

Redemption® CCG

Redemption® Exegesis Guide

By Cactus Game Design

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Deck Building Rules

Last Updated: 1/3/2018 (v5.0.0)

Released: 8/23/2016 (v4.0.0)

The following are the deck construction rules for players who wish to build their own decks. These rules are also the construction rules for tournament play.

TYPE I Deck Building Rules

Your deck must contain a minimum of fifty (50) cards. Seven of these must be Lost Soul cards. When you are building larger decks, one Lost Soul must accompany every six cards beyond fifty-six (56). Below is a chart showing the total number of Lost Souls needed for deck quantities up to 105.

Deck Total	Lost Souls required	Deck Total	Lost Souls required
50-56	7	78-84	11
57-63	8	85-91	12
64-70	9	92-98	13
71-77	10	99-105	14

Maximum of 1 of each in a deck:

- Any City, Covenant, Curse, Enhancement, Hero, or Evil Character with more than one brigade at face value.
- Dominant (lamb icon or grim reaper icon card).
- Lost Souls with a special ability.

Maximum of 1 of each per 50 cards in a deck:

- Any card that has a special ability. This includes characters, Enhancements, Artifacts, Covenants, Curses, Sites, Fortresses and Cities.

Maximum of 3 of each in a deck:

- Heroes, Evil Characters and Enhancements that do not have a special ability and have one brigade at face value.

Other rules:

- The total number of Sites and Cities may not exceed the number of Lost Souls in a deck. The number of Dominants (good and evil combined) may not exceed the number of Lost Souls in a deck. (The Lost Souls card counts as 1 (one) Lost Soul and the “Hopper” Lost Soul does not count towards Lost Soul deck building requirements).
- The max size for a T1 deck is 154.
- Cards with special abilities that have the same name and same card art are limited to a maximum of 1 each per 50 cards in a deck.
- Cards (except generic characters) with special abilities that have the same name and brigade are limited to a maximum of 1 each per 50 cards in a deck.
- Generic characters with special abilities that have the same name and card art are limited to a maximum of 1 each per 50 cards in a deck. If the card art is different, you may select a maximum of 1 each per 50 cards in a deck from each variant.

Reserve:

- The reserve cannot contain Dominants or Lost Soul cards (the “Hopper” Lost Soul does not count towards Lost Soul deck building requirements and may be included in the reserve).
- Your deck + reserve must be a legal deck (ignoring Lost Soul to deck ratio rule as it applies to cards in the reserve). The reserve must contain between 0-10 cards.
- Your deck and reserve must be reset to their original state after each game.

TYPE II Deck Building Rules

Your deck must contain a minimum of one hundred (100) cards. Fourteen of these must be Lost Soul cards. When you are building larger decks, one Lost Soul must accompany every six cards beyond one hundred five (105).

Maximum of 1 of each in a deck:

- Cards with 3 or more brigades at face value.
- Dominant (lamb icon or grim reaper icon card).

Maximum of 2 of each in a deck:

- Cards with 2 brigades at face value.
- Lost Souls with a special ability.
- Any Site or City with a special ability and with one brigade at face value.

Maximum of 3 of each in a deck:

- Any Artifact, Fortress, Covenant or Curse with one brigade at face value.

Maximum of 4 of each in a deck:

- Any character, Enhancement or non-special ability Site with one brigade at face value.

Other Rules:

- The number of your good cards and the number of your evil cards MUST be equal.

Dual-alignment cards count as evil/neutral/good based on their face-value alignment (I.E. Saul/Paul (Ap) is an evil card at face value and counts as evil for deck building purposes). If a dual-alignment card is different alignments at face-value it counts as all of those alignments for deck building purposes. If neutral is one of the alignments the card counts as good and/or evil based on the other alignment(s).

- The total number of Sites and Cities may not exceed the number of Lost Souls in a deck.
- The number of Dominants (good and evil combined) may not exceed the number of Lost Souls in a deck. (The Lost Souls card counts as 1 (one) Lost Soul and the “Hopper” Lost Soul does not count towards Lost Soul deck building requirements).
- The max size for a T2 deck is 252.

Reserve:

- The reserve cannot contain Dominants or Lost Soul cards (the “Hopper” Lost Soul does not count towards Lost Soul deck building requirements and may be included in the reserve).
- Your deck + reserve must be a legal deck (ignoring Lost Soul to deck ratio rule as it applies to cards in the reserve). The reserve must contain between 0-10 cards.
- Your deck and reserve must be reset to their original state after each game.

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Special Ability Structure

Last Updated: 1/3/2018 (v5.0.0)

Released: 8/10/2015 (v3.0.0)

A special ability is the text over the illustration or above the Scripture verse, but in the same box.

A special ability has at least one ability or modifier, and may have multiple of either or both.

An ability is a set of sentences with connected effects within a special ability. An ability has at least one effect.

A modifier is part of a special ability that modifies abilities or effects, but is not an ability itself.

An effect is part of an ability that acts upon a target.

Special Abilities

A special ability is the text over the illustration or above the Scripture verse, but in the same box.

Any text between the illustration and the box is an identifier. On some older cards, the text over the illustration is entirely or in part an identifier, which has been updated to an identifier by errata. If a card gains an ability, it is added to an existing special ability, or becomes the special ability of the card.

A special ability consists of at least one ability or modifier, and may have multiple abilities or modifiers.

Abilities

An ability is a set of sentences with connected effects within a special ability. The effects may be connected by a common target or set of targets, by being paired with a previous effect or by an effect needing information about the target(s) of a previous effect. An ability targets the cards its effects target.

There are three ways an ability can activate its effects: Immediate Effect, Activated Effect and Triggered Effect.

An ability may have effects that activate in different ways. An ability is only instant if it only has immediate instant effects, otherwise it is ongoing. An ongoing ability is active if it is checking a condition or has a currently active ongoing effect. If an instant ability is prevented from activating, it can never activate, even if the prevent is later negated. If an ongoing ability is prevented, and the prevent is later negated, the ongoing ability activates at that point. If an ongoing ability is negated and the negation ends before the ongoing ability, the ongoing ability will reactivate when the next phase begins.

An ability consists of one or more effects, and may have one or more conditions, options, or players to carry out some or all the effects. An option is represented by the word “may” and/or by a choice between two effects. If a player or players is mentioned in the ability, the effect is carried out by those players; otherwise the controller carries out the effect.

Immediate Effect

An ability with an immediate effect has an effect that is not waiting for an event or the holder to choose to activate it. An immediate effect may have an immediate or ongoing check of the game state, or no condition at all. When a card with an ability with an immediate effect is played, if there is not a condition or an immediate check of the game state, the immediate effects activate or not depending on the outcome of any conditions and player choices. When a card with an ability with an immediate effect is played, if there is an ongoing check of the game state, it activates and begins checking the condition and an ongoing effect is active or not depending on the current outcome of the condition. If the ongoing check is tied to a mandatory instant effect, it provides a duration for that instant effect – it must be true when the effect activates, and when it is no longer true the effect ends.

Activated Effect

An ability with an activated effect has an effect that is activated when the holder chooses. An activated effect always has a condition that is a constant check of the game state. An activated effect is always instant. When a card with an ability with an activated effect is played, the condition activates and begins checking the game state. While a card with an ability with an activated effect is controlled by the holder and is either in play, Land of Redemption or set-aside area, and the game state meets the checked condition, and no effects are resolving, the activated effect may be activated.

Triggered Effect

An ability with a triggered effect has an effect that is waiting for event to occur be activated. A triggered effect always has a condition that is checking for an event to happen. Triggered effects may be ongoing or instant. When a card with an ability with a triggered effect is played, the condition activates and begins checking for the triggering event to happen, and the condition is triggered when the event happens.

Triggered effects may be optional or mandatory. Optional triggered effects will be designated with a “may” or similar wording, while mandatory triggered effects simply describe the outcome without giving a choice. Mandatory triggered effects that are not negated persist at least until the end of the current phase, even if the card leaves play or set aside, unless otherwise specified on the card. If the triggering event deactivates the ability without interrupting or negating it, then the triggered effect can still be activated. If the triggering event activates the ability, then the triggered effect can still be activated. Otherwise, optional triggered effects may only be activated while the card it is on is controlled by the holder and is either in play, Land of Redemption or set-aside area.

