



Rules Appendix

Romance of the Nine Empires: Arcane Fire lets you explore the archetypes of some of the championship decks from previous years, specifically the Tuatha dueling deck that won the World Championship (and with it, the Tuatha civil war) and the Arcanix guardians deck that took the prize in 2001, one year after its player caused the banning of the Secret Weapon card type (the so-called tutor-react cards) by running a deck in which half the cards placed themselves in your hand when needed.

These decks run with rules that were not covered in the *15th Anniversary* release, and which were therefore not covered in its introductory rulebook. We'd point you to our website, but the server crash at www.alderac.com/r9e wiped out 15 years of accumulated material (including accumulated rulings), so we'll print them here.

Guardians

Guardians are extradimensional beings of great power. Known among various cultures as demons, djinn, loa, kami, and those darned meddling kids, guardians represent beings that wizards can summon to fight for them.

Guardians are treated as a special kind of hero. They are, essentially, their own faction that can join any player no matter what the keywords on the player's stronghold are.

In order to bring a guardian into play, you must pay all of its gold and food costs, as well as bow a wizard to summon it. You can play a guardian as a Summer action and/or an Autumn action.



Dueling

Duels are one-on-one combats fought with swords, lasers, fists, magic, and harsh language between two opposing heroes. One hero (as defined on the card text) is the challenger, while the other is the challenged hero.

Duels cannot normally be refused (no cards in this set allow refusal). Duels end in the death of the loser unless otherwise stated. Regardless of card effects, under no circumstances can two heroes controlled by the same player duel each other.

When dueling, the heroes involved alternate thrusting and parrying, each trying to get decisive strikes past the defenses of the other. The hero that has been challenged has the first opportunity to thrust or pass.

To thrust, a player places a card from his or her hand face down on the table and announces he is thrusting. A player is never compelled to thrust; that player can choose to pass, at which point

the other player then gets the opportunity to thrust.

The opponent must then parry the thrust, either by placing a card from his or her hand, or the top card of his or her deck, face down. Both players reveal their cards; these cards are not being played, but are being used solely for their fate value. After cards have been revealed, if the parrying player's hero has the Duelist trait, that player may choose to increase (not decrease) the card's parry value by 1.

Compare the fate value of the thrust card with the fate value of the parry card. The difference between the values, regardless of which number is higher, is the number of wounds that the parrying hero suffers. Deduct these wounds from the parrying hero's will.

Example: Jason strikes with a fate value of 4, and Sandy elects to parry with a fate value of 2. They reveal their cards. Sandy's hero is a duelist, so she chooses to increase the fate value to 3. Sandy's hero suffers the difference between the fate values, and takes one wound.

Example: Jason strikes with a fate value of 0, and Sandy elects to parry with a fate value of 2. They reveal their cards. Although Sandy's hero is a duelist, she can only increase the value of the parry, not decrease it. She wisely chooses not to do this. Sandy's hero suffers the difference between the fate values, and takes 2 wounds.

After one player thrusts, it becomes the other player's opportunity to thrust (or pass), and the roles are reversed. Players continue alternating the opportunity to thrust until:

- One hero has 0 Will and loses the duel.
- Both players sequentially pass the opportunity to strike.

If both players pass, the hero with the lowest current Will loses the duel and suffers the consequences. If the dueling heroes have equal Will at the end of the duel, they both lose.

At the end of the duel, all damage is healed.

Dueling Reference

1. Challenger issues the challenge.
2. The challenged player chooses whether or not to accept (acceptance is normally mandatory).
3. The duel begins; the challenging hero becomes the attacker and the challenged hero becomes the defender.
4. A round begins.
 - a. The attacker chooses to thrust by placing a card from his or her hand face down next to the hero, or pass. If the attacker passes, skip to step e.
 - b. The defender must parry, either from his or her hand or from the top of his or her deck.
 - c. Reveal the fate values of the thrust and parry cards. Duelists can adjust their fate value up by one when parrying. The defender takes the difference in damage to his Will.
 - d. Discard the thrust and parry cards.
 - e. The attacker and defender reverse roles. Continue until one hero reaches zero Will, or both players pass consecutively.
5. Apply the effects of winning and losing. Heal all damage.

Card List

All cards have 3 copies unless otherwise noted.

Castles	Citadel of Arcane Secrets (1)		Resplendent Tiger
	Peasant Army Citadel (1)		Rufous the Gryphon
	Seat of the Fallen (1)		Saint Daeron Isilra
	Temple of the Monkey (1)		Salia the Slaughterer
Cohorts	Bazooka Bobo		Shuzrael of the Tomb
	Cedric Humm		Siege Master Onizuka
	Drax the Duplicitous		Sir John, Noble Guard
	The Hogs of War	Items	Sorbuckemra
	Holy Acrimony		Costumery for Theatre
	Malmar the Apocryphal		Evan's Triplecross
	Morphine Shock Troops		Hat of Rescued Souls
Guardians	Warrior Chickens		Heart of the Ord (1)
	Defender of the Pure		Mmm! Bacon!
	Feynman's Genie		Stones of MacArthur
	Khelpri Vainglory	Properties	Valkyrie Armor
Heroes	Power of Three		The Four-Day Bazaar Master
	3OM307		Second
	Adamant Highwayman		Vault of Knowledge and Insanity
	Archmaj Vincent, the Phasing	Quests	Veil's Grove
	Ates of the Guile		Journey (3 quests + 1 token)
	Chelar the Talon		Tiger's Last Gambit (1 quest + 1 token)
	The Eternal Lost General		A Tournament Victory (3 quests + 1 token)
	Goodwin the Honorable (to a Fault)	Spells	Summon Destrier
	Harmony Vasquez		Technomancer's Heifer
	High Priestess Ilyra		Touch of the Abyss
	Imperial Protector	Strongholds	Magocracy of Arcanix (1)
	Leanan o' Black Rose		The Tuatha (1)
	Lokin o' Black Rose		
	Lorki	Tactics	Bent, Not Broken
	Lynnvander		Clash of Leaders
	Maj David, the Devoted		Cohort of Engineers
Maj Nescra, the Drifter		DeMille's Folly (1)	
O'rthiaitla the Songbird		Firestorm	
		First Blood, or Death?	

Flem the Unhealthy	
Force of Will	
Ixhasan Jackals	
Minion of Justice	
Niels the Equulex	
Nuts!	
O'Brien's Gambit	
Ordic Negotiations	
Pincers and Tail	
Puck's Whimsy	
The Purple Ninja	
Qit'iri the Smuggler	
Tandem & Tandem's	
Tears of Victory	
Trinity's True Sons	
Unexpected Rescue	
<i>Tokens</i>	
Peasant Levy	
The Purple Ninja	
Scenery (1)	
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	Original System Design: Dave Williams, Raymond Lau
	World Design: Matt Vancil & Nathan Rice
	Development: Edward Bolme, Mark Wootton
	Art Direction: Edward Bolme
	Graphic Design: Kalissa Fitzgerald
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	Production: Dave Lepore
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Contrite Apology

In the *15th Anniversary Edition*, we erred on crediting Seth Davis on his tournament winner's card, *Journey*. The typesetter blamed the JudyCon Drunken Master Tournament and Pool Party. We stopped believin' him.

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