underneath your Endurance.

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 may make a Soft (3 of named Attribute Gem) or Hard (2 of named Attribute Gem) Exertion to try to rearm yourself for each weapon lost. You do not have this chance if your weapon was broken. While Disarmed, you may not play any Weapon Of Choice cards or cards with Blade in the title. Any Weapon Of Choice or Blade cards are discarded from play. You cannot attempt to Disarm or break a player's weapon

that is already Disarmed. If you manage to recover a disarmed weapon and you have more than one Weapon of Choice in play, you may choose which one is recovered.

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. You may only have 1 of each unique plot card in play at a time.

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. Off Hand Weapons Of Choice have a sideways Hand Icon printed on the back of the card, indicating it is for Off Hand Use only. You cannot use two Off Hand Weapons Of Choice.

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

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 may make an Exertion to attempt to regain your feet. You may make a Soft (3 of named Attribute Gem) or Hard (2 of named Attribute Gem) Exertion to try to become unprone.

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.

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

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.

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: Crystals 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. If you become disarmed, any hilt you have in play for the weapon disarmed, is removed from play and placed in your discard

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

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.

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.

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.

Basic Attacks and Power Blows – If you make an Exertion to make a Basic Attack a Power Blow (not a Head Shot), you cannot answer "card text" if asked the source of the Power Blow, you must state the Exertion was to make the attack a Power Blow.

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

Card Misprints – The following cards were misprinted but can be made playable in the following combinations:
Crystal Front (HS2 P) with HS2-190 Back
Darius Front (HS2 P) with HS2-191 Back
Arms and Tactics (Holding Hands) with HS2-188 Back
Arms and Tactics (Hand Holding Knight) with HS2-189 Back
Search For Vengeance Pregame misprints can be made usable by using their proper front and backs. This applies to Kyala, Marcus Octavius, Gladius and Kanzashi

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

Colin MacLeod – In regards to his Persona Ability, Quickening and persona specific cards, references to Allies should be read "Unique Ally".

Corda And Reno (Personas) - You may only use the persona ability of the currently active one. You cannot use both of their persona abilities at the same time. You may decide which one to start as after drawing their hands. You only get two hand icons between the two immortals. So they do not each get their own weapon. They are both considered to be using the same weapon. The reason disarming once doesn't disarm both is because they each have their own status for weapon effects. You only "win the game by headshot" if you take the last remaining of the pair's head.

Corda And Reno (Personas) and the *Quality Blade (+1)* - If you use **Quality Blade** (+1 ability) your active persona will be at +1 ability. This will enable you to have an extra card in the inactive persona's hand.

Example: If I start the turn as **Corda** with 9 ability, and switch to **Reno**, **Corda** never hits an Ability Adjustment or Discard Phase, so he maintains the 9 cards in his hand, even though his ability goes back to 8 since he no longer benefits from cards in play. **Reno**, during his ability adjustment phase, goes up 1 Ability because of **Quality Blade**, and then may draw up to 9 during the Draw Phase.

Corda And Reno (Personas) and Card Effects – Cards like their **Flying Machines** only work for the one that is active. A **Watcher: Treatment** would only work for the one that is active during the Ability Adjustment Phase. Cards that stay in play would affect the current immortal, who would be affected by all cards "in game".

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.

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.

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

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

Gladius Pregame – If you make a Power Blow or Power Block, you MUST discard a card from the top of your Endurance to fulfill the effect of the weapon.

Group Classifications-
Bystander = These are cards that depict people who affect the fight knowingly, but anonymously, in a harmful manner without a proper name in the title. The group classification of Bystander applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Bystanders. Examples are:
Mercenary Henchmen
Hired Thugs
Irish Freedom Fighters
Clan Priest
Angry Mob
Fabulous Freebirds
The Tong
Bystander
Centurion
Disgruntled Mortal
Toadies
Lab Director
Loyal Clansman
Cannibal
Mimes

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.
Gypsy
Gypsy Camp

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
Cavalier Hat
Skull Helmet
Space Goggles
Crusade Helmet

MIDDLE ARMOR CATEGORY
Bone Armor
Crusade Gauntlets

LOWER ARMOR CATEGORY

Vehicles = These cards depict modes of transportation that may be used by an immortal. You may only have one Vehicle in play at a time. The group classification of Vehicle applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Vehicles.
Stunt Bike
War Horse
Flying Machine/ Hover Board
Flying Machine/ Wings
Twin Blade Helicopter

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.
Hugh Fitzcairn
Duncan Macleod
Connor Macleod
Darius
Richie Ryan
Amanda
Ramirez
Corda
Reno
Amergan
Kyala

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.

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.
Example1: 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.

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

Illusions And Darius: Event/Teacher Of Many – You can include Persona Specific Illusions in your deck using Darius: Event or Teacher Of Many. You must play the Darius or Teacher Of Many from

your hand prior to making an Exertion you wish to use an Illusion from.

Immortal Ally – You may not play or bring into play any Immortal Ally card if the title is the same as your opponents Persona Card.

In Conjunction: If you elect to rip or counter **Kirk Matunas** 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.

