HIGHLANDER
THE CARD GAME

3rd Edition
Rulebook v3.01

I.   Game Concept and Goal of the Game

Highlander is a customizable card game (CCG) designed to simulate a duel between two Immortals from the Highlander series of movies, TV, and expanded fiction. The game is played using the SwordMaster system; a system that uses cards to represent certain combat styles, attacks, defenses, weapons, etc. During the course of play, both players will play attacks and defenses as if they were dueling with swords. Other cards in the game represent the tricks, tactics, schemes, and allies that help give you an advantage in the duel. 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. The duel continues until one player has run out of Ability (Health) or a player plays a successful Head Shot, taking their Quickening for their own and coming one step closer to the Prize. 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. As in all CCGs, the most important thing to remember is that a card's text supersedes the basic rules that follow in this manual.

II.   What You Need To Play

To play the game, each player must have a constructed deck of cards. A deck consists of at least fifty in-game cards and up to six pre-game cards. Pre-Game cards are placed down and revealed to your opponent before the game begins. They represent the Immortal, or Persona, you choose to play as well as, their Weapon of Choice(s), their assigned Watcher, and various other advantages that they bring to the duel. In-Game cards are the attacks, defenses, tactics, tricks, locations, plots, and allies you use to defeat your opponent. These cards are shuffled together to form your Endurance. The rules for building a deck are discussed in depth in the Section IV. Deck Construction.

III.   Card Anatomy

Pre-Game:

1) Title – The name of your Persona, Weapon of Choice (WoC), Watcher or Hunter. This determines which Pre-Game specific cards can be included in your deck.
2) Attributes
   a. Master
   b. Agility
   c. Strength
   d. Toughness
   e. Empathy
   f. Reason
3) Hand Icon(s) – You may only have two Hand Icons under your control at any point in time.
4) Flavor Text – Information or Quotes from the Highlander universe (has no effect on play).
5) Game Text – The special rules and powers granted by your Pre-Game.
6) Card Number – Set designation (has no effect on play).

In-Game:

1) Title
2) Restriction

3) Pre-Game Specific
4) Reserved/Signature
5) Card Type
6) Subtype
7) Attribute Requirements
8) Game Text
9) Flavor Text
10) Edition Limitations
11) Uniqueness Marker

1. Card Title

This is the title of the card. Any effect that states to 'name a card' refers to this title. The maximum number of cards with the same title that you can include in your deck is six.

2. Restriction Number

This number determines how many copies of this card you can have in your deck. The number refers only to cards with the same title and card text, including grid assignment, and not just other cards with the same title.

3. Pre-Game Specific

This text indicates which Persona or Weapon must be included in your Pre-Game in order for you to include the card in your deck.

4. Reserved/Signature

Reserved – This symbol indicates that the card is reserved to a specific Persona. Some cards allow you to include Reserved cards from other Personas in your deck.

Signature – Similar to Reserved, however, other Personas cannot include these cards in their deck. Your opponent cannot play or take control of Signature Cards in your deck.

5. Card Type

The icon in the upper left corner represents the card type. There are the following card types:

i. Non-Special Cards

a. **Attacks**: Attacks have a red or gold grid icon. One or more of the squares in the grid is filled in. The filled in areas show where the Attack is aimed.

b. **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 it to block that Attack.

c. **Dodges**: Dodges are defenses with a green grid icon. If you have a Dodge that covers all areas of an Attack played against you, you can play it to dodge that Attack.

d. **Edges**: Edge cards are marked with an outstretched hand. They are usually played in conjunction with another card or to affect another card in play.

e. **Illusions**: Illusion cards are marked with an Egyptian eye symbol. These cards represent the mystical powers from Highlander. They can only be played from a Hard Exertion.

ii. Special Cards

a. **Events**: Events have a lightning bolt icon. They are cards that have a one-turn effect to quickly change the course of the battle.

b. **Locations**: Locations have a ruin icon. They are a **permanent**, staying in play until removed. Only one Location may

be in play at a time. And, playing another Location removes the current Location in play. Locations always affect both players.

