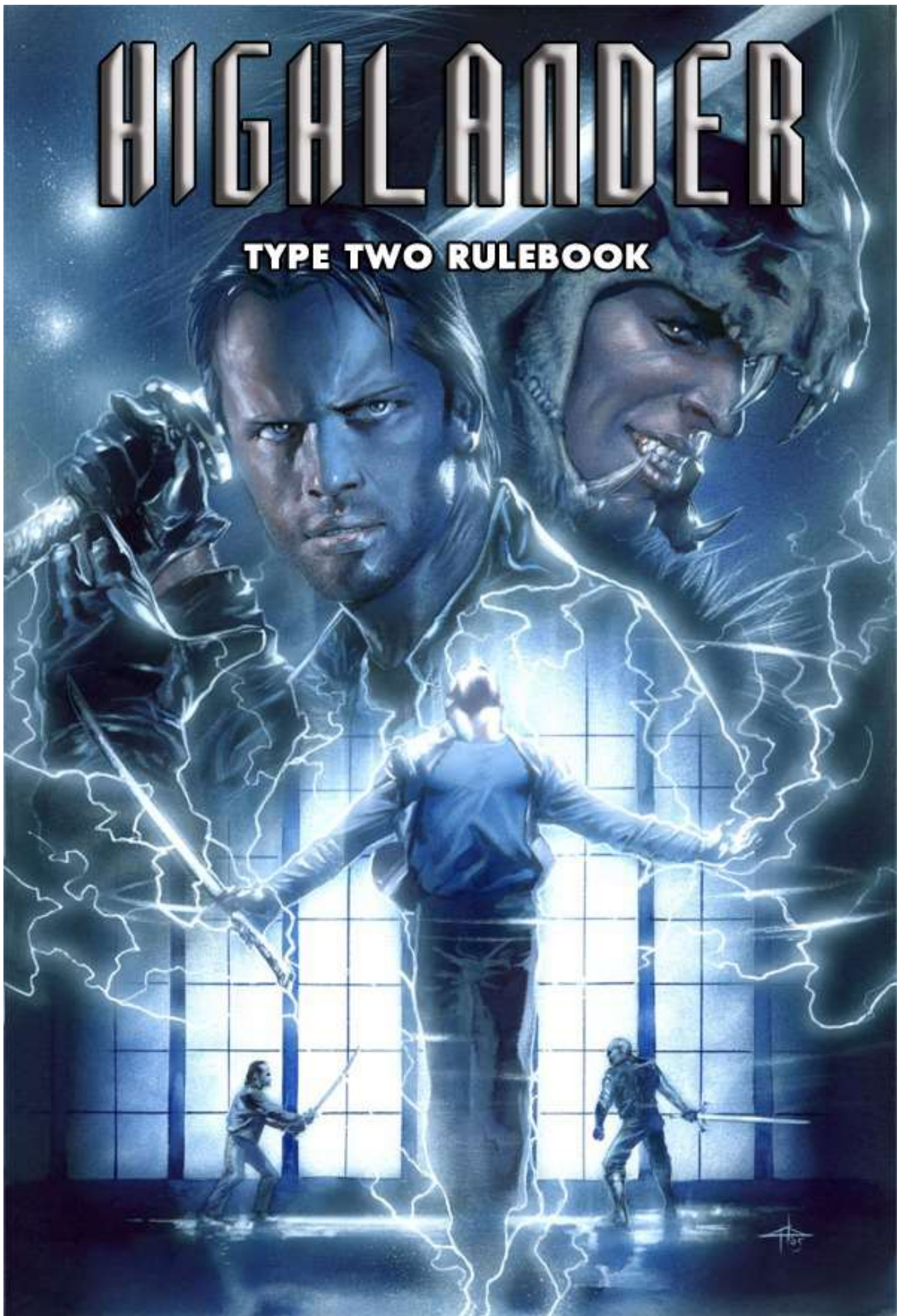


HIGHLANDER

TYPE TWO RULEBOOK



HIGHLANDER TYPE TWO RULEBOOK

July 2014 Version 1.0

Credits

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Thanks to all the players who related questions and concerns.

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[This rule book supersedes any prior rulings and rule books for Type Two formats only and is the only resource needed to play in Type Two format tournaments. Any updates to these rules can be found at \[www.highlanderthegame.com\]\(http://www.highlanderthegame.com\) . If you see updates in red, they are in the three week induction period we place on any rules updates. Otherwise, all rules in this document are the most current rulings.](#)

Game Concept and Goal of the Game

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

Your deck of cards is your Endurance. After you have drawn all cards from your Endurance, you Exhaust. Exhaustion means a loss of 5 Ability, 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 or Faction 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:



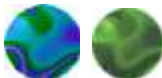
Master – (White) This is how many Master cards you are allowed



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



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



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



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



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

Constructing a Deck

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

Version Rule: In the Type Two formats, you may use any 2nd Edition, or 3rd Edition cards. When a card (Pre-game or In-game) shares the same title, grid, and text as a card from another edition of the game, you must choose which version you wish to include in your deck. You may not mix versions of the card chosen when constructing your deck. To ensure you are not accidentally mixing versions, confirm the errata section concerning the cards you have chosen, or confirm with your tournament director.

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 the attack is aimed. You are required to include at least one each of the nine Basic Attacks in your deck. They are: Upper Left Attack, Upper Center Attack, Upper Right Attack, Middle Left Attack, Thrust, Middle Right Attack, Lower Left Attack, Lower Center Attack, and Lower Right Attack.



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



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



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

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



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



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



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



Locations: Locations have a Greek style ruin icon. Like Situations, they may remain in play and can change the condition of battle over many turns. Locations have a global effect which affects each player equally. Other than specific card effects activated by the player having a location on their side of the board, neither player controls the effects of the location.



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



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



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

to Counters that do not specifically counter Illusions. Illusions are swept from play during the Sweep Phase of the player that played it.

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

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

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

Faction Specific and Listings: Faction specific cards are signed cards and can only be used by immortals that are part of that faction regardless of any other effect such as allowance cards or persona abilities unless specified explicitly through text to allow usage of faction cards. Faction cards for the purpose of game mechanics during play are considered persona specific cards. At this time there are only two factions, they are Clan Macleod and the Four Horsemen.

Clan Macleod - Connor, Duncan, Colin
The Four Horsemen - Methos, Silas, Caspian, Kronos

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

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

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

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

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

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

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

The Sequence of Play

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

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

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

2a.) May Do Effects - These effects can be identified by the Text of their instructions, which will have the word 'may' in the description of the action you may take. You may accomplish these effects in any order you choose. You may opt not to do any 'May Do' effects at all unless specified. You can activate or play May Do actions or effects any time during your turn. If your opponent did not attack during their last turn, you may Discard one defense from your Hand during this Phase. During your May Do/Must Do Phase you may put into play 1 unprovoked (Meaning there are no pending attacks coming at you) gridded Guard per turn (this does not count as a card played).

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

3.) Defense Phase: The next action you will take on your turn is to play your defenses. Defenses may only be played during this Phase. If there is no attack coming, you cannot play a defense, nor make an Exertion for one, except you may put into 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 a Hard Exertion for one. When preparing to attack, take note of the last resolved Defense you played as it may modify your first attack. You may only attack to an area that the block does not cover. A successful dodge will defend an attack as well and perhaps affect your next attack, depending on its Game Text, if any. If you haven't played a Special Card yet, this is your last opportunity to do so. Remember that you may only play one Special Card per turn.

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

6.) Draw/Discard Phase: You must Discard Down or you may Draw Up during this Phase. At the beginning of this Phase you must resolve (in any order) all effects that occur during the Draw/Discard before drawing or Discarding cards. You cannot play any cards during this Phase. Then, if you have more cards in your Hand than your Ability, you must Discard down to your Ability unless your Hand size is altered, which is known as your Maximum Hand Size. Your Maximum Hand Size is your Ability plus or minus any modifiers. When Discarding down, these cards are immediately placed in your Discard Pile. If you have fewer cards in your Hand than your Ability, you may draw one card at a time, stopping at any point as long as you do not exceed your Maximum Hand Size. If you forget to draw during this Phase, you will normally have to wait until your next Draw/Discard Phase to draw. After you have completed drawing up and/or Discarding cards your turn is over. Regardless, of any effect (card or otherwise), before you draw a card during this Phase, you must calculate how many cards you have the capability of drawing. Then you may draw only up to that many cards. (Also see Maximum Hand Size)

Winning The Game

There are two ways to win the game, they are:

- 1) Successfully execute a Head Shot against your opponent.
- 2) Reduce your opponent's Ability to zero. If your opponent begins their Attack Phase with an ability of zero, they immediately lose the game. If your opponent has to skip their Attack Phase due to an effect in play, if they end their Ability Adjustment Phase with an Ability of zero they would immediately lose the game.