While the condition of a triggered effect is triggered by an event happening, the effect may not activate until there are no effects resolving. Abilities with triggered effects that are waiting to activate are pending abilities. If multiple triggered effects are attempting to activate at the same time, the active player activates all mandatory effects they control in the order they choose, then whether to activate all their optional effects in the order they choose. During the Battle Phase, then the defender activates all mandatory effects they control in the order they choose, then whether to activate all their optional effects in the order they choose. Then inactive players activate all mandatory effects they control in the order they choose, then whether to activate all their optional effects in the order they choose, in turn order around the table.

Pending

Pending abilities are abilities that are waiting for the effects of other abilities to resolve. Effects are resolving when they are activating or completing. Abilities with triggered effects that are waiting for other effects to resolve are pending effect activation. Interrupted abilities that are waiting for other effects to resolve are pending reactivation.

Modifiers

A modifier is part of a special ability that modifies abilities or effects. Modifiers are not themselves abilities, but alter the behavior of abilities or effects. Whether a modifier targets an ability or effect depends on the type of modifier. If a modifier is granted to abilities or effects on other cards, the modifier persists through the end of the current phase by default. Since modifiers are not abilities, they cannot be targeted by interrupt, prevent or negate effects.

If a modifier targets an ability, it modifies all parts of the ability unless some types of abilities are specified to gain or not gain the modifier. If a modifier targets (or specifically doesn't target) a type of ability ("X abilities"), then it does not modify any other effects an ability might have. A modifier that targets "discard abilities" would modify the discard effect of an ability with "negate and discard" effects, but does not modify the negate effect. If the modifier targets the ability, then all parts except the negate effect would be modified. If the modifier only targets the discard effect, then only the discard effect is modified.

A modifier may have one or more conditions included as part of the modifier.

Conditions

Events and Game States

The *game state* is all the information available about the game - the number of cards in hands/decks/territories, which cards are in play/discard piles, etc. An *event* is an effect (part of an ability or a game action) that potentially changes the game state, but is not part of the game state.

Entering battle, being put in play, drawing, etc. are events. Being in battle, being in play, how many cards/draw abilities you've drawn/used, etc. are part of the game state.

Colon

Generally, the colon means “while X is occurring” when following a look or reveal effect, and “while X is true” when following other effects, where X is the effect in the former and the outcome of the effect in the latter. More specifically:

- If part of the ability preceding the colon is a look or reveal effect, and part of the ability after the colon is an immediate instant effect, then the colon means “while X is occurring”, where X is the ability preceding the colon and the abilities following the colon are the paired abilities of X. When the colon follows a look or reveal ability, it applies to the portion of the ability that refers to the revealed cards, but does not necessarily apply to the rest of the special ability.
- If the part of the ability preceding the colon is not a look or reveal effect and part of the ability succeeding the colon is a mandatory instant effect that cannot have a duration, the colon means “if X is true”, where X is the part of the game state produced by the effect preceding the colon.
- Otherwise, the colon means “while X is true”, where X is the part of the game state produced by the effect preceding the colon.
- One colon can have multiple meanings, if the effects after the colon meet different criteria.

Conditional Phrases and Ability Classes

Each phrase that is checking the game state or for events is associated with one or more types of abilities:

- “If [event]” or “when [event]” is an ongoing check for that event to happen, and indicates a triggered effect.
- Any phrase that indicates a specific time (“after battle”, “on return”, “each upkeep”) an ongoing check for that event, and indicates a triggered effect.
- “If [game state]” is an immediate check of the game state, and indicates an immediate effect or a modifier.
- “While [game state]” or “during [game state]” is an ongoing check of the game state, and indicates 1) an activated effect if there is an optional instant effect, 2) an instant effect with a duration if there is a mandatory instant effect, or 3) an ongoing effect or modifier that updates its targeting or status as the status of the condition changes.
- “At any time” and “when holder chooses” are ongoing checks of the game state and indicate an ability with an activated effect.
- An optional instant effect with a usage limit other than a per game usage limit is an activated effect that can be activated as long as the usage limit has not been met in the specified timeframe.
- X defined in an identifier is an ongoing check of the game state, and is updating the value of X as it changes, if applicable. X defining a number of targets is static when the targets are declared, X defining a value that targets have is dynamic and updates as X changes.

- “... unless [game state]” is a check of the game state that matches the type of effect or modifier it follows - ongoing for ongoing, instant for instant.

Ongoing checks of the game state are fluid and can update the effects of the abilities they are part of even while other effects are resolving, but any activated effects cannot be activated until no effects are resolving. Ongoing checks for events cannot activate the triggered effect until no effects are activating or completing.

If any ongoing check of the game state ceases to be true for any reason, then the activated effect can no longer be activated, the duration of an instant effect ends, or the ongoing effect or modifier ceases to be active.

Effects

An effect is part of an ability that acts upon a target. Targets are usually cards, abilities, or players.

There are two types of effects: Instant and Ongoing.

Effects are always in one of three states: activating, active, or completing. The activation of an effect includes the initial targeting. The completion of an effect includes carrying out the effect on the targets, if that has not already been done. An ongoing effect is active and carrying out its effect between its activation and completion. Effects that are activating or completing are resolving.

Instant Effects

An instant effect is an effect that activates, declare its targets and completes almost instantly. Any instant effect that completed in a previous phase, even during the same turn, cannot be interrupted or negated. Instant effects can only be undone in the phase they completed.

An instant effect can only a Lost Soul in play if a Lost Soul is specified as the target, or if it specifies it targets all cards in a location that contains Lost Souls.

Ongoing Effects

Ongoing effects are effects that activate, declare a target and continue affecting the targets for longer than an instant. Ongoing effects are not completed until their specified duration has ended or the phase in which they are activated has ended, whichever comes later. An automatically targeted ongoing effect may update its targets until it completes. An ongoing effect that has activated but not completed is active. An ongoing effect that persists through multiple phases can be interrupted or negated in each phase in which it is active. If the negation ends before the ongoing effect and the ongoing effect persists to the next phase, it will reactivate at the beginning of the next phase. Any results of an ongoing effect from a prior phase cannot be interrupted or negated, only the results in the current phase.

Targeting

The default locations of targets for effects are as follows:

Activate an Artifact: Hand or Artifact pile

Add to Battle, Band, Choose Opponent, Present: In a territory or hand

Change Hand Size, Restrict: A player

Draw: Top of deck

End the Battle: Current battle

Equip: Enhancements in hand and characters in play

Interrupt, Negate, Prevent: Abilities on cards in play

Paralyze, Transfer: In a territory

Play: Hand

Redirect: Cards or abilities on cards in battle

Rescue: Opponent's Land of Bondage

Resurrect: Discard pile

Side Battle: In play or hand

Toss: Enhancements in hand and characters in battle

Withdraw: Field of Battle

Hold, Look, Reveal, Search, Taunt: No default target

All Other Effects*: In play

*Banish, Capture, Convert, Copy, Discard, Exchange, First Strike, Gain, Heal, Ignore, Immune and Protect, Increase and Decrease, Place, Poison and Disease, Release, Return to Hand, Set-Aside, Shuffle, Site Access, Take, Topdeck and Underdeck, and Use Other Enhancements

Targeting the next or last card played targets those cards based on when they were played in relation to the initial activation of targeting effect, regardless of the current location of those cards. "Next" is the first qualifying card played after the targeting effect activates, and "last" is the most recent qualifying card played before the targeting effect activates. Effects that use "next" and "last" cannot update targets.

If an effect targets the card it is on by name or as "this card", it is referring to only that copy of the card. If an ability or effect targets or checks for another card by name, the named card may be in whatever default location is specified on the named card, unless otherwise specified in the ability or effect.

Lost Souls in play can only be targeted by an instant effect if it is specifically stated to target Lost Souls, or if it targets all cards in a location that contains Lost Souls.

A manually targeted effect is any effect that allows a player a choice of targets. An automatically targeted effect is any effect that targets the entirety of a location, or the "next" or "last" or something. An effect that has targets of "all (except 1)" is considered manually targeted for activation and automatically targeted thereafter, since the exception is declared at the initial targeting, but cannot change.