c. **Objects**: Objects are marked with a sword icon. They are a **permanent**, staying in play until removed. They represent the weapons, armor and tools that you use during the duel. Subject to the **cumulative** rule.

d. **Plots**: Plots have a gear icon. They are a **permanent**, staying in play until removed. You may only have one copy of each unique Plot in play at a time. There are two types of Plots:
i. Stand-Alone: Stand alone Plots are much like Situations. They provide a permanent effect that gives you an advantage during the duel.
ii. Plot Sequence: These are Plots that progress as each part of the Plot Sequence is played. Each Plot has an order in the sequence and can only be played if the previous Plots in that sequence are already in play under your control. They have a one-turn only effect that occurs the turn they enter play. The final part of a Plot Sequence will have a powerful effect and will remove all the parts of that sequence from play.

e. **Situations**: Situations have a silhouette of an Immortal as their icon. They are a **permanent**, staying in play until removed. Subject to the **cumulative** rule.

6. Subtype

Some cards have a subtype. Different subtypes are explained in the glossary section of this rulebook. They may have special rules or be targeted by other cards' game text.

7. Attribute Requirements

Most cards have different Attribute Gems in the lower right corner. Depending on your Persona and Weapon of Choice, your deck can only contain a certain number of each Attribute. The gems here tell you what Attributes they count as when building your deck. These are also referenced during the game for Attribute Checks, Challenges, and other card effects.

8. Game Text

The special rules and powers granted by the card.

9. Flavor Text

Quotes and other information from the Highlander universe. This text has no effect on game play and is always in italics.

10. Edition Limitations

This marker means that this card cannot be included in a Type One deck. If playing Type Two or Type Three, then this marker can be ignored.

11. Uniqueness Marker

If a diamond appears near the card title you may only have one card with that title in play at a time. You may not play a card with this marker if you already have one with the same title in play.

IV. Deck Construction

You deck consists of two different sets of cards. Your Pre-Game and your In-Game.

Pre-Game cards begin the game in play. When constructing your deck, you may include up to six Pre-Game cards (although some other Pre-Games may increase or decrease that limit). You must include at least one Persona Card in your Pre-Game. You do not need to include a Weapon of Choice. If you are not including a WoC, you are considered to be using a generic one-handed Weapon that has no game text. You may normally only include one WoC in your Pre-Game. Some have a tilted Hand Icon, meaning they are an Offhand Weapon and can be included in your Pre-Game with another WoC.

Your In-Game cards make up your play deck. The minimum deck size is 50 cards. Depending on the Persona you are using and other Pre-Games, you

have a set limit for each Attribute. You may only include up to that number of cards with those Attributes in your deck (some cards may have more than one Attribute and count towards the limits of each Attribute displayed). Also, some cards are Persona Specific, Weapon Specific, or Watcher/Hunter Specific. You may only include those cards in your deck if you have the appropriate Pre-Game or Allowance cards.

You must include one of each of the nine standard Basic Attacks (Upper Left, Upper Center, Upper Right, Middle Left, Thrust, Middle Right, Lower Left, Lower Center and Lower Right) in your deck. You must also include one of each of the six standard Basic Blocks (Upper Left, Upper Center, Upper Right, Lower Left, Lower Center and Lower Right) in your deck.

You may only include up to six copies of cards with the same title in your deck. Some cards also have a restriction number. You may only include as many unique copies of that card as the restriction number states. Remember, this number only refers to cards with the same title and the same card text, including grid assignment, and not just other cards with the same title.

V. Beginning the Game

The Play Area

1. Pre-Game

All the cards in your Pre-Game are placed face-up on the play area before the game begins. Your opponent may inspect your Pre-Game cards at any time.

2. Endurance

This holds the cards in your deck. Cards in your Endurance are placed face down and cannot be looked through by either player. When drawing cards or making Exertions, the cards come off the top of your Endurance. When your Endurance has no cards left, you **Exhaust** (see glossary).

3. Discard Pile

Cards that have been removed from play are placed face-up in your Discard Pile. Any player may look at any Discard Pile at any time, but may not change the order of the cards.

4. Hand

Your Hand Size is usually your current Ability. You begin the game with 15 Ability and start the game with 15 cards in your hand. Cards can normally only be played from your hand.