Keywords

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

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

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

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

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

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

TRIGGER- Any effect that allows the player to either discard or remove from the game a card to gain an effect. Trigger effects are not Discard or Removal effects. Triggering Effects that are triggered by damage must be a minimum of one damage unless specified on the card.

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

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

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

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

Other Game Aspects

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

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

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

Altering Gem Assignments: If you have a Pre-Game that allows you to alter your gem assignments prior to deck construction, you do not have to reveal to your opponent the chosen gem assignments you decided upon for the tournament. However, you must begin the tournament with your chosen gem assignments written down on a piece of paper for the Tournament Director to see if asked. Gem assignments cannot be altered above 13 (or 39) of any gem for any reason.

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

Capture: Capture effects happen when you take a card from one location (example: your Hand, Endurance, Discard Pile, etc...) and place it underneath another card (in-game or pre-game) face down. Face down Captured cards have no effect on play. Captured cards cannot be placed in any Endurance or Discard Pile other than the owner's. For example, if you have a Captured card(s) in your Hand or under a card, then decide to activate an effect that would put the Captured card(s) into either your Endurance or Discard Pile, the captured cards are instead placed in the owner's Discard Pile. A player can look at their Captured cards anytime during their turn. These effects are always prefixed with the CAPTURE Keyword, or can be found in the compatibility lists later in the rule book.

Note: A card that is modified by another card but has an effect on play is NOT "Captured."
Example 1 – Mongolian Broad Sword and Rachel MacLeod are cards that "Capture" other cards.
Example 2 – Watchers Tattoo and Kidnap are cards that do NOT "Capture" other cards.

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

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

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

COST: Costs are effects that require you to do something prior to playing a card or taking an action. When a Cost requires you to spend a card, it means to Discard that card from your Hand. If it requires you to spend a Hard Exertion, it means that you must make the Hard Exertion. If a Cost makes you make a Hard Exertion to play a card, you may still play that card from your Hand during the same Phase in which you made the Exertion. Paying a cost is not considered being forced to Discard from your Hand or Endurance. These effects are always prefixed with the COST Keyword, or can be found in the compatibility lists later in the rule book.

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

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

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

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

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

Disarmed, Unarmed & Breaking Weapons: During the course of the game, you may become Disarmed, or your weapon may be broken. Any card or effect that states that it will "Disarm" your opponent means only one weapon is Disarmed. The person that is being Disarmed chooses which weapon is to be Disarmed. If your weapon is broken, you are Unarmed, unless you are using two or more Weapons of Choice. In this case, all weapons must be Disarmed and/or broken for a player to be Unarmed. If either occurs, you may not play attacks or blocks that require the use of a weapon, but can play attacks that have an effect that allow them to be played (example: Dirty Tricks, Martial Arts, etc...). Any Guards or weapon related Standing Defenses are removed from play unless you have a way to play the Standing Defense while Disarmed, Unarmed. When you first become Disarmed during your turn, you may not Exert during your May Do/Must Do Phase to regain your weapon until the beginning of your next turn. During your 'May Do' Phase, you may make a Soft (3 of named Attribute Gem) or Hard (2 of named Attribute Gem) Exertion to try to rearm yourself for each weapon Disarmed.

You do not have this chance if your weapon was broken, however there are cards and effects that will allow you to get a new weapon if your weapon is broken or you are Unarmed (Example: Extra Weapon, Weapon Stash, etc...). While Disarmed, you may not play any Weapon Of Choice cards or cards with Blade in the title. Any Weapon Of Choice or Blade cards that pertain to the Disarmed or Unarmed weapon are Discarded from play. You cannot attempt to Disarm or break a player's weapon that is already Disarmed or broken. If you manage to recover a Disarmed or Unarmed weapon and you had more than one Weapon of Choice Disarmed or Unarmed, you may choose which one is recovered. Disarmed or Unarmed is NOT Prevention due to game mechanics.

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

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

Discard to Use Cards: The Game Text on these cards usually begins with "Discard this card from play" or "Discard from the game". You may not use a "Discard to Use" card the turn it is put into play. It becomes eligible to Discard after your opponent has played their first card on their next turn.

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

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

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

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

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

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

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

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

Example 2: "Make a Soft Exertion for three agility gems, disarm your opponent." In this case out of the 5 cards you draw you must find at least 3 agility gems in order for the card to take effect. If you find less than 3 your opponent is not Disarmed and the card has no effect.

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

Attribute Challenge: An Attribute Challenge will require an immediate response by your opponent and both players will make a Soft Exertion during your turn. In the event of a tie during an attribute challenge, no effects will happen. Unless otherwise stated in the text of the card, effects of the Attribute Challenge affect the player that initiated the challenge. Note: If a card says "WINNER:" or "LOSER:", it is instead "WIN:" and "LOSE:"

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

2.) Power Blocks: To make a Power Block, declare which of your blocks you are making a Power Block then make a Hard 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 a Hard Exertion in hope of finding an attack that you can legally play. You may play one attack from the Hard Exertion, then Discard the unused cards. It is possible to make an attack you play from your Hard Exertion Hidden (see Hidden Attacks). If you have a card that requires an attack to be played in conjunction with it, play the card first, then Exert for the attack to play with it. If no card is playable in the Hard Exertion, any cards played "in conjunction" are Discarded without effect.

4.) Searching for a defense: You may search from within the cards revealed in a Hard Exertion for a defense. You may play one legal defense from the Hard 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 Hard Exertion, any cards played "in conjunction" are Discarded without effect. You may not Exert for a defense unless you have an attack pending against you.

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

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

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

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

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

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.

Gems and Card Uniqueness: A card that has the same text but different colored gems in the text box (such as Xavier Mercenary Henchmen) or at the bottom of the card (such as the dual icon tool box cards) are NOT unique from each other as far as Deck Construction.

Example: Focus/Police with a Reason Gem and Focus/Police with an Empathy Gem. The Focus/Police card is restricted to 2, regardless of the gem, you may still only include 2 in your deck, not 4.

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

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

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

Hidden Attacks – Exerting To Defend

- 1- Declare your intention that you are Exerting for a defense against the hidden attack.
- 2- Play any "in conjunction" cards on the table that are intended to amplify the defense found in the Exertion. Play or activate any card or effect that will alter the Exertion.
- 3- Retrieve the cards for the Exertion from whichever source (Hand, Top of Endurance, etc....) and hold them separate.
- 4- The hidden attack is revealed.
- 5- Use the cards in the Exertion to determine if you have an appropriate defense for the attack. *If you have an appropriate defense, you may choose to play it to defend the attack. The other cards from the Exertion are placed in the Discard Pile.

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

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

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

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

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

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

Example:

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

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

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

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

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

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

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 a Hard Exertion for an attack. The sequence of your attacks determines the order in which your opponent must defend. You may not rearrange the order of attacks once you have played them. If you Exert for an attack however, you may insert that attack anywhere along the sequence. You must either play your primary attack or forfeit your primary attack opportunity before playing any additional attacks.

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

Example #1- Normal Scenario without Exertion

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

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

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

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

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

Example #3 Scenario with an Exertion being made

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

Player B – declares that he will Exert for the defense against the upper right attack, which allows him to play defenses for the remaining attacks prior to the Hard Exertion. The attack resolution still begins with the first attack and is resolved in order. So with that in mind, he plays a lower left block which should defend against both remaining attacks. Once this is done, he makes the Exertion to defend against the first attack. He finds an Evade in the Hard Exertion and applies it to the first attack as the defense. Then we go to the resolution of the remaining attacks. They are both defended against by the lower left block so are declared unsuccessful and Player B has taken no damage from attacks this turn.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Redirecting Damage and Ability Loss: When a card is played that redirects Damage or Ability loss, that card does not become the cause of Damage or Ability Loss. It is redirecting the Damage or Ability Loss, so cannot be targeted by a redirecting effect.

Example:

Player A - Plays Boom Boom against his opponent. (effect causing ability loss)

Player B - Plays Really? (redirects the ability loss to Player A)

Player A - Cannot play a Really? to redirect the ability loss, so losses one ability.

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

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

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

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

Special Attacks: Special Attacks may not be Power Blows, may not be Hidden, and may not be pulled from an Exertion when searching for an attack. If a Special Attack states it can be made a Head Shot, it may only be made a Power Blow as long as it is also a Head Shot. If a Special Attack states it can be made a Power Blow, it may also be made a Head Shot (as long as any requirements on the card are met). Edge cards can be played in conjunction with Special Attacks. If a card turns a non-Special Attack into a Special Attack, it loses all other subtypes and cannot be a Power Blow.

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

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

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

Successful Attacks: An attack becomes successful if your opponent did not play a defense or use an effect that will block or avoid the attack. An attack usually becomes successful at the end of the defending 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.

Wound: Wounds are Situations that represent ongoing negative effects caused by Attacks. Wounds always have a requirement (i.e. You may only play this card if you played a successful Attack last turn). Unlike other Situations, once the requirements of a Wound are met, they may be put into play and are not considered a Special Card played. You may only put into play one Wound per successful Attack.