All effects choose their targets when they initially activate. If an effect allows a player to choose a dynamic number of targets, the number does not update if the effect is interrupted and reactivates. Ongoing effects that automatically target update their targets while they remain ongoing.

If a manually targeted effect is interrupted, when it reactivates it targets the same cards as initially chosen. If an automatically targeted effect is interrupted, it updates targets when it reactivates. If an interrupted manually targeted effect is redirected, the targets can be changed by the player redirecting the effect.

If an instant effect or a manually targeted ongoing effect is prevented from activating, then it cannot choose a target. Even if the effect that stopped it from activating is later negated, the effect still cannot activate because no target was initially chosen and the target cannot change.

If an automatically targeted ongoing effect is prevented from activating, but the effect that stopped it from activating is later negated, then the effect activates and updates targets at that moment.

Ability Activation Order

Whenever a character (or group of characters) are played in battle:

1. Verify the rescuing/taunting/attacking/blocking/defending status of the characters in battle and the players involved in the battle.
2. Activate all abilities in the order written on the card EXCEPT those with effects that add a character to a battle.
3. Activate all gained abilities in the order gained EXCEPT those with effects that add a character to a battle.
4. Activate all abilities on any equipped weapons EXCEPT those with effects that add a character to a battle.
5. Activate all abilities with effects that add a character to the same side of battle. This includes steps 1-5 for all new characters added to battle, in the order added.
6. Verify the begins a battle/blocked status of the characters that are/were in battle and the players involved in the battle.
7. Activate all abilities with effects that add a character to the opposite side of battle. This includes steps 1-7 for all new characters added to battle, in the order added.
8. Activate all abilities with side battle effects. This includes steps 1-8 for all new characters added to a battle, in the order added.
9. Activate all pending abilities with triggered effects, following the order provided in the definition of triggered effect abilities.

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Modifier Listing

Cannot be Interrupted

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- The *cannot be interrupted* modifier modifies an ability, making it so that the modified ability cannot be targeted by any *interrupt* or *negate* effect activated after the card the modified ability is on is played.
 - An ability cannot gain *cannot be interrupted* retroactively; it has *cannot be interrupted* when the card it is on is played or not at all.
-

Special Conditions

- An Enhancement with an ability that has been modified by a *cannot be interrupted* modifier remains on the playing surface if it would otherwise be cascade *negated* to a previous location.
-

Clarifications

- When a sentence in a special ability includes the *cannot be interrupted* modifier and does not specify what abilities the *cannot be interrupted* modifier modifies, it modifies all abilities on the card that appear before the sentence containing the modifier.

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Cannot be Negated

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- The *cannot be negated* modifier modifies an ability, making it so that the modified ability cannot be targeted by any *interrupt*, *prevent* or *negate* effect.
 - An ability cannot gain *cannot be negated* retroactively; it has *cannot be negated* when the card it is on is played or not at all.
-

Special Conditions

- All abilities on Dominants are *cannot be negated*.
 - An Enhancement or Dominant with an ability that has been modified by a *cannot be negated* modifier remains on the playing surface if it would otherwise be cascade *negated* to a previous location.
-

Clarifications

- When a sentence in a special ability includes the *cannot be negated* modifier and does not specify what abilities the *cannot be negated* modifier modifies, it modifies all abilities on the card that appear before the sentence containing the modifier.

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Cannot be Prevented

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- The *cannot be prevented* modifier modifies an ability, making it so that the modified ability cannot be targeted by any *prevent* or *negate* effect activated before the card the modified ability is on is played.
 - An ability cannot gain *cannot be prevented* retroactively; it has *cannot be prevented* when the card it is on is played or not at all.
-

Special Conditions

- An ability that has been modified by a *cannot be prevented* modifier can be *interrupted*. Once *interrupted*, it can then be *prevented*.
-

Clarifications

- When a sentence in a special ability includes the *cannot be prevented* modifier and does not specify what abilities the *cannot be prevented* modifier modifies, it modifies all abilities on the card that appear before the sentence containing the modifier.

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Instead

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- The *instead* modifier allows an ability to replace an effect or event with a different effect.
 - The *instead* modifier indicates a triggered effect which replaces an activated effect or event. It does not undo the effect, as with a *prevent* or *negate*, but instead replaces the outcome such that the original effect never took place, and the new effect activates instead.
 - *Instead* modifiers will usually be written as “if X happens, do Y instead”. The trigger occurs when “X” happens, and replaces “X” with the new effect, “Y”. “X” is considered to not have been activated at all, and “Y” happens in its place.
 - If an *instead* modifier does not indicate a new target or targets for the new effects, then the new effect is applied to same cards targeted by the original effect.
 - An effect cannot be affected by *instead* retroactively; the *instead* modifier must trigger during the activation of the effect.
-

Special Conditions

- When the triggering event occurs, the triggered effect with the *instead* activates immediately, inserting itself before any additional abilities or effects complete.
 - If an *instead* is noted as mandatory, it persists until the end of the current phase, if not *negated*, even if the card leaves play or set aside. Optional *instead* effects cannot activate unless the card they are on is in play, Land of Redemption or set-aside area.
 - An *instead* may have conditions that indicate only some of the cards have the new effect applied. For example, if a card says “... blue Heroes that would be discarded are returned to territory instead”, and a mixture of Heroes are *discarded* from battle, the blue Heroes have the *withdraw* effect applied, while other Heroes have the *discard* effect applied.
 - If a card is *immune* to or *protected* from the new effect, the original effect is still applied. If a card is *immune* to or *protected* from the original effect, the card is not affected at all. Example: “... blue Heroes that would be discarded are returned to territory instead”, with two other active effects: “N.T. Heroes are protected from withdraw abilities” and “O.T. Heroes are protected from discard abilities”. Because the blue N.T. Heroes are *protected* from *withdraw*, they are *discarded* as normal. Because the blue O.T. Heroes are *protected* from *discard*, they are unaffected, and there is nothing to replace with the *withdraw* effect.
 - If the new effect is *prevented*, or otherwise cannot be completed in its entirety, then the original effect is still applied. If the new effect activates and is later *negated*, the act of *instead*ing does not get undone, as the new effect was still applied initially through *instead*.
 - If a single card uses *instead* to apply two or more effects to the same group of cards, the combination of applied effects satisfies the cost for that card. Example: if *Herod's Temple (Di)* would *discard* more than one card from draw pile, and at least one is a Lost Soul put in play “instead”, the combined total of *discarded* cards and Lost Souls put in play count toward the total required by Herod's Temple. However, if the card *discarded* from hand has a different effect applied “instead” by a different card, the ability is not properly resolved.
-

Clarifications

- Abilities that describe a potential end of battle condition (ex: If defeated, If character defeats, If rescue attempt fails, Regardless of battle outcome, etc.) and a triggered effect that targets the cards affected by the potential end of battle condition have an implied *instead* in which the triggered effect replaces the potential end of battle condition if the condition is met.

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Limit

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Released: 1/3/2018 (v5.0.0)

How to Play

- A *limit* modifier modifies an ability, placing *limits* on how often the ability can be used or capping a variable defined in the identifier. Once an ability has reached the usage *limit*, it cannot be used until the *limit* is reset.
 - A *limit* that caps a variable provides a maximum value for the use of the variable in an ability.
 - Usage *limits* are counted separately for each player, by which player controls the card when a use happens. If a card with a usage *limit* specifies a player, it applies to the pair of players consisting of the controller and the specified player.
 - An ability cannot gain a *limit* retroactively; it has a *limit* when the card it is on is played or not at all.
 - The modification from a usage *limit* lasts until the end of timeframe for the *limit*, or until the card is reset to face value if no timeframe is specified.
-

Special Conditions

- All cards that share a name and the same usage *limit* count towards all usage *limits* on those cards.
 - If an Artifact or Site has a usage *limit* that is “per game” or with no specified end, it is *discarded* after the last use. If an Artifact or Site with a “per game” usage *limit* is played after the *limit* has been reached, it is immediately *discarded*.
-

Clarifications

- The modifying of an ability with a *limit* is not directly targeted by an *interrupt*, *prevent* or *negate* effect, as it is not an ability. If the modified ability is *negated* or *interrupted* and does not reactivate it does not count against the usage *limit*.
- An ability has a capping *limit* when the card it is on is played, but the value of the variable may change to be able to apply (or not apply) the *limit* while the card remains in play.