Set-Up

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. Any Pre-Game cards and/or cards that you are allowed to begin the game with "in play" are revealed simultaneously by both players. To decide who goes first, each player names an Attribute Gem and they make an Attribute Challenge (Reveal the top five cards of their Endurance, looking for how many instances of their chosen Attribute are revealed. After the Challenge, the cards are put on the bottom of the Endurance in the same order). The winner of the Attribute Challenge chooses which player goes first. In the case of a tie, each player increases the number of cards revealed in their Challenge by one until the tie is broken. 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.

VI. Gameplay

The Sequence of Play

A Golden Rule to remember is that you ordinarily never do anything during your opponent's Turn (except Trigger Effects and Attribute Challenges). Therefore, if your opponent has played a card that instructs you to perform an action, you must wait until the Reconcile to perform these actions.

Many of the below Phases refer to a game mechanic called Exertions. There are two types of Exertions, Hard and Soft.

a) Hard: You may make a Hard Exertion by revealing the top five cards of your Endurance to all players. After the Exertion, the unused cards are placed in your Discard Pile in the same order. You may make a Hard Exertion to make an Attack a Power Blow, to make a Block a Power Block, to search for an Attack, Defense, or Illusion, or as required for other effects. You may only make one Hard Exertion per turn. If you make a Hard Exertion during a Phase, you cannot play any more cards from your hand for the remainder of that Phase.

b) Soft: Like a Hard Exertion, you reveal the top five cards of your Endurance. The unused cards from the Exertion are placed on the bottom of your Endurance in the same order. Soft Exertions are usually used for Attribute Checks.

During your turn, you may play one Special Card and/or make one Hard Exertion. During your turn, you must either play one Special Card, Attack or Defense, OR make a Hard Exertion. Once the effect of a card starts, it must be brought to completion before another effect can begin. Unless stated otherwise, each player has one Attack Opportunity each turn. During any of the below phases, you may choose the order that you perform any actions. Any effect that occurs at the beginning or end of a Phase, must occur before or after any other actions in that Phase. If actions are simultaneous effects, the active player may choose the order they are resolved.

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 easily 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.

1. Beginning of Turn

This Phase signifies the start of your turn. You may not play or put cards into play during this Phase.

2. 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. During this Phase, you remove any of your 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 waiting for your next Sweep Phase. You may not play or put cards into play during this Phase.

3. Reconcile Phase

This is the first Phase where you can play cards and put them into play. During this Phase, you can only play cards that specifically state that they can be played during their Reconcile Phase. Any effects that your opponent has in play which say that you 'must do' something and that do not have any specified timing, must be resolved during this Phase. Below are actions that can be taken by any player during their Reconcile Phase:

a) If your opponent did not play an Attack against you last turn, you may discard one Defense from your hand (this cannot be done on the first turn of the game).

b) If your opponent did not play an Attack against you last turn, you may put one Block that is a Standing Defense into play (this cannot be done on the first turn of the game).

c) If you are Disarmed (and your Weapon is not Broken) or Prone, you may make an Attribute Check to either recover your Weapon or regain your feet. You may choose for the Check to be a Hard or Soft Exertion and may choose an Attribute of your choice. The check is successful if you find two Attributes in a Hard Exertion or three Attributes in a Soft Exertion. You may only attempt to recover your Weapon once per turn. You may only attempt to regain your feet once per turn. As such, you must choose between making a Soft or Hard Exertion when you make that attempt. You may not make these Exertions if it is the first turn after you become Prone or Disarmed.

4. Defense Phase

You may play Defenses during this Phase. If there is no Attack pending, you cannot play a Defense, nor make a Hard Exertion for one. 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 take no damage from the Attack. Some Defenses have effects that occur after they are successful or restrictions that affect your Attack Phase. If you play multiple Defenses, the text on the last Defense you played takes effect and any others are nullified. You may play Special Cards during this Phase, or wait until your Attack Phase.

If for any reason, you play a defense that is then found to not be successful, it (and any cards played in conjunction with it) are immediately discarded and they are not considered to have been played.