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

FAQ

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.

Cards That Are Special Attack/Block - These cards that are Special Attack/Block are considered both when being targeted by any effect relating to special attacks, attacks, blocks, or defenses.

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 Pre-Game 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”.

Considered Versus Actually - If you are Considered Prone or Considered Disarmed, you are not subject to effects by cards or abilities that are triggered by being Prone or Disarmed. Similarly, if you are no longer under the effect of being Considered Prone or Considered Disarmed, you are not subject to effects by cards or abilities that are triggered by no longer being Prone or Disarmed.

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 and effects "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.

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

Fast Draw - If both players play this card, they cancel each other out and the previously determined player goes first.

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

Forced to Exhaust - If you are forced to Exhaust as the result of a card effect, you shuffle your Discard into your Endurance and lose 5 ability. Being forced to Exhaust is a separate mechanic from being forced to Discard from your Endurance.

4 Horsemen Premium - If both players have this card in their Pre-Game, they cancel each other out. Use the normal method of determining which player goes first.

Gladius Pre-Game – 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. They are identified by having the word Bystander in the title or sub-title of the card. The group classification of Bystander applies to these cards as well as any other group classification they apply to. These cards are affected by any card or effect that target Bystanders. Examples are:

Mercenary Henchmen
Hired Thugs
Irish Freedom Fighters
Clan Priest
Angry Mob
Fabulous Freebirds
The Tong
Bystander
Centurion
Disgruntled Mortal
Toadies

Lab Director
Loyal Clansman
Cannibal
Mimes
Any card with Bystander in the sub-title

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

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

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

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

UPPER ARMOR CATEGORY

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

MIDDLE ARMOR CATEGORY

Bone Armor
Crusade Gauntlets
Snake Skinned Jacket
Any card with Middle Armor in the title or sub title

LOWER ARMOR CATEGORY

Any card with Lower Armor in the title or sub title

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

Stunt Bike
War Horse
Flying Machine/ Hover Board
Flying Machine/ Wings
Twin Blade Helicopter
Tank
Any card that has Vehicle in the title or sub title

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

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

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

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.

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

Illusions And Darius: Event/Teacher Of Many and other Allowance cards— You can include Persona Specific Illusions in your deck using Darius: Event or Teacher Of Many and other Allowance cards. You must play the Darius or Teacher Of Many from your Hand prior to making an Exertion you wish to use an Illusion from unless the text on the Allowance card states otherwise.

Immortal Ally – You may not play or bring into play any Immortal Ally card if the title is the same as your opponent's 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.

Jacob Kell's Persona Ability Clarification - Jacob Kell can have no more than five cards under his persona at any time.

James Horton – Pre-Game (Xavier only use) – (TS1- 037) - Your ally cards are considered Hunters whether they are in your Hand, Discard Pile, Endurance, in play, or removed from the game.

Kanis Hounds – The player Discarding does so when they decide they need to Ignore that effect

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

Kern's Persona Ability Clarification - If you play a special card during your turn, you cannot Exert for an attack during that turn.

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.

Nakano Persona Power / Kane "The Final Dimension": When duplicating an Event, it also duplicates any card played in conjunction with the Event that read "Play in conjunction with" the card being duplicated.

Example -

Your opponent plays Police along with Excessive Force. Because Excessive Force reads "Play in conjunction with a Police", it is also duplicated.

Your opponent plays Seduce along with a middle center attack. The attack does not say "Play in conjunction", so it is NOT duplicated.

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.

Persona Powers and Quickenings that only happen once per turn -

Mako - During Your MD/MD Phase, you may Discard a special card to draw a card.

Gallen - You may play an additional attack each turn if that attack is a Dirty Trick. (Note: This doesn't restrict him to only one additional attack per turn)

Marcus - During your MD/MD Phase, you may draw a card for each Object: Ally you have in play.

Annie - You may play an additional attack during your turn. (Note: This doesn't restrict her to only one additional attack per turn)

Corda - During your MD/MD Phase, you may draw a card.

Methos – During your May Do/Must Do Phase, you may Discard up to two cards to draw a card for each card Discarded in this way.

Garrick – During your May Do/Must Do Phase, you may put one illusion from your Hand on top of your Endurance.

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.

Quickening (The Flock) – This quickening is intended for use during the game and not during deck construction. That is what the Pre-Game Amergan is used for.

Ranged Attacks That Have Hand Icons - Whether printed on the card or not, these cards are the only ranged attacks with Hand Icons:

All gridded cards titled Pistol / **Grayson's Thrown Dagger** / **Xavier's Gas**

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.

Silas Persona Ability - Edge cards count as a card played for the purposes of his ability. (Note: edges do not count as a card played for the requirements of having to either play a card or make an Exertion during your turn)

Taking What Is Mine – If multiple defenses are played in conjunction to form one defense, then all cards with those titles must be Discarded.

The Flock and Members – **Flock** Members are Unique, only one of each Member may be in play.

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.

They Also Serve - Unless your opponent ignores/nullifies/removes They Also Serve from play, they may not have more than one Sit/Obj/Plot/Loc in play, and may not play one to switch out the one they do have in play. The text is the way it is due to the fact that people will ignore/nullify this card, and what happens when the effects become active again.

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.

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

Card Errata

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

Alertness (4H-030) (HSFV-059) (HS4-024 DvK)– Generic – Event – 2

Play in conjunction with a dodge. That dodge can defend attacks that cannot be dodged. You may ignore any effect in play by your opponent which would prevent or restrict you from playing that dodge. You may ignore any effect in play by your opponent which would prevent that dodge from defending multiple attacks. You may ignore any cost required to play that dodge.

Alertness (4H-027) (HSFV-055)– Generic – Event – 2

Play in conjunction with a block. That block can defend attacks that cannot be blocked. You may ignore any effect in play by your opponent which would prevent or restrict you from playing that block. You may ignore any effect in play by your opponent which would prevent that block from defending multiple attacks. You may ignore any cost required to play that block.

Alert Block (PO4-022) - Parrying Blade – Block – 2

Choose one area on the Attack Grid for this block to cover. You may play this in conjunction with another non-Standing Defense block. This defense can defend attacks that cannot be blocked. Nullify any Restriction Effects your opponent has in play which would prevent you from playing this block from your Hand.

Alex Johnson – Connor MacLeod - R4 - Situation: Mortal Ally

Your opponent must play with their Discard Pile face down. No player may look at that Discard, retrieve cards from it. Your opponent cannot reshuffle cards from their Discard unless they exhaust

A Master's Focus – Nakano – Edge - S4

Play during your May Do/Must Do Phase. You may play a Special card after using your Persona Power this turn. If your opponent played more than one Event last turn, you may use your Nakano Persona Power once for each Event.

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.

Arms and Tactics (HtG #187)

You may remove this card from the game to shuffle your Discard Pile into your Endurance.

Arms and Tactics – Pre-Game (HTG-195)

You may remove this card from the game to add 3 of any attribute to one attribute check or attribute challenge.

Arms and Tactics (HtG #197)

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

Bait and Switch (G01-008) – Edge

Play in conjunction with a defense. Nullify any Restriction effects your opponent has in play which would prevent you from playing that defense.

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.

Bear Attack (HS3-166) - May Ling Shen - Special Attack - R2

This attack can only be played if you have Bear Style in play. You may play this attack even if you are disarmed. Your opponent must Discard a dodge to play a dodge from their Hand to defend this attack.

Bear Attack (HS3- 167) - May Ling Shen - Special Attack - R2

This attack can only be played if you have Bear Style in play. You may play this attack even if you are disarmed. Your opponent must Discard a block to play a block from their Hand to defend this attack.

Berserk (HS1-191) - Slan Quince -S2 – Event

Play in place of an attack. You may make a ten-card Hard Exertion. You may play up to 10 Non-Special attacks from that Exertion and your Hand. You may make multiple Power Blows this turn. Dodges will not avoid multiple attacks you play this turn. Lose Two Ability.

Blood Eagle (HS4-046 DvK) - Kanwulf - Event - R4

You may play an additional attack this turn. Your non ranged attacks do an additional point of damage. Your opponent's Maximum Hand Size is reduced by one during their next turn for each attack you play this turn (maximum 3).

Bloodlust - Kurgan - 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.

Break Weapon – Gladius – Event (HSFV-179)

Play in conjunction with a card That has the word “Disarm” in the title. If your opponent is successfully Disarmed, their weapon is broken.

Capacity for Hate (HN13-107) - Faith - EVENT - R4

You may only play this card if your opponent has more cards in their Hand than you do. Randomly Discard a card from your opponents Hand until their Hand matches your Maximum Hand Size.

Cautious Advance (V01-056) - Situation: Standing Defense – 2

Cost: If your opponent is Prone, they must spend a Defense or choose to lose one Ability to play the first card from their Hand during each of their turns.