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Regardless

Last Updated: 1/3/2018 (v5.0.0)

Released: 8/10/2015 (v3.0.0)

How to Play

- The *regardless* modifier modifies an ability or effect, making it so that the modified ability or effect can include among its possible targets any cards that normally could not be targeted due to the condition that is mentioned.
 - All instances of the *regardless* modifier are written as “regardless of X abilities”, where “X” is a condition or effect that would normally stop targeting. For example, the phrase “regardless of protect abilities” allows the modified ability to target any card that is *immune* or *protected*, even though it normally cannot.
 - An ability or effect cannot gain *regardless* retroactively; it is *regardless* when the card it is on is played or not at all.
 - The modification from *regardless* lasts until the end of the current phase.
-

Clarifications

- The phrase “regardless of brigade” is a *use other Enhancements* ability, not a *regardless* modifier.
- The phrase “regardless of battle outcome” defines an alternate condition for a card, and is normally an *instead* modifier, not a *regardless* modifier.

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Effect Listing

Activate an Artifact

Last Updated: 6/11/2018 (v5.1.0)

Released: 7/26/2011

How to Play

- An *activate an Artifact* effect allows a player to activate an Artifact during a phase other than the Preparation Phase or an additional time during the Preparation Phase.
 - If an Artifact is activated on another card and the underlying card is relocated, the activated Artifact is generally relocated (regardless of *protect* effects) to the same location that the underlying card is relocated to and remains there. The exception to this rule is:
 - 1 When a character is *captured* or *rescued*, all Artifacts activated on that character are *discarded*.
 - An *activate an Artifact* effect targets the Artifact that is activated.
 - Unless otherwise specified, targets must be in holder's Artifact pile or hand. If the target is in the Artifact pile, it must be inactive.
 - Unless otherwise specified, the target is activated on the Artifact pile.
 - Unless otherwise specified, there is a limit of one activated Artifact on each legal location. If an *activate an Artifact* effect activates an Artifact in a location that was already at its limit for active Artifacts, an Artifact already there is deactivated before the new Artifact is activated.
 - All *activate an Artifact* effects are instant.
-

Special Conditions

- If an Artifact is activated on a card rather than on the Artifact pile, it returns to the Artifact pile when deactivated.

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Add to Battle

Last Updated: 1/3/2018 (v5.0.0)

Released: 8/23/2016 (v4.0.0)

How to Play

- An *add to battle* effect brings cards into the current battle and activates their special abilities.
 - An *add to battle* effect targets the cards that are to be brought into battle.
 - An *add to battle* effect can only add cards to a battle in which you control one side.
 - When a card is *added to battle*, the player controlling that side of the battle controls the card. If that player does not have permanent control of the card, they gain temporary control until the card leaves battle.
 - Unless otherwise specified, targets can only be added to the side of battle you control.
 - Unless otherwise specified, targets must be in a territory or in holder's hand.
 - Unless otherwise specified, targets must be of matching alignment.
 - All *add to battle* effects are instant.
-

Special Conditions

- A unique character can only enter the Field of Battle once per turn. A unique character that has entered and been removed from a battle is *protected* from *add to battle* effects of abilities until the end of the turn.
 - If an *add to battle* effect is *negated*, the characters it brought into battle return to the territory of the player with permanent control, regardless of where they came from.
 - When an *add to battle* effect adds multiple cards into battle, the cards may be added in any order, and see the [Ability Activation Order](#) for the order to perform the abilities.
-

Clarifications

- An *add to battle* effect is not a *band* effect unless it exclusively adds one or more characters to a side of the battle where at least one other character of matching alignment is always present.

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Band

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A **band** effect brings a character into battle to assist another character that is already in the battle.
 - A **band** effect targets the cards that are to be brought into battle.
 - A **band** effect can only target characters of matching alignment.
 - When a character is **banded** into battle, the player controlling that side of the battle controls the character. If that player does not have permanent control of the character, they gain temporary control until the character leaves battle.
 - Unless otherwise specified, targets must be in a territory or in holder's hand.
 - All **band** effects are instant.
-

Special Conditions

- Characters in battle are **protected** from **band** effects while they remain in battle.
 - A unique character can only enter the Field of Battle once per turn. A unique character that has entered and been removed from a battle is **protected** from **band** effects of abilities until the end of the turn.
 - If a **band** effect is **negated**, the characters it brought into battle return to the territory of the player with permanent control, regardless of where they came from.
 - When a **band** effect brings multiple characters into battle, the characters may be added in any order, and see the [Ability Activation Order](#) for the order to perform the abilities.
-

Clarifications

- The phrase “add to battle” when used to exclusively add a character to a side of the battle where at least one other character of matching alignment is always present is a **band** effect.
- **Copy** and **convert** effects that allow a non-character card to become a character are not **band** effects.
- Abilities that allow a second character to join the battle should be played as if they allowed an additional character to join the battle.
- The phrases “band with” and “join the battle” both mean “band to”.

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Banish

Last Updated:

Released: 5/10/2017 (v4.1.0)

How to Play

- A *banish* effect moves a card from its current location to its owner's banish pile.
 - A *banish* effect targets the cards that are to be banished.
 - Unless otherwise specified, targets must be in play.
 - All *banish* effects are instant.
-

Clarifications

- The phrases “Remove [card/card type] from the game” or “Remove from the game [card/card type]” mean “Banish [card/card type]”.

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Cannot be Ignored

See [Immune and Protect](#)

("Cannot be ignored" means "protected from ignore effects")

Capture

Last Updated: 6/11/2018 (v5.1.0)

Released: 7/26/2011

How to Play

- A *capture* effect transforms a character into a captured character and moves it to a different location where it is held captive. Heroes become captured Heroes and Evil Characters become captured Evil Characters.
 - Permanent control of captured characters transfers to the player that receives the captured characters.
 - While in a Land of Bondage, a captured human is a Lost Soul as well as a captured character. Captured humans are neutral cards. Captured non-humans are not Lost Souls and cannot be rescued. They are captured characters, and retain the alignment they had prior to being captured.
 - Captured characters retain their identifiers and brigades, but may only be targeted as captured characters.
 - When a character is *captured*, all cards *equipped* to or *placed* on that character are *discarded*.
 - A *capture* effect targets the characters that are to be *captured*.
 - Unless otherwise specified, targets must be in play.
 - Unless otherwise specified, targets are moved to the Land of Bondage of the player that used the *capture* effect.
 - All *capture* effects are instant.
-

Clarifications

- The phrase “treat as a Lost Soul” is a clarification of the game rule that applies to captured characters that are in a Land of Bondage, not an ability.
- The phrase “take prisoner” means “capture”.

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Change Hand Size

Last Updated:

Released: 8/10/2015 (v3.0.0)

How to Play

- A *change hand size* effect alters the maximum end-turn hand size allowed for a player by increasing it, decreasing it, or setting a new maximum. By game rule, the maximum starts at 8.
 - If a *change hand size* effect sets a new maximum end-turn hand-size as opposed to increasing or decreasing it by a specific amount, then the size it sets is the new maximum, regardless of any other *change hand size* effects which may already be in effect.
 - If a *change hand size* effect increases or decreases the maximum end-turn hand-size by a specific amount, it sets the new maximum by altering the current maximum by the amount of the increase or decrease.
 - A *change hand size* effect targets the players that are to have their hand size changed.
 - Unless otherwise specified, a *change hand size* effect lasts until the end of the current phase.
 - All *change hand size* effects are ongoing.
-

Clarifications

- A *change hand size* effect does not alter the maximum number of cards allowed in a hand at any time (see Hand), it only changes the maximum allowed at the end of the targeted player's Discard Phase.