5. **Attack Phase**

During this phase you may normally only play one attack. If you are prevented from playing an attack or have lost all of your attack opportunities, then you cannot play an attack, or make an Exertion for one. When preparing to attack, take note of the last successful Defense you played, as it may modify your first attack. If your last successful Defense was a Block, you may only attack to an area that the block does not cover. 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.

6. **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. You may calculate pending Ability loss and gain, along with pending Damage loss and gain in any order.

7. **Draw/Discard Phase**

You must discard down or you may draw up during this Phase. You cannot play any cards during this Phase. If you have more cards in your hand than your Maximum Hand Size (your current Ability plus or minus any modifications), you must discard down. When discarding down, these cards are immediately placed in your Discard Pile. If you have fewer cards in your hand than your Ability calculate your Draw Limit (by subtracting your current Hand Size from your Maximum Hand Size), you may draw one card at a time, stopping at any point until you have reached your Draw Limit. If you forget to draw during this phase, you will normally have to wait until your next Draw/Discard Phase to draw.

8. **End of Turn**

Resolve any cards with End of Turn Effects. Your turn then ends and play proceeds with your opponent's turn.

VII.   Other Game Aspects

Faction Specific: Faction Specific cards are Persona Specific cards that can be used by multiple different Personas that share the same Faction. To date there are two Factions:

> *Clan MacLeod*: Collin MacLeod, Connor MacLeod, & Duncan MacLeod
> *Four Horsemen*: Caspian, Kronos, Methos, & Silas

Card Categories: Some cards follow similar rules, but have different names. These have been categorized below. In general any card that references the category can affect the other cards that fit under the same category (i.e. Well Guarded can be played with a Guard or Master's Guard). The exception is if a card specifically targets the Title, then it refers to the singular Title and not the entire category. The categories are:

> Guard (i.e. Double-Guard, Guard, Master's Guard, etc.)
> Slash (i.e. Slash, Cross-Slash, Master's Slash, etc.)
> Head Shot (i.e. Master's Head Shot, Head Shot, etc.)
> Disarm (i.e. Disarm, Master's Disarm, etc.)
> Slice (i.e. Slice, Double Slice, etc.)

Plot Sequence: These Plots build on top of each other and have the same title. You must have the first sequence of a Plot in play in order to play the

second, etc. When the final part of a Plot Sequence is played, all the parts of the Plot are removed and the final effect of the Plot takes place (even though it is removed from play). If that effect occurs during your opponent's turn, it takes place (even though it is removed from play).

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 cannot be dodged, or is a Head Shot). This is one of the few instances where a player may play an inappropriate defense. If the defense is inappropriate, it (and any cards played in conjunction with it) is immediately removed from play and is not considered to have been played. Your opponent is then allowed to Exert for a new defense, but may not play a new defense from his Hand against that attack. If your opponent wants to Exert for a Defense against the Attack and forego playing one from his hand, the Attack is revealed prior to his Exertion. 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 the text on the card or some other card effect makes it so. If an attack cannot be blocked or dodged 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 if the attack cannot be either blocked or dodged, the attacker must disclose which choice is in effect when the attack is played.

Countering Cards: If a card is countered, it is immediately discarded and has no effect on play. You may use an effect that would counter a card your opponent is playing to interrupt their normal sequence of play. If a card is countered, your opponent is still considered to have played that card during their turn. If a Special Card is countered, your opponent is still considered to have played their Special Card for the turn.

Prone: During the game, you may become Prone. If you are Prone, you suffer the following effect:
COST: To play a card from your hand, you must first spend a card with the same Card Type.

Disarming Weapons: During the game you may become Disarmed. Below are the terms that govern being Disarmed:

Disarmed: When you become Disarmed, you must choose one Weapon of Choice in your Pre-Game. That Weapon is nullified. Any cards specific to that Weapon (including Hilts that require that Weapon to be in your deck) in play are immediately removed from play. And, you may not play any cards specific to that Weapon.

Broken: If you Weapon is Broken, you must follow the same rules as being Disarmed. However, you cannot make an Exertion during your Reconcile Phase to recover your Weapon.