Chainsaw – Pre-Game

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.

Combination (HTG-162) - Yung Dol Kim – Event – Signed

You may play an additional attack this turn. You may play another Special Card this turn. You may only play one Combination per turn.

Concentration (G01-009) – Edge

Play during your May Do/Must Do Phase. For the remainder of your turn, any Restriction Effects your opponent has in play which would prevent you from playing any special card(s) are nullified.

Conqueror's Hilt - Martin Hyde - 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.

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.

Dirty Trick (HS4-035) – Generic – ATTACK - Leg Sweep:

This attack cannot be blocked. This attack does no damage. This attack cannot be a Power Blow. You may play this attack even if disarmed. If this attack is successful, your next attack this turn cannot be blocked or dodged if it is not a Power Blow.

Disgruntled Mortal (HTG-202) - Situation: CUMULATIVE: Bystander

BURN: Your opponent must Discard the top card of their Endurance during each of their May Do/Must Do Phases.

Divine Intervention (HS3P-001) - EDGE

Play during your May Do/Must Do Phase. Choose one Pre-Game that is not a Weapon Of Choice or Persona. You may Nullify that Pre-Game while this card is in play.

Do It Yourself (all versions) S2 - General Katana - EVENT

You may only play this card if your opponent has in play any non-Location effect(s) to cause you non-attack damage pending this turn. Prevent all damage from those effects. Your opponent takes damage equal to all damage prevented by this card.

Dr. Paul Wilder (G02-010) - Event: Mortal Ally – 2 – (Bugged)

Your opponent's Ability at the end of their next Ability Adjustment Phase is now their Maximum Ability. If your opponent gained Ability during their last turn, they lose two Ability.

English Longsword (All generic and generic +1 versions) – 1 Hand Icon

Nullify the text on **Evades** that you play. You may not include **Counters** in your deck.

En Garde - Octavio Consone - Edge - R4

Retrieve: Discard this card before the game begins. Your opponent may choose to play cards first this game. If they choose to go first, you may search your Endurance for any two cards and retrieve them to your Hand. You may only Discard one En Garde. Play in conjunction with an attack. Dodges will not avoid multiple attacks you play this turn.

Extended Blade - General Katana - 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.

Extra Shot (HN13-112) - Faith - EDGE - Play in conjunction with an attack. That attack may be played as an additional attack this turn. You may only play one Extra Shot this turn.

Extra Shot (HS1-119) - Amanda – Event

You may play an additional attack this turn. Your opponent must Discard a card from their Hand for each attack you play this turn (maximum of 3).

Extra Shot (HS2-104) – Mako – Edge

Play in conjunction with an attack. You may play an additional attack this turn. You may only play one Extra Shot this turn.

Extra Weapon (all versions) - OBJECT

TRIGGER: You may discard this card from play to recover your weapon if that weapon is Disarmed or broken.

Fabulous Freebirds – Situation Mortal: Ally

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

Femme Fatale (HN13-113) - Faith - SPECIAL ATTACK

Your opponent must Discard a defense to play a defense from their Hand against this attack.

Follow Up (4H-068) – Generic – Special Attack

If you played a card titled Disarm this turn, you may play this as an additional attack and it cannot be dodged. You may only play one Follow Up this turn.




Guardian - Kenny Ross - S2 - Situation: Immortal Ally (HS3-140)

You may Discard this Guardian from play to reshuffle your Discard Pile into your Endurance. If you do, remove this card from the game. You may have multiple Guardians in play.

Guillotine- Object

You may search your Discard Pile 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.

Hand Axe (Pre-Game FOIL Duncan vs. Kanwulf) - Off Hand Icon

You must be Kanwulf to use this Weapon Of Choice. You may include this with another One-Handed Weapon of Choice. You may play multiple Basic Blocks in conjunction with one another. If you do, they form one Basic Block. Your blocks cannot defend multiple attacks. (Note: This is the premium which has the +  +  + )

Holy Ground (HSFV-096) – 3 – Event

Avoid all attacks this turn. Skip your attack Phase. Remove the top three cards of your Endurance from the game.







Hunter- (AKA Hunter Prone) (all versions) - 2 – Situation -Toughness

Your opponent is Prone. Your opponent's Attribute Checks to regain their feet are decreased by one. If your opponent regains their feet, remove this card from play. If your opponent removes this card from play, they regain their feet. If your opponent regains their feet while this card is nullified, this card is not removed from play in this case.

Improvised Weapon (HS1-231) – Zachary Blaine

You may play this attack even if you are disarmed. This attack does 0 damage. This attack cannot be blocked. You may play an additional attack this turn. If this attack is successful, your next attack cannot be dodged. You may only play one Improvised Weapon this turn.

Kanwulf (HS4-104 and any Kanwulf Premium or Quickening with any of these abilities) - PERSONA -

During your turn, you may Discard up to three cards containing at least one ,  or  from your Hand. For each , you may play an additional attack this turn. For each , you may add a point of damage to a non-Ranged Attack you played this turn. For each , your opponents Maximum Hand Size is decreased by one during their next turn.

Katana (SFV) – Two-Handed Stance – 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.

Kick (TS1-028) – Duncan – Special Attack

You may play this attack even if you are disarmed. This attack cannot be blocked. This attack does one damage. If this attack is successful, your next attack this turn cannot be blocked. You may play an additional attack this turn. You may only play one Kick this turn.

Kurgan Persona – (HTG-180)

Your non-ranged attacks do an additional point of damage. During your May Do/Must Do Phase, you may Discard one (S) from your Hand for each location in play to ignore one location in play for the remainder of your turn.

Kyala Premium (HSFV-267) (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.

Leg Sweep (HN13-044 CvD) (TS1-029) (HS1-138) – Duncan – Special Attack

You may play this attack even if you are disarmed. This attack cannot be blocked and does 0 damage. You may play an additional attack this turn. If this attack is successful, your next attack this turn cannot be dodged. You may only play one Leg Sweep this turn.

Luck Vs. Skill (HSFV-113)– 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.

Masters Attack (HTG-255) - General Katana – Special Attack – R2

If your opponent has a Plot in play, this attack cannot be blocked. If your opponent has a Situation in play, this attack cannot be dodged. This attack may be a Power Blow. This attack may be made a Head Shot.

Master's Attack (HS3-176) - May Ling Shen - Special Attack - R4

You may only play this attack if you have a Bear Attack or Master's Block in play. You may play this attack even if you are disarmed. You may play this as an additional attack. Defenses will not block or avoid multiple Martial Attacks you play. Your opponent must Discard a block and a dodge from their Hand to play a defense from their Hand to defend this attack.

Master's Disarm (HN13-088) - Connor Macleod– R2 – Event

Play during your defense Phase. You may only play this card if you are disarmed, your opponent is armed, and you have an attack pending. Avoid the last attack your opponent played. Your opponent is now disarmed and you recover your weapon. If your weapon was broken, your opponent's weapon is now broken. If your first attack this turn is an upper attack and can be made a head shot, it is a head shot.

Master's Disarm (HN13-202) – Nakano - R2 – Event

Play during your defense Phase. You may only play this card if you are disarmed, your opponent is armed, and you have an attack pending. Avoid the last attack your opponent played. Your opponent is now disarmed and you recover your weapon. If your weapon was broken, your opponent's weapon is now broken. If your first attack this turn is an upper attack and can be made a head shot, it is a head shot.

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.

Mercenary Henchmen - Xavier St. Cloud - R2 – Event

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.

Middle Left Attack (HS3-233) - Broad-Bladed Spear - Basic Attack – 000/X00/000

This attack does an additional point of damage. 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.

Middle Right Attack (HS3-234) - Broad-Bladed Spear - Basic Attack – 000/00X/000

This attack does an additional point of damage. 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.

Mimes (HTG-276) - Situation: Bystander

TRIGGER: If your opponent drew cards before their Draw/Discard Phase last turn, you may Discard this card from play to draw that many cards during your turn.

Persistence (LG1-010) – Graham Ashe – EDGE - S2 - Agility

This card may be played after you play a Master's Attack or a Slash. If the attack is unsuccessful, take this card back to your Hand and nullify one Situation, Object, or Location in play until the end of your next turn.

Pickpocket (HS1-123) – Amanda – Special Attack

This attack cannot be blocked and does 0 damage. You may play this attack even if you are disarmed. If successful, you may look at your opponent's Hand and Discard one card found there. If that card is an Object, you may instead put it into play under your control.

Pistol (MC) - R2 - Ranged Attack – One Hand Icon

This attack may be played even if Disarmed. This attack does 1 damage.

Pommel (TS1-032) – Duncan – Special Attack

You may play this attack as an additional attack if the last defense you played this turn was an Evade: Escape. You may play this attack even if you are disarmed. This attack cannot be blocked. This attack does 0 damage. You may play an additional attack this turn. You may only play one Pommel this turn.