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Choose Opponent

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A *choose opponent* effect allows a player to select the character their opponent uses in battle against them.
 - A *choose opponent* effect used before a character is presented forces the opponent to use the chosen character, instead of allowing them to choose their character.
 - A *choose opponent* effect used while there is an opposing character in battle removes all opposing characters from battle and puts the chosen character in battle.
 - A *choose opponent* effect targets the characters to be removed from battle and the character to be put into battle, as well as the opponent if no character has yet been presented, restricting them from being able to present an initial character of their choosing. If any of the characters to be removed from battle are not valid targets, the effect does nothing.
 - Characters removed from battle by a *choose opponent* effect are returned to the territory of the player with permanent control of the card.
 - Unless otherwise specified, the character targeted to be put into battle must come from the hand of the player using the *choose opponent* effect or from a territory.
 - All *choose opponent* effects are instant.
-

Special Conditions

- A *choose opponent* effect used before the initial character is presented *cannot be interrupted*, but it can be *prevented*.

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Convert

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A **convert** effect changes one or more characteristics of a card. These changes may include alignment, type, or brigade.
 - A converted card generally retains its special abilities and identifiers. The only characteristics changed or gained are those specified by the **convert** effect.
 - Abilities on Heroes (and good weapons) that have been **converted** to Evil Characters (and evil weapons) can never activate.
 - Abilities on Evil Characters (and evil weapons) that have been **converted** to Heroes (and good weapons) may activate, except for abilities that specifically target Heroes when the card is at face value.
 - Converted characters retain their identifier(s) unless the identifier is alignment specific. *Heretic*, *magician* and *prophet* on Evil Characters do not **convert** when they become a Hero. *Missionary* and *martyr* on Heroes do not **convert** when they become an Evil Character. *Angel* on Heroes becomes *demon* when they **convert** to an Evil Character.
 - A **convert** effect targets the cards that are to be **converted**.
 - A **convert** effect is permanent, unless a duration is specified. If a duration is specified, the converted character reverts to the characteristics that were changed by the **convert** effect when the duration is reached. The reversion is not a **convert** effect, and any characteristics that were not changed by the **convert** effect retain any changes that may have been made while **converted**.
 - Unless otherwise specified, targets must be in play.
 - Unless a non-human target is specified, targets must be human.
 - Unless otherwise specified, targets are **converted** to a brigade color of the card with the **convert** effect.
 - All **convert** effects are instant.
-

Special Conditions

- If a warrior equipped with a weapon is **converted**, the weapon is automatically **converted** with the character. It **converts** to a matching brigade and remains on the character.
 - If the active identity of a dual icon card has a **convert** effect that **converts** to the name or type of the inactive identity, the **convert** effect swaps the active identity of the card.
 - If the active identity of a dual icon card is **converted** by a **convert** effect other than its own effect, it retains the characteristics of the active identity that are not changed and does not swap identities.
 - If a **convert** effect changes a card to or within the face value alignment of the active identity, it is treated as though it has not been **converted** from that alignment for the purposes of identifiers and ability activation.
 - If a **convert** effect changes the alignment of a character in battle, then that character returns to the territory of the player with permanent control as a response to the **convert** effect.
 - If a **convert** effect allows a player to choose the brigade of the card being **converted**, then that player must choose an existing brigade for that card type.
-

Clarifications

- Multicolor is not a specific color and cannot be used as a resultant brigade.

- The words “repent” and “fall” mean “convert”.

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Copy

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A **copy** effect causes one card to copy the special ability and/or attributes of another card.
- A **copy** effect that copies a special ability adds the special ability of the target to the copying card.
- A **copy** effect that copies a card copies all attributes and the special ability of the target, unless it specifies attributes or abilities to copy, in which case it only copies those attributes and abilities. The attributes of the target replace the attributes of the copying card.
- The **copied** special ability activates as the last part of completing the **copy** effect.
- Unless otherwise specified, **copy** effects last until the card with the **copy** effect leaves the Field of Battle.
- A **copy** effect targets the card or special ability that is copied.
- Unless otherwise specified, targets must be in play.
- All **copy** effects are ongoing.

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Create a Token

Last Updated:

Released: 6/11/2018 (v5.1.0)

How to Play

- A *create a token* effect creates a token of a specified card type and puts it in a location.
- A card with a *create a token* effect may have a "Token" identifier that describes the attributes of the created token beyond the card type. The identifier only applies to the creation of a token, not to any other targeting of a token on that card.
- Unless otherwise specified, tokens are created in the territory of the player controlling the card with the *create a token* effect.
- *Create a token* effects are instant.

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Decrease

See [Increase and Decrease](#)

Discard

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A *discard* effect moves a card from its current location to its owner's discard pile.
 - If a Lost Soul is *discarded* from a deck it is put into its owner's Land of Bondage.
 - If multiple cards are *discarded* by a single *discard* effect, *reveal* the cards before putting them in the discard pile.
 - A *discard* effect targets the cards that are to be *discarded*.
 - Unless otherwise specified, targets must be in play.
 - All *discard* effects are instant.
-

Clarifications

- The word "instantly" in the phrase "instantly discarded" is superfluous.

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Disease

See [Poison and Disease](#)

Draw

Last Updated: 8/23/2016 (v4.0.0)

Released: 7/26/2011

How to Play

- A *draw* effect moves one or more cards from a player's deck to that player's hand.
 - When a Lost Soul is *drawn* it is put in the owner's Land of Bondage and another card is *drawn* from the same location to replace the Lost Soul. The Lost Soul does not count as one of the cards *drawn*.
 - A *draw* effect targets the cards to be *drawn*.
 - Unless otherwise specified, targets are *drawn* from the top of deck.
 - All *draw* effects are instant.
-

Special Conditions

- If a *draw* effect is *negated*, return the *drawn* cards to the deck in their previous order. If this cannot be done, shuffle the *drawn* cards together and return them to the previous location.
-

Clarifications

- When multiple cards are *drawn* they are *drawn* as a single action not as a separate action for each card.
- A card which causes opponents to *draw* is still a "draw ability used" by its controller.
- A mandatory draw, or an optional *draw* the player chooses to complete, is still a "draw ability used" by that player, even if 0 cards are *drawn* or if the deck is empty.

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End the Battle

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- An *end the battle* effect causes battle resolution to begin immediately.
 - If an *end the battle* effect specifies a result of the battle, that result takes precedence over any result that would normally occur.
 - An *end the battle* effect targets the current battle.
 - All *end the battle* effects are instant.
-

Special Conditions

- If there are pending abilities when an *end the battle* effect completes, the pending abilities never take effect.
-

Clarifications

- All *end the battle* effects effectively have *cannot be interrupted* status because the effect is used in the Battle Phase and causes the Battle Phase to end, and effects that complete in one phase can only be *interrupted* or *negated* during the phase in which they are used.

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Equip

Last Updated: 6/11/2018 (v5.1.0)

Released: 1/3/2018 (v5.0.0)

How to Play

- An *equip* effect allows a player to put a weapon on a character.
 - An *equip* effect does not activate the special ability on the *equipped* weapon, unless the character it is *equipped* to is currently in battle.
 - If a weapon is equipped to a character and the character is relocated, the equipped weapon is generally relocated (regardless of protect effects) to the same location that the character is relocated to and remains there. The exception to this rule is:
 - 1 When a character is *captured* or *rescued*, all weapons equipped to that character are *discarded*.
 - The target character must be able to use the target weapon.
 - An *equip* effect targets the weapon that is *equipped*, as well as the character it is *equipped* to.
 - Unless otherwise specified, the target character must be in play.
 - Unless otherwise specified, the target weapon must be in the player's hand.
 - Unless otherwise specified, the target character must be warrior class.
 - Unless otherwise specified, the target weapon remains *equipped* to the target character indefinitely.
 - All *equip* effects are instant.
-

Clarifications

- Once a weapon is *equipped* by an *equip* effect to a character, it functions as any other weapon that is *equipped* due to the game action of *equipping* a weapon to a character (such as during Preparation or Discard Phase, or during battle resolution if the weapon was played as a regular Enhancement during battle). This includes the concept of an *equipped* weapon being *discarded* when a character is *captured*.

