

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. Announce to your opponent what Phase you are entering before you take your first action of that Phase so that your opponent is aware of what Phase you are in.

Constructing A Deck

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 three factions, they are Clan Macleod, The Four Horsemen and The Romans.

Clan Macleod - Connor, Duncan, Colin

The Four Horsemen - Methos, Silas, Caspian, Kronos, War, Death, Famine, Pestilence

The Romans – Marcus Octavius, Marcus Constantine, Brother Paul, Kalas, Cardinal Giovanni, Marcus Korolus

Minimum Deck Size: The minimum deck size is 50 cards, unless you have a card or effect that allows you to lower the minimum deck size.

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. You may use and mix Crystals from any edition. (Removed is the text about the version rule, this no longer applies)

ERRATA (All Rulebooks)

Head Shot – Object – 1 – (BVN016/BVN053)

TRIGGER/RETRIEVE : Remove this card from the Game to Retrieve an upper attack that can be made a Head Shot from your Discard Pile and put it into play. That attack is now a Head Shot.

Christoph Kuyler – Persona (CVQ035)

You begin the Game with one Bystander or Object in play.

RETRIEVE : Once per turn during your May Do/Must Do Phase you may Retrieve an Object or Bystander from your Discard Pile to your Hand.

New York 1897 – Location – 3 - Toughness

Players may not play defense cards from their Hand.

Talia Q should be Q2015-006 instead of Q2015-004

7PP03 - Off Hand Block – 2

BLOCK: MARTIAL ARTS

RETRIEVE: You may Retrieve one Martial Arts card from your Endurance.

RVR019 – Disarming Innuendos

Should be a SITUATION Icon, not an EVENT.

RVR058 – Disarming Innuendos

Should be a SITUATION Icon, not an EVENT.

RVR050 – Upper Center Block

Should be RVR050, not BVK011

HS3051 - Off-Hand Strike

ATTACK: MARTIAL ARTS – 2/4

You may play this attack even if you are Disarmed.

HS3052 - Off-Hand Strike

ATTACK: MARTIAL ARTS – 2/4

You may play this attack even if you are Disarmed.

HS3175 - Great Weakness

ATTACK: MARTIAL ARTS – 1/3

DRAW: You may Draw a card.

CVK024 – Tipping The Odds

EDGE

Play at the beginning of your Defense Phase

Choose one:

-Nullify one Restriction your opponent has in play preventing you from playing a defense from your hand.

-DISCARD: Discard a card from under your Crysta Persona to make one defense you play this turn able to defend an unblockable or undodgeable attack(s).

8PP02 – Hound

Add a Diamond Icon

Brian Cullen (Persona) –

M 06

A 14

S 18

T 19

E 09

R 15

TSC Headquarters (HTG-214) – Location – (RETURN TO ORIGINAL WORDING)

No locations may be put into play.

Swords to Snakes (HM3-207) – Nakano – S - ILLUSION

Your opponent is considered Disarmed while this card is in play.

Auberon's Blade (LG2-020) – Kalas – S2 – Object Hilt

This card belongs to Kalas, not Antonius Kalas

Mongol Horde – (LG2-024) – Khabul Khan – S2 – Object: Mortal Ally

This card belongs to Khabul Khan, not Kabul Khan

Bring It ... - (LG2-016) – The Flock – S2 – EVENT

In order for your opponent to use the upside of their Weapon(s) of Choice Pregame, they must make a three card Hard Exertion for each weapon they want to use. Your opponent gains additional Hard Exertion(s) to be used only in this way.

KEYWORDS (add to all Rulebooks)

REVEAL- Any effect that allows a player to look at their opponent's Hand, either player's Endurance, or at a Hidden Attack.

CAPTURE- Any effect that gives the option to capture or forces the capturing of a card. Capturing a card is not removing it from play, due to game mechanics.

OTHER GAME ASPECTS (add to all Rulebooks)

Putting Attacks In To Play : Effects that put attack(s) in to play may only be used during your Attack Phase. Because the attack(s) is put in to play, no cards may be played inconjunction with the attack(s). The attack(s) being put in to play must follow any attack restrictions that would apply if the attack(s) were played normally.

Hidden Attacks : (add the following) Any attack where you choose a grid and/or add a grid cannot be played Hidden.

Allies – For an Ally to have a gender, it must have a specific name (James Horton, Sharon Collins). Non-gender specific names (Angry Mob, Loyal Clansman) have no gender.

Martial Arts- Martial Arts attacks cannot be a Head Shot.

Lawmen = These cards depict characters that were associated with law enforcement. The group classification of Lawmen 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 Lawmen.