Protected Resources (HSFV-134) - 2 – Situation

You may ignore any effect by your opponent that would force you to Discard cards from your Hand or off the top of your Endurance. Your opponent cannot Discard cards from your Hand or your Endurance. This card has no effect towards paying a cost to play a card(s).

Quick Slash (HS4-260) – Single Handed Broadsword – 4

This attack may be played as an additional attack. This attack cannot be a Power Blow. You may only play one Quick Slash this turn.

Season Two Basic Block Cards

You may make a Hard Exertion to make this block a Power Block.

Slash (HS3-245) - Mongolian Broadsword – Attack – 00X/00X/00X

If this attack is played from under the Mongolian Broadsword Weapon of Choice, it may be played as an additional attack. This attack cannot be a Power Blow.

Slash (HS3-246) - Mongolian Broadsword – Attack – X00/X00/X00

If this attack is played from under the Mongolian Broadsword Weapon of Choice, it may be played as an additional attack. This attack cannot be a Power Blow.

Tackle (HN13-104) – Duncan – Special Attack

This attack does 0 damage. You may play this attack after a Back Away. You may attack normally after the Back Away this turn. You may play an additional attack this turn. You may only play one Tackle this turn.

Teacher of Many - (Diamond Icon) - All versions

The Final Dimension (HN13-001PP) - PLOT - 2

Once during your turn, you may play an Illusion from a Soft Exertion.

The Master Plan - Xavier St. Cloud - 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.

Trench Coat (HN13-068) – Object

Trigger: Discard this card from play to remove one Pedestrian, Bystander, or Reporter from play; or to counter one Pedestrian, Bystander, or Reporter as it is played or put into play.

Trip (HTG-165) - Yung Dol Kim – Event – Signed

Remove all Standing Defenses your opponent has in play. You may play another Special Card this turn. You may only play one Trip per turn.

TSC Headquarters (HTG-214) – Location

No locations may be played or put into play.

TSC Troopers (HTG-215) - Situation: Pedestrian

Play on an opponent's Situation in play. Keep TSC Troopers with that Situation. You may ignore the effects of that Situation.

Unlimited Resources - Grayson - R2 - Edge

Play in conjunction with a Risk Management situation. You may play an additional Risk Management this turn.

Vengeance – Colin MacLeod – 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.

Waiting to Strike (4H-123) – Edge - 2 (Bugged)

Play in conjunction with a special card. You may play an additional Event this turn. You may only play or put into play two Special cards this turn. Skip your Attack Phase.

Watcher (HN13-221) – Situation – 2

Your cards cannot be nullified during your turn by your opponent.

Weapon Lock- Single Handed Broadsword- Edge- R4

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

Woman Scorned - Kristin Gilles – Event – R2

You may only play this card if your opponent played an attack last turn. Play in place of an attack. You may play up to three basic attacks from your Hand this turn. Defenses will not block or avoid multiple attacks you play this turn.

Effect Classification List for 2ed Cards

Burn

HS3-216 - Benefit of Inexperience

4H-243 - Chop

4H-244 - Chop

HS4-019 DvK - Clan Chieftain

HS4-060 - Containing the Evil

HTG-031 - Dirty Trick

HSFV-074 - Dirty Trick

HS1-163 - Extra Shot

HS1-241 - Great Sword

4H-241 - Great Sword

4H-287 - Great Sword

4H-288 - Great Sword

HS4-056 DvK - Great Sword

HSFV-104 - Lab Director

HSFV-114 - Luck vs Skill

4H-170 - Master of the Horsemen

HS1-166 - Master's Attack

HS1-167 - Master's Block

HS4-149 - Master's Manipulation

4H-173 - Merciless

HS4-152 - Obsession

HS2-150 - Petty Thief

HSFV-236 - Physical Dominance

Burn Continued ...

HS2-151 - Pressed Advantage
4H-102 - Rhesus Virus
HS1-168 - Risk Management
HS1-169 - Risk Management
HS1-170 - Risk Management
HSFV-025 - Search for Vengeance
HS1-171 - Sinuous Blade
HS2-154 - Stunt Bike
4H-116 - Test of Fortitude
4H-120 - Test of Wits
4H-024 - The Bronze Age
HS2-155 - The Darkness
4H-265 - The Face of Pestilence
HS2-049 - The Ring
HS3-057 - Town Square
HS3-217 - Tricks of My Own
HSFV-258 - Trip
4H-180 - True Use of Terror
HSFV-176 - Virus
HS4-193 - You're a Coward

Cost

HS1-225 - ...and the Tiger
HM3-229 - At Arm's Length
HS3-166 - Bear Attack
HS3-167 - Bear Attack
HS1-030 - Carl's Forest
HSFV-070 - Chest Wound
HM3-072 - Chieftain's Claymore
HS2-117 - Conqueror's Hilt
HS3-200 - Counter
HS3-201 - Counter
HS1-032 - Detective Thomas Powell
HM3-109 - Dirty Trick
HS2-260 - En Garde
HTG-135 - Extra Shot
HM3-106 - Faith
HM3-113 - Femme Fatale
HTG-239 - Flying Machine

HS2-075 - Follow-up
HS4-034 DvK - Follow-up
4H-245 - Great Cleave
HS4-090 - Hound
HS4-091 - Hound
HS4-092 - Hound
HM3-114 - Immortal Revenge
HS3-131 - Kenny Ross
HTG-143 - Lion-Head Hilt
HS1-107 - Master of the Broadsword
HSFV-117 - Master Swordplay
HSFV-118 - Master's Advance
HS3-176 - Master's Attack
HSFV-047 - Master's Attack
HS2-137 - Master's Manipulation
HS3-179 - Nomad's Blade
HS1-199 - Over-Extended Attack
HTGQ-014 - Quickening
HTGQ-043 - Quickening
HTGQ-054 - Quickening
HTG-181 - Ramirez
HS2-224 - Ruins
HS2-267 - Saint Anne's Broadsword
HS4-020 - Season Four
HTG-277 - Short Sword
HS3-247 - Short Sword
HS3-276 - Short Sword
HS3-243 - Skilled Assault
TS2-056 - Skull Helmet
HTG-155 - Skull Helmet
HSFV-238 - Steel Grip
HM3-065 - Street Crowd
HS2-269 - Trip
HM3-121 - Trip
TS2-036 - War Banner
HTG-051 - War Banner
HSFV-177 - War Banner
HS3-058 - We Never Interfere

Trigger

HS4-158 - Alexa Bond
HS4-029 - Anthony Gieger
HS1-252 - Arms and Tactics
HS2-188 - Arms and Tactics
HS2-189 - Arms and Tactics
HTG-187 - Arms and Tactics
HTG-195 - Arms and Tactics
HTG-196 - Arms and Tactics
HS4-105 - Blindside Shield
HS4-045 DvK - Blindside Shield
HS4-086 - Bo Staff
HSFV-224 - Bonfire
HS2-101 - Bounty
TS2-019 - Brenda Wyatt
HS3-031 - Burn Him!!!
HSFV-242 - Centurion
HSFV-246 - Centurion
HSFV-247 - Centurion
4H-044 - Challenge Refused
HSFVP-02 - Challenge Refused
HS2-029 - Charlie DeSalvo
HS3-152 - Controlled Rage
HS3-153 - Controlled Rage
HTG-248 - Corda
HSFV-072 - Cursed
HSFV-040 - Dahlia
HS1-180 - Darius
HS2-191 - Darius
HTG-200 - David Blake
HSFV-077 - Doc Byrnes
HS1-181 - Duncan MacLeod
HS2-053 - Duncan MacLeod
HS2-145 - Duncan MacLeod
HSFV-078 - Empathy
HS2-103 - Evidence
HS2-198 - Explosive Device
HS3-190 - Fight Another Day
HTG-264 - Flask

4H-168 - Foresight
HS3-089 - Gargoyle
HS4-109 - Grave Robbing
HS3-140 - Guardian
HS3-141 - Guardian
HS1-041 - Guillotine
HM3-250 - Hidden Holster
HS3PP-004 - Hideo Koto
HM3-045 - Hot Dog Vendor
4H-215 - Hunter
4H-216 - Hunter
HS4-202 - I'm Here to Help You
4H-078 - Interference
HSFV-103 - Joe
HS2-041 - Joe Dawson
HM3-095 - Kate
HSFV-252 - Kyala
HS3-125 - LeBaron
HS2-270 - Lesson Learned
HSFV-214 - Lord and Master
HTG-207 - Louise Marcus
HSFV-046 - Loyal Clansman
HS4-021 DvK - Loyal Clansman
HS2-045 - Master's Stamina
4H-193 - Methos?
HTG-276 - Mimes
HTG-047 - Murdock
HS2-112 - Pistol
HS1-216 - Plan Ahead
TS1-054 - Plan Ahead
HM3-090 - Porsche
HSFV-132 - Practice...Practice...
HS2-161 - Press the Attack
HS2-152 - Quick Learner
TS2-024 - Ramirez
HTG-105 - Ramirez
HS3-210 - Recreational Vehicle
HTG-269 - Relentless Pursuit
HTG-257 - Reno

Trigger Continued ...