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Exchange

Last Updated: 6/11/2018 (v5.1.0)

Released: 7/26/2011

How to Play

- An *exchange* effect allows a player to switch the locations of two or more cards.
 - In addition to switching locations, if either of the cards is targeted by other abilities or game rules when the *exchange* is carried out, the targets of those other abilities or game rules are also switched.
 - If an *exchange* effect *exchanges* a card that you permanently control with a card that your opponent permanently controls, the permanent control of each *exchanged* card is switched.
 - An *exchange* effect may be paired with other effects to act upon one or more of the *exchanged* cards before the exchange completes. Often the paired effects will change the location where their targets go.
 - An *exchange* effect is permanent, unless a duration is specified. If a duration is specified, when the duration is reached the [Permanent Controller List](#) is updated.
 - An *exchange* effect targets the cards that are to be *exchanged*.
 - All *exchange* effects are instant.
-

Special Conditions

- An *exchange* effect requires targets on both ends of the *exchange*. If a valid target for one end of the *exchange* is not found, the effect does nothing.
- An *exchange* effect that targets a card in a deck, discard pile, Reserve, banish pile or Artifact pile that is not in a specific location in that pile, includes a *search* effect.

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First Strike

Last Updated: 8/10/2015 (v3.0.0)

Released: 7/26/2011

How to Play

- A *first strike* effect allows a character to survive if a battle ends in the mutual destruction state.
 - *First strike* applies to the rules of initiative during battle and in battle resolution at the end of battle. The following conditions are important for determining initiative and battle resolution:
 - 1 one or more characters in battle have a *first strike* effect
 - 2 the battle is in the mutual destruction state
 - 3 the strength of the *first strike* characters is greater than or equal to the toughness of all opposing character(s)
 - If these conditions are met, then the battle is moved to the Hero winning or Evil Character winning state, whichever one is in favor of the character with *first strike*.
 - *First strike* effects last until the end of the phase in which they are activated.
 - A *first strike* effect targets the character that gains *first strike*.
 - All *first strike* effects are ongoing.
-

Special Conditions

- If there are *first strike* effects on both sides of battle and the battle ends in a mutual destruction state, the characters are discarded as normal for mutual destruction, regardless of *first strike*. If both sides have characters with the effect, then no character gains the benefit of surviving mutual destruction.
-

Clarifications

- “Hero has”, “Hero gains”, “Character has” and “Character gains” refer to the character targeted by the *first strike* effect.

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Gain

Last Updated: 6/11/2018 (v5.1.0)

Released: 1/3/2018 (v5.0.0)

How to Play

- A *gain* effect adds one or more characteristics to a character.
 - The characteristics may be abilities, identifiers, or brigades.
 - A *gain* effect does not replace any of the character's characteristics.
 - A *gain* effect targets the character to be enhanced.
 - A *gain* effect is permanent, unless a duration is specified. If a duration is specified, the enhanced character loses the added characteristics when the duration is reached.
 - Unless otherwise specified, targets must be in play.
 - All *gain* effects are instant.
-

Clarifications

- If an ability uses "gain" but increases strength and/or toughness, it is an *increase* effect, not a *gain* effect.

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Give

See [Take](#)

Heal

Last Updated: 8/23/2016 (v4.0.0)

Released: 7/26/2011

How to Play

- A **heal** effect removes the effects of a **discard** or an ability paired to a **poison**, **disease** or **paralyze** effect.
 - When a character is **healed**, it is no longer **poisoned**, **diseased** or **paralyzed**. Any ongoing effects tied to any of those conditions end immediately.
 - When a character is **healed**, any **decrease** of the character's numbers is removed.
 - When a character is **discarded** by an ability, or by a game rule that has been triggered by an ability, after special initiative is complete, its controller has initiative to use a **heal** effect before the **discard** completes. When this occurs, suspend the card causing the **discard** and additional abilities or effects waiting to activate (currently active ongoing abilities remain active). The character's controller may play an Enhancement or activate an effect that can **heal** the character being **discarded**. Once the character is put in the discard pile, they can no longer be **healed**.
 - A character to be **discarded** during battle resolution can be **healed**. See [Battle Resolution](#).
 - When a character is **healed** from being **discarded**, it is put in the territory of the player with permanent control, and the **discard** is not considered to have completed for the purposes of abilities or conditions that trigger based on a character or card being **discarded**.
 - A player has the option to play a **healing** Enhancement during any turn, provided there is a character they control that is healable.
 - A **healing** Enhancement played from hand must be played on a character that can use the Enhancement, either in territory or a character currently being **discarded**.
 - A **heal** effect targets the characters that are to be **healed**.
 - A character must be "healable" to be targeted by a **heal** effect. A character is "healable" if it is being **discarded**, is **poisoned**, is **diseased** or is **paralyzed**.
 - All **heal** effects are instant.
-

Special Conditions

- The ability to use **healing** cards outside of battle does not apply to characters with **heal** effects, unless the character is Territory Class. The **heal** effect on a character without Territory Class can only be activated in battle.
-

Clarifications

- The phrase "Restore abilities" means "heal".

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Hold

Last Updated: 6/11/2018 (v5.1.0)

Released: 7/26/2011

How to Play

- A **hold** effect allows a player to put qualifying cards on the card with the **hold** effect when it is not at its maximum capacity and allows a player to return cards already put with the **hold** effect.
 - **Hold** effects are activated effects that can only be activated during the Preparation Phase of the player with permanent control of the card.
 - Characters returned from being **held** are returned to the territory of the player with permanent control of the card.
 - Artifacts returned from being **held** are returned to the Artifact pile of the player with permanent control of the card.
 - Enhancements returned from being **held** are returned to the hand of the player with permanent control of the card.
 - If a card is **held** by another card and the underlying card is relocated, the **held** card is generally relocated (regardless of protect effects) to the same location that the underlying card is relocated to and remains there. The exception to this rule is:
 - 1 Lost Souls **held** in Sites are returned to the general Land of Bondage and do not follow the underlying Sites when the Sites are relocated.
 - A **hold** effect targets the cards to be put on or removed from the card bearing the **hold** effect.
 - Unless otherwise specified, character targets come from hand or territory.
 - Unless otherwise specified, Artifact targets come from hand or Artifact pile.
 - Unless otherwise specified, Enhancement targets come from hand.
 - All **hold** effects are instant.
-

Special Conditions

- If a **hold** effect allows a card to **hold** an Artifact, putting an Artifact there triggers an **activate an Artifact** effect for that Artifact.
-

Clarifications

- If an ability on a card explains how to **place**, **exchange**, or **take** cards then that ability takes precedence over any **hold** effect on that card and a **hold** effect on that card should be disregarded.
- If a Fortress with a **hold** effect does not describe how cards are both added and removed, then you may add or remove cards during your Preparation Phase.

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Ignore

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- An *ignore* effect keeps cards from targeting or being targeted by a specified set of cards.
 - An *ignore* effect has four parts:
 - 1 The *ignoring* card cannot be targeted by an ability that is on a card it is *ignoring*, or on a card played on that card, and when comparing the strength of the *ignored* character to the toughness of the *ignoring* character, the strength of the *ignored* character is treated as zero.
 - 2 The *ignored* card cannot be targeted by an ability that is on a card that is *ignoring* it, or on a card played on that card, and when comparing the strength of the *ignoring* character to the toughness of the *ignored* character, the strength of the *ignoring* character is treated as zero.
 - 3 Characters not in battle and targeted as *ignored* cannot enter battle.
 - 4 Characters already in battle and *ignored* are treated as though they were not in battle for purposes of determining battle outcome, regardless of whether all opposing characters are *ignoring* the characters.
 - Part (1) targets the cards that gain the *ignoring* status. Parts (2), (3) and (4) target the cards that are *ignored*.
 - Unless otherwise specified, *ignore* effects last until the end of the phase in which they are activated.
 - The *ignoring* cards must be a different alignment than the *ignored* cards.
 - Only characters in the Field of Battle can *ignore* other characters.
 - Unless otherwise specified, targets must be in play.
 - All *ignore* effects are ongoing.
-

Clarifications

- If a multi-brigade card is targeted by an *ignore* effect that does not target all its brigades, the entire card is still *ignored*.
- The word “repel” and the phrases “may not be blocked by” and “cannot enter battle” mean “ignore”.
- The phrase “has no effect” when referring to characters means “ignore”.