Detective Thomas Powell
Sheriff Howard Crowley

Sheriff Benson
Brenda Wyatt
Renee Delaney
Police
Investigation
MAX Detention Center
Avery Hoskins
Garfield
Inspector Bardot
Narc
Sergeant Franks
Commissioner Cominski
Sergeant Powell
Forensic Evidence
Lt. John Stenn
Matthew McCormick
Detective Walter Bledsoe
Any card that has LAWMEN in the subtitle

Diamond Icon : Whenever a Diamond Icon appears before the title of a card, that means that only one copy of that card may be in play on your side.

Defending Multiple Attacks When You Have Multiple Exertions -

If the defending players can make multiple Hard Exertions for a defense during their Defense Phase, they make choose to Exert for indivigual attacks.

EXAMPLE :

Player A has played 5 attacks. It is Player B's turn and he is playing as Quentin MacLeod and can make 2 Hard Exertions. Player B plays defense from his Hand against the first, third and fifth attacks. Because Player B has the opportunity to make multiple Hard Exertions, he must announce whether he is going to make ONE Hard Exertion or MULTIPLE Hard Exertions prior to making his first Hard Exertion. If he chooses to make a single Hard Exertion, he may play a defense from that Exertion on any of the eligible attacks. If he chooses to make multiple Hard Exertions, he must state which attack he is defending and may only play a defense from that Exertion on the stated attack. He may then repeat this process on other attacks so long as he has Hard Exertions he can make. He **MUST** choose the attacks in the order they are played, if making Multiple Exertions. Player B may skip attacks in the sequence (if making multiple Exertions), but cannot go back to them, and when skipped they are considered to be successful.

FAQ

Master's Disarm Iman Fasil – This IS an Attribute Check, not an Attribute Challenge

Exertions and Paying Costs – Whenever a card or effect has a Cost that involves an Exertion, announce what you intent to do, you play all cards from your Hand for that Phase, and make the Exertion at the end of the Phase.

Katar (PreGame 247) – In Type Two you cannot include cards titled Evade in your deck. In Type One you cannot include cards titled Dodge or Back Away in your deck.

Really? – If Really? Is removed from play while redirecting damage, neither player takes the impending damage.

EXAMPLE :

Player A – Plays Rush

Player B - Plays Really?

Player A – Sweeps Rush from play during Sweep Phase. Plays Versus (Raphael vs. Reggie) on Player B's Really? removing it from play. Since Really? And Rush have been removed from play, the impending damage from the Rush now has no target and no one takes the damage.

Defenses That Become Your First Attack -

If you play a defense that states that if it is successful, it becomes your first attack, it does not fill your Attack Opportunity slot. You still have your normally allotted Attack Opportunities, this card only becomes the first attack in a possible sequence of attacks.

Example -

Player A is using the Short Sword (You may only play one attack per turn) - During his Defense Phase he plays a successful Block and Strike as his last defense. That defense now becomes his first attack at the beginning of his Attack Phase. Since he has not played an attack yet, he can still play the one attack allowed by the Short Sword, and it is now the second attack in the sequence.

Connor MacLeod Alternate Persona –

You cannot have an Ally in play to use his Persona Power, and after you have used his Persona Power you cannot have an Ally in play for the remainder of that turn.

Reveal Effect For Cards Not Present -

If the player controlling the Reveal effect names a card that is not present after going through the target source cards once, the effect ends.

The Ring -

For the purposes of The Ring, add up the ASTER stats on the back of the persona card. If they equal 15, then use the gem stat as printed. If they equal 75, then divide the gem stat by 3, rounding down.

Restricting Hard Exertions –

Any effect that says a player may not make a Hard Exertion ONLY affects that player making a Hard Exertion for a Power Blow or Power Block, they may still make Hard Exertions for other reasons, regardless of wording on the card.

Byron Quickening (Q2018-002) –

Due to game balance, this card does not work with the Scythe Weapon of Choice.

OFFICIAL TOURNAMENT RULES (add to Type Two Rulebooks)

In addition, each player loses 2 Ability during their Ability Adjustment Phase.

(Type One Rulebook)

Effect Classification List for 1ed Cards

Crysta Van Pelt Persona - Capture

Errata

Crysta Van Pelt Persona

During your Draw/Discard phase, your Maximum Hand size is one more than your Ability.

CAPTURE: When your opponent plays a Special Card, they must place the top card of their Endurance face down, beneath your persona. When the opposing player exhausts, these captured cards are reshuffled into their Endurance. You may have up to four Master cards.