HS3-211 - Rita Luce
HS4-050 DvK - Sacrifice
HS4-115 - Sacrifice
HSFV-145 - Sergeant Franks
HS4-116 - Strength of Einherjar
HS4-117 - Strength of Einherjar
HS4-051 DvK - Strenght of Einherjar
HS3-264 - Strong Grip
HS2-154 - Stunt Bike
HS3-081 - T-Bird
HSFV-157 - Tank
HSFV-263 - The Gathering
HS1-262 - The Gathering
HS1-263 - The Gathering
HS2-276 - The Gathering
HS2-277 - The Gathering
4H-277 - The Gathering
HTG-279 - The Gathering
HTG-280 - The Gathering
HSFV-262 The Gathering
4H-195 - The Gift
HS2-227 - The Watcher Chronicles
HS4-215 - Watcher Assignment
4H-219 - Watcher
4H-220 - Watcher
HM3-222 - Watcher
HM3-071 - Willpower
HM3-156 - Worst Nightmare
HS4-176 - Xavier St. Cloud

Reveal

4H-039 - Attack Me!
HS4-032 - Reveal
TS2-050 - Dirty Trick
HS2-071 - Dirty Trick
HS4-127 - Double Eagle
HM3-017 - End Game
HM3-018 - End Game
HS1-148 - Extra Shot

4H-132 - Famine
HS1-239 - Felice Martin
HS2-215 - Gypsy
HS2-217 - Gypsy
HM3-098 - Hand-to-Hand
HM3-162 - Hand-to-Hand
HS2-076 - Hitman for Hire
HS3-121 - Immortal Research
HS3-191 - Immortal Research
HS3-039 KvM - Immortal Research
HS4-134 - Luck of the Draw
HS1-152 - Master Seductress
HS2-046 - Maurice
HSFV-103 - Joe
HM3-045 CvD - Meditation
HS4-138 - Misdirection
HM3-117 - Numbing Sameness
HS4-045 - Peeping Tom
HS2-150 - Petty Thief
HS2-138 - Pharoah's Daughter
HS1-123 - Pickpocket
HSFV-133 - Presence of an Immortal
HTGQ-004 - Quickening
HTGQ-059 - Quickening
HTGQ-070 - Quickening
HS3-212 - Scouted Prey
HS3-213 - Scouted Prey
HS4-197 - Sean Burns
HS1-021 - Season One
HM3-119 - Seduce
4H-144 - Seer
HS3-096 - Shadow of the Mind
HTG-243 - Space Goggles
HTG-244 - Space Goggles
4H-228 - Stab
4H-229 - Stab
HS1-125 - Steal
HS1-235 - Steal
HM3-208 - The Sorcerer

Reveal Continued ...

HS3-214 - They Also Serve
HS3-163 - Trip
HS1-158 - Trip
HS3-225 - Watcher
HM3-224 - Watcher
HM3-225 - Watcher
HM3-226 - Watcher
HM3-227 - Watcher
HS3-122 - Insurance
HM3-174 - Kane

Retrieve

HS4-026 - Advance Warning
HS2-06P - Advance Warning
HSFVP-01 - Advance Warning
HM3-029 - Alex Johnson
TS1-022 - Alliance
HS1-029 - Antique Shop
HTG-187 - Arms and Tactics
HTG-124 - Back Against the Wall
HTG-038 - Belligerent Attack
4H-126 - Berserk
HS4-105 - Blindside Shield
HS4-045 DvK - Blindside Shield
HSFV-224 - Bonfire
HS2-101 - Bounty
HTG-054 - Brenda Wyatt
4H-043 - Brotherhood
HS1-160 - Business As Usual
HS1-193 - Ciao Baby!
HS3-169 - Combination
4H-224 - Combination
HM3-158 - Combination
HS4-060 - Containing the Evil
HS3-152 - Controlled Rage
HS3-153 - Controlled Rage
HS4-181 - Counter Attack

HS2-144 - Counter
HS4-126 - Counter
HM3-126 - Counter
HS1-179 - Counter
HTG-166 - Cutting Room Floor
HS2-191 - Darius
HSFV-209 - Deadly Intent
HSFV-073 - Dirty Trick
HTG-203 - Dr. Alan Neyman
HSFV-042 - Eternal Love
4H-131 - Extra Shot
HS2-060 - Extra Shot
HS2-239 - Extra Shot
HS3-072 - Extra Shot
HTG-088 - Feint
HS3-050 KvM - Fight Another Day
HSFV-082 - Fight for Freedom
HSFV-083 - Fight for Freedom
HS3-205 - Five Finger Dance
4H-168 - Foresight
HS3-120 - Forgery
HS3-089 - Gargoyle
HS3-140 - Guardian
HS3-141 - Guardian
HS1-041 - Guillotine
TS2-020 - Heather MacLeod
HTG-097 - Heather MacLeod
4H-204 - Hew
HTG-020 - Highlander
HS1-135 - Honor Bound
HS4-065 - Hunter
HS2-231 - Hunter
TS2-052 - I am But a Worm
TS2-021 - I am Connor MacLeod
HTG-101 - I am Connor MacLeod
HM3-099 - I am Duncan MacLeod
HS4-164 - Inheritance
HS4-165 - Inheritance
HS2-04P - Insignificant Threat

Retrieve Continued ...

HS2-180 - Joe Dawson
TS1-043 - Joe Dawson
HS4-039 - Juanita
HS4-093 - Leader of the Pack
4H-020 - Lean and Mean
HS2-078 - Leather Bound Hilt
HM3-192 - Lecture
HS4-040 - Lenui Inn
HS2-147 - Luck
HSFV-233 - Madness
HS2-181 - Mako
HS1-100 - Master of the Sabre
HTG-091 - Master of the Wakizashi
HS4-112 - Master's Attack
4H-137 - Master's Attack
HS2-065 - Master's Attack
HS2-066 - Master's Attack
4H-081 - Master's Dodge
HS1-122 - Master's Dodge
HS3-074 - Master's Dodge
HS1-049 - Master's Domain
4H-268 - Master's Endurance
HSFV-235 - Master's Endurance
HM3-101 - Master's Persistence
HTG-268 - Measure of Life
4H-173 - Merciless
HS3-044 - Morgue
HM3-050 - Narc
TS1-058 - Necessary Evil
HTGP-04 - Nexus
HS3-127 - Nino
HS4-113 - Odin's Wrath
HS4-048 DvK - Odin's Wrath
HS4-257 - On the Offensive
HS4-080 - One Minute to Midnight
HS4-084 - Passion and Persistence
4H-175 - Pestilence's Hand
HS1-219 - Poison Gas

TS1-057 - Poison Gas
HM3-090 - Porsche
HS2-161 - Press the Attack
4H-092 - Primitive Village
HS2-152 - Quick Learner
HS1-092 - Quick Parry
HS1-093 - Quick Parry
HS1-110 - Quick Parry
HS1-111 - Quick Parry
HS2-162 - Quick Parry
HS2-163 - Quick Parry
4H-302 - Quickening
HS3-210 - Recreational Vehicle
HTG-270 - Remembrance
4H-272 - Reposition
HSFV-257 - Rome is in the Heart
4H-139 - Sadistic Pleasure
HS2-025 - Season Two
HTG-271 - Second Wind
HS4-159 - Secret Identity
HM3-188 - Senghi Khan
HM3-120 - Sentimental Necklace
4H-156 - Silas
4H-198 - Silas
HM3-171 - Steel Polearm
HM3-153 - Supernatural Strike
HS3-081 - T-Bird
4H-113 - Test of Agility
4H-115 - Test of Charisma
HSFV-162 - Test of Fortitude
HSFV-163 - Test of Fortitude
4H-117 - Test of Fortitude
4H-119 - Test of Strength
HSFV-166 - Test of Wits
4H-121 - Test of Wits
4H-023 - The Bronze Age
4H-025 - The Bronze Age
HS1-060 - The Circus
4H-160 - The Four Horsemen

Retrieve Contined ...