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Immune and Protect

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- *Immune* and *protect* effects keep cards from being affected by a specified set of cards or abilities.
 - A card that is *immune* to or *protected* from cards cannot be targeted by the strength or an ability on a card to which it is *immune* to or *protected* from, nor on an Enhancement used by that card (if a character).
 - When comparing the strength of one character to the toughness of a second character that is *immune* to or *protected* from the first character, the strength of the first character is treated as zero.
 - A Lost Soul that is *protected* from cards cannot be rescued by any cards it is *protected* from, neither by an ability on or used by that card nor during battle resolution.
 - A card that is *immune* to or *protected* from abilities cannot be targeted by the specified type of effect within an ability, but may be targeted by the strength or other effects on a card with that type of effect.
 - An *immune* or *protect* effect targets the cards that gain the *immune* or *protected* status.
 - Unless otherwise specified, targets must be in play.
 - Unless otherwise specified, *immune* and *protect* effects last until the end of the phase in which they are activated.
 - All *immune* and *protect* effects are ongoing.
 - All *immune* and *protect* effects are interchangeable.
-

Special Conditions

- When there are more than two characters in a battle that are affected by *immune* and/or *protect* effects, you must follow a different process to determine the state of the battle and what characters in battle are being defeated. That process is defined as follows:
 - 1 Each character in battle that is not *immune* to or *protected* from any opposing characters in battle is being defeated if the total strength of all characters on the opponent's side of battle is greater than or equal to the total toughness of all the characters on its side of battle.
 - 2 Each character in battle that is *immune* to or *protected* from at least one opposing character in battle is being defeated only if the total strength of the characters that it is not immune to or protected from on the opponent's side of battle is greater than or equal to the total toughness of all the characters on its side of battle.
 - 3 After determining (1) or (2) for each character in battle, the state of the battle is:
 - a Mutual destruction if all Heroes in battle and all Evil Characters in battle are being defeated.
 - b Evil Characters winning if all Heroes but not all Evil Characters in battle are being defeated.
 - c Heroes winning if all Evil Characters but not all Heroes in battle are being defeated.
 - d Stalemate if not all Heroes in battle and not all Evil Characters in battle are being defeated.
-

Clarifications

- The phrase “protect X from [player or players]” means “protect X from cards used by [player or players]”.
- The phrase “protect X from rescue” means “protect X from rescue by cards”, unless it lists a category or categories of cards it is *protected* from.
- For all other effects, “protect X from Y (abilities)” means “protect X from Y effects of abilities”.

- If a card is *immune* to or *protected* from at least one brigade of a multi-brigade card, it is *immune* to or *protected* from the entire card.
- The phrases “cannot be” and “may not be” and “prevented from being” mean “protected from”. Note: “may not be” indicates a *protect* effect when it appears as its own phrase but not when it appears as part of a longer phrase such as “may not be blocked by”.
- The phrases “cannot be negated”, “cannot be prevented” and “cannot be interrupted” are not *protect* effects, but rather modifiers.

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Increase and Decrease

Last Updated: 8/10/2015 (v3.0.0)

Released: 7/26/2011

How to Play

- An *increase* or *decrease* effect changes the strength and/or toughness of characters or Enhancements by increasing, decreasing, or setting a specified amount for either or both the strength and toughness.
 - *Increase* or *decrease* effects on Artifacts, Covenants or Curses active as an Artifact, tied to a *place* effect, or with a specified duration are ongoing unless otherwise stated on the card - for instance, an Artifact that *increases* “on activation” does so as an instant effect with every activation.
 - All other *increase* or *decrease* effects are instant.
 - When the duration or ability of an ongoing *increase* or *decrease* ends, so does the *increase* or *decrease* effect on the target’s strength and/or toughness.
 - Ongoing *increase* or *decrease* effects that are designated by a “*” or “X” on the card are dynamically conditional, meaning that the amount of the *increase* or *decrease* updates with the condition defining the “*” or “X” while the effect is ongoing and active.
 - Unless otherwise specified, ongoing *increase* or *decrease* effects last until the end of the phase in which they are activated.
 - Instant *increase* or *decrease* effects that are designated by a “*” or “X” on the card are statically conditional, meaning that the amount of the *increase* or *decrease* is determined when the effect activates based on the condition defining the “*” or “X”; it does not update as the condition changes.
 - Changes from instant *increase* or *decrease* effects are permanent.
 - If the toughness of a character is *decreased* to a value of zero or less, that character is *discarded*.
 - An *increase* or *decrease* effect targets the cards whose strength and/or toughness are changed.
 - Unless otherwise specified, targets must be in play.
-

Special Conditions

- If a card’s strength and/or toughness are *increased* or *decreased* by half (or another fraction), this can result in decimal or fractional strength and toughness. Do not round such results; use the fractional or decimal numbers as calculated.
 - If an *increase* in strength or toughness is to a specific value and the *increase* results in a lower strength or toughness, then the *increase* is treated as optional despite not having the word “may” in the ability. This may occur when the strength or toughness of the target was already *increased* by another *increase* effect.
-

Clarifications

- Abilities worded “worth X/Y if...” or “if used by [identifier], worth X/Y” are considered *increase* or *decrease* effects that target the card with the ability.
- A strength or toughness of “*” or “X” printed on a card is not an *increase* or *decrease* effect, but an identifier to define the default strength and/or toughness of a card (even if not printed as an identifier on the card). The strength and/or toughness in this case is dynamic and updates with the condition.
- The phrase “if result is */0 or less, discard [character]” on cards with *increase* or *decrease* effects is a clarification reminding players of the game rule that *discards* such characters, not a *discard* effect.

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Interrupt

Last Updated: 6/11/2018 (v5.1.0)

Released: 7/26/2011

How to Play

- An **interrupt** effect temporarily undoes and suspends active or completed abilities, or completing effects of abilities, while activating other abilities or effects before the suspended abilities reactivate.
 - **Interrupting** an ability does not undo the activation of that ability or its effects, or the targeting of the effects of that ability. It only undoes effects of the ability that occurred in the current phase, and pauses any checking of conditions for the ability. **Interrupted** abilities are pending reactivation.
 - **Interrupting** an ability **interrupts** all active, completing, or completed effects of that ability, unless the **interrupt** specifies a type of effect it **interrupts**, in which case it only **interrupts** the specified effects.
 - **Interrupt** effects are always paired with one or more other effects. Once the specified abilities are **interrupted** the paired effects activate. The interrupt effect completes when all of the paired effects (and abilities resulting from the paired effects) have activated. At that point the temporarily suspended abilities are reactivated.
 - After an **interrupt** ability completes, the suspended abilities that were **interrupted** attempt to reactivate. They attempt to reactive in the same order they were originally activated. In order to reactivate each suspended ability, the following conditions must be met:
 - 1 the card on which the ability exists must still be in the location it was prior to the **interrupt**
 - 2 if the ability is on an Enhancement in battle there must still be a character in battle that can use it
 - 3 the ability was not **prevented** or **redirected** while it was **interrupted**
 - 4 one or more of the targets of the ability are still legal targets
 - If all conditions for reactivation are met and an effect an ability targets all of something, the targets for the effect are updated. Any new possible targets that are available when the ability with the effect is ready to reactivate are added as targets. The ability then reactivates.
 - When an ability reactivates, only the **interrupted** effects reactivate, in the order they occur in the ability.
 - An **interrupt** effect targets the abilities that it **interrupts**.
 - Unless otherwise specified, the targets must be on cards in play.
 - All **interrupt** effects are instant.
-

Special Conditions

- The phrase “interrupt the battle” includes interrupting the following abilities if they were activated on cards in the current battle:
 - 1 all active abilities
 - 2 abilities with effects that are defeating one of the characters you control in battle
 - 3 abilities on the last card played in current battle if it was played by your opponent

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Look

Last Updated: 1/3/2018 (v5.0.0)

Released: 8/10/2015 (v3.0.0)

How to Play

- A **look** effect allows a player to see cards that are not usually visible to them.
 - If there are a specific number of cards allowed to be **looked** at from a location, only those cards are targeted.
 - A **look** effect does not change the location of the targets, just their visibility.
 - Only the holder of the card with a **look** effect can see the target cards.
 - **Look** effects are often paired with other effects that allow the holder to act upon one or all the targets.
 - When the paired effects are complete, or when the holder decides to stop **looking** at the targets if there are no paired effects, any targets not removed by the paired effects remain in their location and return to their default non-visible state and the **look** effect completes.
 - A **look** effect targets the cards that are to become visible to the holder.
 - All **look** effects are instant.
-

Special Conditions

- Only the holder of the card with the **look** effect may see the targets during the effect.
- Any effect that targets a specific card in opponent's hand includes a **look** effect of that hand, unless the opponent selects the targets.