In Conjunction and Cards In Play – You cannot play an "In Conjunction" card on a card already in play.

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

Kurgan Persona Power - If it says 0 damage, the persona power applies. If it says NO damage, the persona power does not.

Kurgan With Custom Broadsword - The card does not give you permission to make extra exertions. It assumes you are using the **Two Handed Broadsword** (since you have to be) and allows you to use the second exertion you can make per turn modify a power blow you make.

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 **Poison Gas** Plot cards in his deck. He has 4 **Poison Gas** in his Discard Pile and 2 **Poison Gas** in play. His opponent has **Master's Advantage** in play. He may not play any additional **Poison Gas** Plots until he reshuffles his Discard Pile into his Endurance or removes, nullifies, or ignores **Master's Advantage**.

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.

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.

Pearl Earring - **Pearl Earring** can take control of a signature card.

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.

Reno Situation - Darius and Reno Situation - **Darius** is an Event and counts as one of your Events for **Reno**. 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.

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**.

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

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

The Prize - When you use **The Prize**, you draw up to the Hand Size you were at when you used **The Prize**.

The Shield – If you are using the **The Shield** you may still attack even if it is your only weapon.

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: Event or Teacher Of Many**.

Yung Dol Kim And The Master Of The Short Sword - YDK may play an attack as a block from an exertion. If you have **Master of the Short Sword** in play, you could play a basic block as an attack from an exertion.

Card Errata

All Card Text (not gem assignments) in the Core Set supersede card text on their same named counterparts in the Beta Set.

Amergan - Event
Play in conjunction with a Weapon of Choice Non-Special Attack that cannot be a Power Blow. That attack is now a Power Blow and does 3 damage. That attack cannot be a Head Shot.

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.

Basic Attack - Thrust (non promo)
If your opponent played a Power Blow last turn, you may make your first attack this turn Hidden. You may make a Hard Exertion to make this attack a Power Blow. This attack does an additional point of damage

Basic Attack – 1 – Upper Center Attack (promo)
If you do not play a Special Card this turn, you may make a Hard Exertion to make this attack a Head Shot.

Chainsaw – PreGame
Your opponent's maximum ability is decreased by one for each point of damage dealt that was not prevented or reduced by non-ranged attacks you play. You must make an unmodified hard exertion to play a dodge from your hand.

Colin MacLeod – Vengeance – R4 – Event
You may only play this card if your opponent removed one of your allies from play during their last turn. Play in conjunction with a non-special attack. That attack cannot be blocked or dodged.

Dirty Trick – 2 – Upper Center Attack
Bloodied Nose: This attack cannot be blocked. This attack does no damage. This attack cannot be a Power Blow. If this attack is successful, your opponent must discard the top card of their Endurance for each card they have in their hand.

Fabulous Freebirds – Situation Mortal: Ally
Your Dirty Tricks do one damage. You may only have one Fabulous Freebirds in play.

General Katana - Extended Blade- S2- Object
You may only include this card in your deck if you are using the Two Handed Broadsword Weapon of Choice. You may play non-special attacks after playing a Back Away.

Guillotine- Object
You may search your discard for one card with Head Shot in the title, and put it into your hand. If you do, during your next Sweep Phase remove both of these cards from the game.

James Horton - R2 - Situation : Mortal Ally
Name an Attribute. Your opponent takes three damage. They may make a Soft Exertion to prevent one damage for each of that Attribute found.

Katana – Two-Handed Stance (SFV) – Situation – One Hand Icon
If you play at least one attack during your turn, your opponent cannot play more attacks than you did during their next turn. This is a Standing Defense.

Kurgan - Bloodlust - R2 - Event
Play in place of an attack. Make a 15 card Hard-Exertion. You may play up to 15 Non-Special Attacks from that Exertion and your hand. These attacks are reduced to one damage. Dodges will not avoid multiple attacks you play this turn. Lose two Ability.

HSFV-267 Kyala Premium (History)
Kyala was found by Marcus with a spear through the heart. Marcus took her under his wing and trained her to be a perfect assassin. He, of course, left out of her training what it means to be an immortal. Until she can escape her capture, she will never know.

Labyrinth – Location
No player can look at another player's Hand.

HSFV-113 Luck Vs. Skill – Event: Attribute Challenge
Play in place of an attack. Both players must make a Soft Exertion for Strength. The loser must immediately discard one defense from their hand for each Strength in their opponents check.

Martin Hyde - Conqueror's Hilt - Object - S2
You may only include this card in your deck if you are using the English Longsword Weapon of Choice. Your opponent must discard a Master card to play a Master Card from their hand.

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.

Pistol (MC) - R2 - Ranged Attack – One Hand Icon
This attack may be played even if disarmed. This attack does 1 damage.

Season Two Basic Block Cards
You may make a Hard Exertion to make this block a Power Block.

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.

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.

Your opponent takes three damage. Your opponent may make a Soft Exertion to prevent one damage for every Agility or Reason found in that Exertion.

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 1 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. Each player starts with only 10 Ability.

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

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 Quickenings he has in play to his opponent. Only in the case of a successful Head Shot must a player forfeit his Quickenings.