HS1-262 - The Gathering
HS2-276 - The Gathering
HTG-280 - The Gathering
HSFV-262 The Gathering
4H-195 - The Gift
HS3-094 - The Nightman Cometh
HS4-168 - The Protégé's Plan
HS2-227 - The Watcher Chronicles
HTG-213 - Time Portal
HS2-248 - Trip
HS3-147 - Trip
HS3-181 - Trip
HS1-188 - Trip
TS1-042 - Unholy
HS4-119 - Unquestioned Faith
HS4-053 DvK - Unquestioned Faith
HM3-173 - Viper Strike
HS4-215 - Watcher Assignment
HS2-228 - Watcher Headquarters
HS3-222 - Watcher
HS3-226 - Watcher
HS4-223 - Watcher
HS2-273 - Watcher
HS1-112 - Weapon Lock
HM3-139 - Winston

Draw

HM3-141 - 400 Year Quest
4H-126 - Berserk
HS2-056 - Bloodied Pommel
HS1-176 - Cavalier Hat
HTG-273 - Corda
HS3-254 - Defensive Positioning
HTG-171 - Director's Cut
4H-058 - Even the Odds
HS4-025 DvK - Even the Odds
HM3-019 CvD - Even the Odds
HS2-07P - Even the Odds
HS4-228 - Fast Draw

HM3-190 - Fight Another Day
HS4-036 - Force of Will
HS3-175 - Great Weakness
HS4-076 - Gypsy
HS1-042 - Henry the Lion Tamer
HM3-045 - Hot Dog Vendor
HM3-130 - I'm Gonna Cut You!
HS4-123 - Innocent Look
HSFV-044 - Inspiration
HTG-254 - Ironside
HS3-192 - Ivanhoe Longsword
HSFV-187 - Kanzashi
HS1-120 - Lady and...
HS1-025 - Lean and Mean
HS3-020 KvM - Lean and Mean
HS4-025 - Lean and Mean
HTG-022 - Lean and Mean
HSFV-046 - Loyal Clansman
HS4-021 DvK - Loyal Clansman
HS2-181 - Mako
HSFV-241 - Marcus Octavius
4H-237 - Master of the Longsword
4H-191 - Master's Manipulation
HSFV-125 - Master's Strategem
HS3-165 - May-Ling Shen
HS3-182 - Methos
4H-154 - Methos
4H-161 - Methos
HS3-060 KvM - Methos
HM3-102 - Methos
HTG-276 - Mimes
HS4-160 - Morgan d'Estaing
HM3-256 - Naginata
HS3-046 - Nomad Camp
HS3-209 - Pampered
HS3-054 KvM - Pampered
HTG-167 - Patience
HSFV-130 - Patience
HM3-054 - Prepared Attack

Draw Continued ...

HM3-055 - Prepared Attack
HM3-056 - Prepared Defense
HM3-057 - Prepared Defense
HS2-266 - Protector of the Stone
HTGQ-019 - Quickening
HTGQ-026 - Quickening
HTGQ-046 - Quickening
HTGQ-047 - Quickening
HTGQ-068 - Quickening
4H-301 - Quickening
HS3-056 - Spirit Walk
4H-230 - Surprise Attack
HS4-253 - Swashbuckler
HS3-078 - Take Back the Night
HS1-143 - The Highlander
TS1-020 - The Highlander
HM3-043 - The Highlands
HS4-027 DvK - The Highlands
HS1-264 - The Prize
HS2-09P - The Tong
4H-162 - Together Again
HS3-079 - Trip
HS4-103 - Trip
4H-141 - Trip
HM3-172 - Trip
4H-180 - True Use of Terror
HS4-03PP - Upper Left Attack
HS4-04PP - Upper Right Block
HS2-165 - Watcher
HS3-221 - Watcher

Discard

HS1-237 - Amanda
HS2-256 - Amanda
HSFV-037 - Amergan
HSFV-064 - Ancient Battlefield
HS4-029 - Anthony Gieger
HS3-114 - Kalas
TS2-029 - Battlefield

HTG-037 - Battlefield
HS4-198 - Calming Speech
HM3-107 - Capacity For Hate
HTG-030 - Cat and Mouse
HTG-198 - Cat and Mouse
HTG-199 - Cat and Mouse
HS3-172 - Crane Attack
HS1-098 - Cutting Edge
HS3-028 KvM - Dirty Trick
TS2-050 - Dirty Trick
HTG-201 - Dirty Trick
HM3-036 - Dirty Trick
HS2-071 - Dirty Trick
HS3-034 - Dirty Trick
HS4-146 - Duchess' Hilt
HS4-182 - Duelist
HS2-053 - Duncan MacLeod
HSFV-078 - Empathy
4H-143 - Enchanted Voice
HS2-103 - Evidence
HS1-119 - Extra Shot
HS4-074 - Eye For An Eye
4H-132 - Famine
HS3-087 - Fighting Shadows
HS3-088 - Fighting Shadows
HS4-130 - Five Card Stud
4H-167 - Follow-up
HS1-213 - Gas Cannister
TS1-050 - Gas Cannister
HS3-206 - Gaspar's Broadsword
HS3-060 - Good Intentions
HS1-164 - Gothic Warlord
HS2-094 - Hunter
TS1-038 - Hunter
HS2-096 - Hunter
HS3-034 KvM - Hunter
HM3-191 - Inside Job
HSFV-102 - Interference
HS4-194 - Keeper of Its Secrets

Discard Continued ...

HS2-173 - Last Supper
HSFV-112 - Luck vs Skill
HSFV-113 - Luck vs Skill
HSFV-115 - Luck vs Skill
HS2-064 - Master for the Cause
4H-225 - Master of the Cutlass
HS3-255 - Master of the Short Sword
HS1-121 - Master Thief
HS1-232 - Master Thief
HS3-177 - Master's Attack
HS2-122 - Master's Block
HS1-154 - Master's Deception
4H-138 - Master's Madness
4H-191 - Master's Manipulation
HS2-243 - Master's Obsession
HS2-123 - Master's Trick
HS3-199 - Michael Christian
4H-087 - Monkey
HS3-047 - Nosferatu
4H-207 - Now We Fight!
HS4-152 - Obsession
HM3-186 - Open Mind
4H-155 - Outnumber
HTG-241 - Outnumber
HS4-096 - Pack Master
HS4-207 - Painful Memories
HS4-045 - Peeping Tom
HS2-138 - Pharoah's Daughter
HS1-123 - Pickpocket
HS1-234 - Pistol
HS1-108 - Pommel Blow
HS1-109 - Pommel Blow
HS1-160 - Pommel Blow
HTGQ-001 - Quickening
HTGQ-042 - Quickening
HTGQ-048 - Quickening
HTGQ-049 - Quickening
HS4-021 - Season Four

HS1-022 - Season One
HS2-023 - Season Two
4H-144 - Seer
HS3-128 - Song of the Executioner
HS1-125 - Steal
HS1-235 - Steal
HM3-066 - Street Thug
HS4-154 - Taking What Is Mine!
HS4-191 - Taunt
HSFV-158 - Test of Agility
4H-118 - Test of Strength
HSFV-167 - Test of Wits
HS4-171 - Thrown Dagger
4H-178 - Thrown Dagger
HTG-119 - Trench Coat
HS4-174 - Tribute
HS2-082 - Trip
HS3-130 - Trip
HS3-215 - Trip
HS4-212 - Trip
HS2-068 - Trip
HS3-043 KvM - Trip
HTG-109 - Trip
HTG-123 - Trip
HTG-150 - Trip
HTG-260 - Trip
HS1-206 - Trip
HS1-222 - Trip
HS4-244 - Weapon Bind
HS4-157 - You're Mine!

Restriction

HS2-201 - Appel
4H-038 - Asylum
HS3-115 - Back Stab
4H-275 - Blade Trap
TS1-023 - Blade Whip
4H-295 - Bronze Blade
4H-199 - Brute Strength

Restriction Continued ...

TS2-047 - Brute Strength
HTG-261 - Brute Strength
HS3-184 - Careful Strike
HTG-039 - Catwalk
HTG-120 - Cautious Manuever
HS3-227 - Challenge Refused
HS1-031 - Challenge
4H-200 - Challenge
HS3-027 KvM - Challenge
HS4-142 - Charm
HS2-132 - Charm
HS4-143 - Chivalry
HS3-135 - Counter
HTG-040 - Dead End Alley
HS3-235 - Debilitating Wound
HM3-231 - Deliberate Strike
HM3-232 - Deliberate Strike
HS1-033 - Dirty Trick
4H-051 - Dirty Trick
4H-052 - Dirty Trick
HM3-249 - Dual Attack
HS2-202 - Elegant Block
HS2-203 - Elegant Block
HTG-142 - Experience Counts
4H-251 - Extended Reach
4H-134 - Feigning Strike
HS1-036 - Feint
HSFV-081 - Feint
HS2-204 - Finesse Strike
HS2-205 - Finesse Strike
HS4-249 - Flurry of Strikes
HS2-218 - Gypsy Camp
4H-273 - Hammer Blow
HSFV-095 - Higher Ground
HS2-206 - Impale
HS2-251 - Insignificant
HS3-228 - Intimidate
HS3-124 - Its Never Over!
4H-264 - Killer Precision
4H-152 - Kronos
4H-164 - Kronos
HS4-203 - Last Resort
HM3-046 - Laundry Room
HS2-042 - Lighthouse
HS1-075 - Lightning Strike
HM3-050 CvD - Lightning Strike
HS4-255 - Lightning Strikes
HS2-087 - Lightning Thrust
HSFV-029 - Locked Blades
HSFV-030 - Locked Blades
HS1-046 - Lucky Block
HSFV-110 - Lucky Block
HSFV-111 - Lucky Block
HTG-274 - Lucky Block
HTG-275 - Lucky Block
HSFV-107 - Lucky Block
HSFV-108 - Lucky Block
HSFV-109 - Lucky Block
HS1-184 - Lunge
HS2-148 - Lunge
HS4-094 - Lunge
TS2-043 - Lunge
HTG-066 - Lunge
HM3-258 - Lunge
HS4-078 - Master Marksman
HS1-107 - Master of the Broadsword
HS4-256 - Master of the Broadsword
HS2-207 - Master of the English Long Sword
4H-246 - Master of the Great Sword
HSFV-031 - Master of the Saw
HS2-250 - Master's Advantage
HM3-166 - Master's Attack
HS2-121 - Master's Attack
HS2-136 - Master's Attack
HS3-126 - Master's Block
HM3-115 - Master's Seduction
HS3-092 - Master's Vision

Restriction Continued ...