Recover Your Weapon: When you recover your Weapon, that Weapon is no longer nullified and you may play cards specific to that Weapon normally. You no longer suffer from the effects of being Disarmed or Unarmed.

Unarmed: If all your Weapons are Disarmed, then you are Unarmed. While Unarmed, you cannot play Attacks, Blocks, or Weapon Specific (including Hilts) cards.

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.

Head Shots: A Head Shot is a special Power Blow upper Attack. If your opponent cannot play a successful defense against the attack, or avoid it, they lose the game. Your Attack must be able to become a Power Blow to be a Head Shot. 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.

Captured Cards: Any cards that are placed under another card and have no effect on game play are considered Captured Cards.

Cumulative Rule: If you have multiple copies of the same unique Location, Object or Situation in play, only one of them has an effect. The exception to this is if it has the Cumulative keyword.

Cards With Multiple Keyword Effects: If a card has multiple Keyword Effects, they occur in any order stated on the card. If there is no order, they occur simultaneously.

Example #1 – Amanda Steal
Player A plays an Amanda Steal with multiple Keyword Effects which read, "REVEAL: Look at your opponent's hand. DISCARD: Discard one card from your opponent's hand." The effects occur simultaneously and Player A may look at his opponent's hand and discard a card while still looking at his hand.

Nullifying Cards and Effects: If a card is nullified, it has no affect on gameplay. If an effect is nullified, only the portion of the card after the nullified effect's keyword has no affect on gameplay.

Putting Cards Into Play: Some cards refer to being 'put into play'. These cards are not considered played. As such, if they are a Special Card, they do not count as a Special Card played during your turn. Also, cards that are played in conjunction cannot be played with a card that is 'put into play'.

Unique Card: A card is considered unique to another card if it has a different title, different game text, and/or grid assignment. Deck Restriction numbers only apply to the unique card and not other cards with the same title.

Attack Damage Values: On most Attacks is a Damage value (i.e. ATTACK: BASIC – DAMAGE: 2/4). The value on the left is the base damage the Attack would deal if successful. The value on the right is the damage the Attack will deal as a Power Blow. If an Attack does not have a value on the right, then it cannot be a Power Blow. If the Attack does not have a Damage value then it does no damage. If you make an Attack a Power Blow and your opponent defends the Attack with a Block that is not a Power Block, they take damage equal to the difference of the two values (plus or minus any modifiers) and the Attack is considered successful.

No Damage vs. 0 Damage: Attacks with a Damage value of 0 can have the damage increased. An Attack without a Damage value does no damage and cannot have the damage increased.

Exertions: An attempt to draw on inner reserves of strength, through use of one's Endurance, is known as an Exertion. To make an Exertion, reveal the top 5 cards from your Endurance. Each Exertion may only be used for one function. You may only Exert in your Reconcile, 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.

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:

Power Blows: To make a Power Blow, declare one of your attacks a Power Blow then make an Exertion during your Attack Phase. When you make an attack you play a Power Blow it does additional 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 an 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.

Power Blocks: To make a Power Block, declare which of your blocks you are making a Power Block then make an Exertion during your Defense Phase. You can only make a block you play a Power Block against an attack that is a Power Blow. You may play a block against a Power Blow and not make it a Power Block, but you take damage equal to the difference of the two damage values (plus or minus any modifiers). 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.

Searching for an Attack: There may be times where you do not want to play an attack from your Hand, are restricted to Exerting for one, or just do not have an

attack in your Hand. You may make an Exertion in hope of finding an attack that you can legally play. You may play one non-Special Attack from the Exertion, then discard the unused cards. It is possible to make an attack you play from your 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 it with. If no card is playable in the Exertion, any cards played "in conjunction" are discarded without effect.

Searching for a Defense: You may search from within the cards revealed in an Exertion for a defense. You may play one legal defense from the Exertion. If you have a card that requires a defense to be played in conjunction with it, play the card first, then Exert for the defense to play with it. If no card is playable in the Exertion, any cards played "in conjunction" are discarded without effect. You may not exert for a defense unless you have an attack pending against you.

Exerting for an Illusion: Whenever you make a Hard Exertion for any reason, you may play one Illusion found in that Exertion.