HS1-186 - Master's Wit
HS4-137 - Master's Wit
HM3-234 - Parry
HM3-235 - Parry
HS4-177 - Paul Kinman
HTGQ-069 - Quickening
4H-299 - Quickening
HS2-223 - Renee Delaney
HS3-055 - Rooftop
HM3-063 - Sanctuary
HS2-139 - Seduce
HS4-153 - Seduce
HTG-221 - Shield Bash
HTG-222 - Shield Bash
HM3-169 - Shove
HS4-083 - Sniper Rifle
4H-109 - Stab
4H-110 - Stab
HS1-246 - Sabre
HS4-211 - Student of the Mind
4H-111 - Submarine Base
HS2-140 - Sudden Rage
HS3-235 - Sweeping Block
HS3-236 - Sweeping Block
HM3-207 - Swords to Snakes
HS1-203 - Taunt
HS3-162 - Taunt
HS4-102 - Taunt
HTG-258 - Taunt
HM3-154 - Taunt
HSFV-159 - Test of Agility
4H-267 - The Face of Death
HS1-205 - The Gathering
HS2-119 - The Hunt
HS2-120 - The Kill
HS2-052 - The Zone
4H-196 - Tipping Your Hand

HS3-082 - Tribal Spear
HS2-128 - Trip
HS2-141 - Trip
HM3-137 - Trip
HTG-214 - TSC Headquarters
HSFV-204 - Two-Handed Stance
HS4-235 - Unarmed?
HS2-114 - Under Color of Authority
HS4-057 - Verona, Italy
HSFV-175 - Virus
HSFV-240 - Warning
HS4-221 - Watcher's Oath
HS1-190 - Witty Remark
HS4-063 - Witty Remark

Allowance

HS3-183 - Benefit of Experience
4H-185 - Benefit of Experience
HS3-045 KvM - Benefit of Experience
HS1-019 - Darius
4H-016 - Darius
HS3-016 KvM - Darius
HM3-016 - Darius
CON2010-001 - Darius
HS2-017 - Darius
HS3-016 KvM - Darius
HS4-018 - Darius
HS2-199 - Fisticuffs
HM3-118 - Queen of the Flock
HS2-184 - Richie Ryan
HS2-268 - Teacher of Many
HTG-146 - Teacher of Many
HM3-003PP - The Power of Illusion
HS3-044 KvM - Watcher Database
HTG-025 - Weapons Expert
HSFV-016 - Weapons Expert

Official Tournament Rules

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

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

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

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

Sealed Deck – 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 Pre-Game cards. You may choose which of these you wish to play. Any blank or card list cards count as “Master Swordsman” cards. Each player starts with only 10 Ability.

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

Lean & Mean Format -

This format is the same as Standard Constructed, except you **MUST** include 6 Lean & Mean cards in your deck and your deck must be the minimum deck size.

2 Headed Giant Format -

This format is not for the faint of heart, but is addictively fun. The tournament director will announce the selection process for the players to choose two immortals with which they can build their deck. The common choices for this are Male/Female, TV/Movie, but can be almost any combination. Once the format has been determined, each player picks the immortals they wish to play with. Pregame limit is still 6, and each persona does count as one pre-game. When figuring out your gem count for deck construction, you take the highest attribute in each category between the two immortals you have chosen. The 25 gem count does not apply in this format, however the restrictions of Methos' and Marcus persona abilities do apply as well as the “no attribute higher than 13” rule. Game play is the same as any other format with a few differences.

1) In order for a player to be declared as winning by a head shot, the player must take both of his opponent's heads. When a player loses their first head, they choose which immortal goes away. Any of that immortal's cards you have in play are Discarded and you may not play any of those cards unless you have an effect allowing you to do so (Example: Teacher of Many). Also, you take the amount of damage pending from the Power Blow.

2) No generic allowance cards are allowed during deck construction. You may use persona specific allowance cards as normal.

3) Corda and Reno can be played as individual personas but not together.

4) No Quickenings are allowed.

Plot/Hilt Format-

Deck Building Requirements:

1- Each player begins the game with their non-faction persona specific primary WoC signed hilt and non-faction persona specific stand alone signed plot in play. Gem count for these cards does not apply to deck construction. These two cards cannot be removed from play or the game, but may be nullified or ignored by either player. Also, these two cards cannot be taken control of by your opponent.

2- There are some immortals that have more than one persona specific signed hilt and/or plot to choose from. In this case the player decides which they will begin the game with, but may only choose one hilt and one plot. In turn, there are some immortals that only have either a persona specific signed hilt or plot or none at all. In this case the player begins with only one bonus card or no bonus cards.

3- Each player must use the primary WoC pregame unique to their immortal which matches their hilt. If the immortal does not have a persona specific hilt, then they do not play with a WoC.

4- Each player may only use one WoC.

5- If a player is disarmed, considered disarmed, unarmed, or has their weapon broken, the hilt is nullified, but not removed.

6- The Four Horsemen pregame card is not allowed.

Highlander Tournament Rules of Conduct

This is a tool available and encouraged to be used by players, as well as the tournament directors to make the tournament more enjoyable by all attending.

- 1-Be courteous among fellow players and spectators. We are here to play a game, and show that it is a fun game to play.
- 2-Have a respectful attitude to your opponent. Cutting your opponent's deck does not mean reshuffling the deck, nor does it allow you to view any of your opponent's cards. The cutting of the deck should take place with the deck face down.
- 3-No coaching during a match. If either of the two players has a problem, they are to consult the Tournament Director only.
- 4-No scouting during a match. This is disrespectful to all in attendance. Players not in a match at the time should leave the playing area. Players that are eliminated from the tournament need to ask the Tournament Director if they can watch. The final round(s) of any tournament may be watched by all eliminated players. If you are watching a match, you are not allowed to talk or make obvious physical gestures or sounds while watching the match.
- 5-No stalling during a match. If you feel your opponent is stalling, you must consult the Tournament Director only. Then the Tournament director can deem if action is necessary.
- 6-If you have a question about a particular rule, clarification, or errata, ask the Tournament Director. Do not disturb other player's for answers, since they are busy with their performance in the tournament.
- 7-If for some reason you think that your opponent's deck is illegal in construction, immediately consult the Tournament Director. He will address the situation quickly and fairly. Regardless of how simple a mistake is made, an illegal deck can cost you the tournament. If you are in doubt whether your deck is legally constructed, consult the tournament director prior to the event so he can confirm its validity.
- 8-Treat other player's the way you would like to be treated. Everyone has off days or days that your deck design doesn't work. Take this in stride and restrain from becoming hateful and derogatory against the other players or the tournament director.
- 9-The Tournament Director is the authoritative figure at a tournament. Regardless of how anyone or any group might play the game in their area (which includes any house rules specific to any group), they must defer to the manner in which the tournament director has elected to Handle the event. If you are playing in a new area and not aware of any possible house rules, consult the tournament director prior to the tournament to clear any misunderstandings prior to the tournament.
- 10-The tournament director has the final say on any point in judgment whether it is something not covered in the rules, or a player versus player issue. If any player abuses either the game rules or the rules of conduct, the tournament director has every right to disqualify the person and remove them from the tournament. Do not argue with the Tournament Director because you do not like how they ruled a situation; consult them after the tournament, not during it.
- 11-The playing of Quickenings is an individual decision for each player. If you do not want to lose Quickenings, then don't play with them. Do not be upset if you play them and lose your head. Quickenings are designed to be taken by your opponent if they take your head. If you do lose your head and are playing with Quickenings, the first thing you should do is Hand the Quickenings over to your opponent. Do not get up and walk away. It is your opponent's choice on whether he elects to take the Quickenings or not.
- 12-Have fun, take this time to learn new strategies, and meet new people. However, the most important thing of all is "Don't lose your head", it is after all, a card game.