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.

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

Soft Exertions: These are Exertions that are usually made for an Attribute Check or Attribute Challenge. When Exerting, draw the proper number of cards, add the proper Attribute Gems 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.

Attribute Checks: An Attribute Check is a term defining any time you make an Exertion for specific Attributes to create an effect. There are two types of Checks, tiered and threshold. Tiered have effects that grow the more Attributes found in the Check. Threshold has a set number of Attributes needed to be in the Check for an effect to take place.

Attribute Challenge: An Attribute Challenge is an opposed Tiered Attribute Check. Both players will make a Soft Exertion immediately after the Attribute Challenge is played. If the current player has more Attributes in his Check than his opponent, then he is the winner and any effects after the Win portion of the card take place. If he does not, then he is the loser and any effects after the Lose portion of the card take place. In the case of a Tie, usually nothing happens.

Successful Attacks: An Attack becomes successful if your opponent did not play a Defense or use an effect that will avoid the Attack and/or the Attack caused damage to your opponent. Attacks are declared successful during the Defense Phase. Any effect of a successful Attack occurs immediately after it is declared successful. The damage of the Attack is then pending and will modify the player's Ability during their next Ability/Adjustment Phase.

Successful Defenses: A Defense becomes successful if it covers every area on the grid that the Attack it is played against covers. The text on a successful Defense does not occur until the end of the Defense Phase. Only the text on the last Defense played during a Defense Phase takes effect, the text on all other Defenses are nullified. If you play a Block that is not a Power Block against a Power Blow and take damage, the Block played is still considered successful (and so is the Attack).

Adjacent Grids on Attacks and Defenses: An adjacent grid is any grid that shares a common border or corner with another grid.

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

Defending Consecutive Attacks: One Defense can defend against multiple Attacks played in the same turn. If a Defense you have played would be able to successfully defend against another Attack in the same sequence, you may choose to have it carry over to that Attack. A Defense can be carried over to other Attacks in the sequence until you choose to play another Defense. A Defense may even be carried over past Attacks that it cannot successfully defend. A Defense that is carried over is not subject to playing Restrictions against the subsequent Attacks since it was already played to defend its first Attack.

Example #1 – Defending Consecutive Attacks
Player A – plays 3 Attacks (Middle Left Attack/Lower Left Attack/Thrust)
Player B – plays a Lower Left Block to defend the Middle Left Attack. Since it also covers the lower left and middle center areas, he then carries it over to the Lower Left Attack and Thrust, successfully defending all three Attacks.

Example #2 – Defending Split Attacks
Player A – plays 3 Attacks (Middle Left Attack/ Upper Right Attack/Lower Left Attack)
Player B – plays a Lower Left Block to defend the Middle Left Attack. He chooses not to play another Defense. Since it also covers the lower left area, he then carries it over to the Lower Left Attack. He cannot carry the Defense over and play a Defense against the Upper Right Attack. So, since the Defense did not cover the upper right area, the Upper Right Attack is successful.

Example #3 – Carrying Over a Defense to get around playing restrictions
Player A – plays 2 Attacks (Middle Left Attack/ Upper Right Attack with a Katana Lunge
Player B – plays an Evade to defend the Middle Left Attack. He chooses not to play another Defense. Since it also covers the lower left area, he then carries it over to the Upper Right Attack. The Lunge has a Restriction Effect which says that he cannot play a Dodge from his hand to defend the Attack. Since he is carrying over the Defense and not playing it against that Attack, it is not subject to the restriction of the Lunge and successfully defends both 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 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 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 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 Exertion to defend against the first attack. The only defense he finds in the 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 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.

VIII.   Glossary of Effects and Subtypes

Allowance: Any card that allows you to include a Pre-Game Specific Card in your deck that you would normally not be able to. The card that is included is referred to as the Allowed Card. You must play or put into play the Allowance Card in conjunction with its corresponding Allowed Card.

Ally: Ally is a subtype of some Edge, Event, Object and Situation cards. They refer to the Persona's relationships and how they affect the duel. You may not play an Ally if it has the same name as either your Persona or your opponent's Persona. There are two types of Allies, Mortal and Immortal. Some Allies are also marked Mentor. These designations only concern cards that affect Allies.

Armor: Armor is a subtype of some Object cards. The Armor cards have a silver grid in the upper right that shows what areas on the grid that they protect. You may not have multiple Armor cards that share the same grid area at a time.

Basic: Basic is a term attached to different Attacks and Blocks. They represent the Attacks and Blocks that every Immortal must include in their deck.

Burn: Burn effects usually represent any action that would take cards from your Endurance and place them in your Discard Pile. These effects are always prefixed with the Burn Keyword.

Cost: Costs are effects that require you to do something prior to playing a card or taking an action. These effects are always prefixed with the Cost keyword. 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.

Cumulative: Cards that are Cumulative can have multiple copies of the same card in play with all copies of that card affecting the game.

Dirty Trick: These are Attacks that represent using punches, kicks, and improvised weapons. Dirty Tricks can be played while Unarmed. Dirty Tricks cannot be blocked.

Discard: These are effects that either force you to discard cards from your hand or allow your opponent to discard cards from your hand. These effects are always prefixed with the Discard Keyword.

Dodge Subtypes: Dodges have various subtypes that are affected by different cards in play. Common subtypes for Dodges include: Back Away, Duck, Escape, Jump, & Sidestep.

Draw: These are effects that allow you to draw cards outside of your Draw/Discard Phase. These effects are always prefixed with the Draw Keyword.

Guard: Guards are a special type of Block that is a Standing Defense. Unlike other Blocks, they may remain in play during your next Sweep Phase. Any cards played in conjunction with a Block can only be played with the Guard the turn the Guard is played, and those cards are still swept normally. Additionally,

if you make a Guard a Power Block, it is only a Power Block for that turn. You may choose to drop a Guard at any time during your turn, but you must still adhere to any attack location restrictions if that Guard was the last successful Defense played during your turn. If you attack to an area covered by a Guard in play, you must drop the Guard.

Hilt: Hilt is a subtype of some Object cards. Hilts often times require a certain Weapon of Choice to be in your Pre-Game in order to include them in your deck. You cannot play Hilts while that Weapon is Disarmed or while you are Unarmed. You may only have one Hilt in play, unless at least one Hilt is Off-Hand.

Martial Arts: Martial Arts are a subtype of cards that represent hand-to-hand fighting. Attacks and Blocks with this subtype can be played while Unarmed.

Member: Similar to Allies, this is a subtype of some Edge, Event, Object and Situation cards. They refer to other members of a Persona's group of faction. You may not play a Member if it has the same name as either your Persona or your opponent's Persona.

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. If a card turns a non-Ranged Attack into a Ranged Attack, it loses all other subtypes and gains the above rules (any cards in conjunction with that Attack that would now be illegal are removed from play).

Restriction: Restrictions are effects that restrict what cards and/or card types may be played and how they may be played. These effects are always prefixed with the Restriction Keyword.

Retrieve: These are effects that allow you to search and move a card from one deck location to another (i.e. from Discard Pile to hand, etc). These effects are always prefixed with the Retrieve Keyword.

Reveal: These are effects that allow a player to look at their opponent's hand, Endurance, or their own Endurance. These effects are always prefixed with the Reveal Keyword.

Special Attack: Attacks with the Special subtitle have a gold grid. They cannot be played from a Hard Exertion. If a card turns a non-Special Attack into a Special Attack, it loses all other subtypes and cannot be a Power Blow.

Standing Defenses: Standing Defenses are certain Situations and Blocks that stay in play over time. Unlike most Situations, you may choose to remove (drop) a Standing Defense at any time during your turn.

Trigger: Trigger is a keyword effect on some Situations and Objects. A card with a Trigger effect must already be in play in order to use. You may use the effect by removing the card from play and placing it in your Discard Pile (or removing it from the game if the card says to do so). You may not use a Trigger effect on a card until it has been in play and your opponent has played at least one non-Edge Card or made a Hard Exertion. You may use Trigger Effects during your opponent's turn.

Vehicle: A subtype of some Object cards. You may only have one Vehicle in play at a time.

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.

IX.   Credits

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