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Negate

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A *negate* effect undoes active or completed abilities, or completing effects of abilities, and keeps the ability and its effects from ever completing.
 - A *negate* effect *interrupts* all specified abilities and *prevents* them from reactivating. A *negate* effect also *prevents* targeted ability from ever being able to activate.
 - *Negating* an ability *negates* all effects of that ability, unless the *negate* specifies a type of effect it *negates*, in which case it only *negates* the specified effects.
 - *Negate* effects target the abilities that they *negate*.
 - Unless otherwise specified, the targets must be on cards in play.
 - A *negate* effect that undoes abilities that are active or completed, or completing effects of abilities, is instant, as an *interrupt*.
 - A *negate* effect that *prevents* uncompleted abilities from activating is ongoing, as a *prevent*.
-

Special Conditions

- A *negate* effect cannot negate itself, directly or indirectly.
 - If any effects were carried out because of an ability that is *negated*, all of the *negateable* effects that can be traced back to the *negated* ability are cascade *negated*.
-

Clarifications

- Phrases that are constructed as “Negate a/an/all [card type/card name](s)” are equivalent to “Negate all abilities on a/an/all [card type/card name](s)”.
- The phrase “has no effect” when referring to cards other than characters means “negate”.

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Paralyze

Last Updated: 6/11/2018 (v5.1.0)

Released: 10/10/2012

How to Play

- A *paralyze* effect adds a paralyzed condition to a character.
 - While the paralyzed condition remains, the *paralyzed* character cannot enter battle.
 - A *paralyze* effect is sometimes paired with an ongoing ability, which only has an effect while the character remains paralyzed.
 - A *paralyze* effect is permanent, unless a duration is specified. If a duration is specified, the *paralyzed* character is no longer *paralyzed* when the duration is reached. This is not a *heal* effect.
 - A *paralyze* effect targets characters.
 - Targets must be in a territory.
 - All *paralyze* effects are instant.
-

Special Conditions

- A card that is already *paralyzed* can be targeted by another *paralyze* effect. The *paralyze* durations, if they exist, do not stack but are counted concurrently.
- Any “while paralyzed” effect on a character persists while they remain *paralyzed*, even if the original *paralyze* effect has ended and they are *paralyzed* from a different effect.

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Place

Last Updated: 6/11/2018 (v5.1.0)

Released: 7/26/2011

How to Play

- A *place* effect moves a card to a specific location.
 - A *place* effect often puts a card in a location where it otherwise cannot be *placed*, or provides a benefit to the holder. The benefit is often an ability paired with the *place* effect that lasts while the *placed* card remains *placed*.
 - A *place* effect does not activate the ability on the *placed* card.
 - *Placed* cards can still be affected as usual by game rules and abilities while they remain *placed*.
 - If a card is *placed* on another card and the underlying card is relocated, the *placed* card is generally relocated (regardless of *protect* effects) to the same location that the underlying card is relocated and remains there. The exceptions to this rule are:
 - 1 Lost Souls that are *placed* in Sites are always returned to the general Land of Bondage and do not follow the underlying Sites when the Sites are relocated.
 - 2 Any card *placed* on a Lost Soul is *discarded* if the Lost Soul is relocated outside its original Land of Bondage.
 - 3 When a character is *captured* or *rescued*, all cards *placed* on that character are *discarded*.
 - A *place* effect targets the cards that are to be *placed* and the underlying card they are being *placed* on.
 - Unless otherwise specified, targets must be in play.
 - Unless otherwise specified, *placed* cards remain where they are *placed* indefinitely. If a duration is specified, the *placed* card is *discarded* once the duration has been reached.
 - Unless otherwise specified, *placed* cards are *placed* face up.
 - All *place* effects are instant.
-

Special Conditions

- If a *placed* card is relocated to a new location, it does not automatically return to where it was *placed*. It only returns to where it was originally *placed* if (1) it is independently *placed* there again, (2) the original effect that relocated it is *negated*, or (3) the ability that relocated it specifies it returns there according to a condition.
-

Clarifications

- An ongoing ability paired with a *place* effect has an implied condition of “while the placed card remains in the placed location”.

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Play (Play an Enhancement)

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A *play an Enhancement* effect allows a player to play an Enhancement outside of the normal rules for initiative.
 - A *play an Enhancement* effect takes an Enhancement from a location and moves it to a character controlled by the player who can play an Enhancement. The player who can play an Enhancement chooses the character, and the chosen character must be able to use the Enhancement.
 - A *play an Enhancement* effect does not complete until the abilities on its target have activated.
 - A *play an Enhancement* effect targets the Enhancement that is played.
 - Unless otherwise specified, targets come from the hand of the player who can play the Enhancement.
 - During the Battle Phase, targets must be able to be used by a character in battle and controlled by the player who can play an Enhancement.
 - Other than during the Battle Phase, targets must be able to be used by a character in the territory of the player who can play an Enhancement.
 - All *play an Enhancement* effects are instant.
-

Special Conditions

- All *play an Enhancement* effects cannot be interrupted.
 - *Use other Enhancements* effects work with *play an Enhancement* effects the same way they work when playing Enhancements according to initiative rules.
 - If a *play an Enhancement* effect targets a card that is *placed* on a character, it is moved from being *placed* to a character that can use it.
-

Clarifications

- The phrase “play the first Enhancement” indicates a *play an Enhancement* effect that takes effect as a response to the initial blocker(s) being presented (see [Ability Activation Order](#)).
- The target of a *play an Enhancement* effect that specifies that a certain character may *play an Enhancement* must be considered to have been used by that character.

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Poison and Disease

Last Updated: 8/10/2015 (v3.0.0)

Released: 7/26/2011

How to Play

- A *poison* effect adds a poisoned condition to a card. A *disease* effect adds a diseased condition to a card.
 - A *poison* or *disease* effect is always paired with an ongoing ability. The ability that is paired with the *poison* or *disease* effect is treated as an effect of the poison or disease and targets the same card as the *poison* or *disease* effect.
 - A *poison* or *disease* effect targets the cards that are to be poisoned or diseased.
 - Unless otherwise specified, targets must be in play.
 - All *poison* and *disease* effects are instant.
-

Special Conditions

- A card that is already poisoned or diseased can be targeted by another *poison* or *disease* effect. The *poison* or *disease* effect does not ultimately affect the card because it is already poisoned or diseased, but the ability paired with the *poison* or *disease* effect does affect the card.
-

Clarifications

- Most *poison* or *disease* effects come before the ability with which they are paired. The phrase “treat as a disease” is a *disease* effect that comes after the ability with which it is paired.
- “Until healed” indicates an implied *poison* or *disease* effect.

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Present

Last Updated:

Released: 10/10/2012

How to Play

- A *present* effect allows a player to add a character to battle in which they control one side but have no characters on that side.
 - A *present* effect is always paired with an effect that forces characters to leave battle.
 - *Present* effects are often on cards played by the opponent of the player who may use the *present* effect.
 - A *present* effect targets the characters that are to be added to battle.
 - Unless otherwise specified, targets must be in a territory or the hand of the player who can *present* a character.
 - All *present* effects are instant.
-

Special Conditions

- If a card has an effect that forces characters to leave battle and a *present* effect, but not all characters on the targeted side of the battle leave battle, the *present* effect does nothing.
-

Clarifications

- Phrases like “a new character may be placed in battle” that are paired with a *withdraw* effect are *present* effects.
- Cards that add characters to battle but do not contain an effect that forces previous characters to leave battle are not *present* effects.

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Prevent

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A **prevent** effect stops an ability, or effects of the ability, from activating or reactivating.
 - If an ability is **prevented**, its activation cannot begin. If an ability is **prevented** while it is pending reactivation, it cannot reactivate. An ability that has activated (but is not pending) or has completed cannot be **prevented**.
 - If an instant ability is **prevented**, and the **prevent** is later **negated**, the instant ability does not activate.
 - If an ongoing ability is **prevented**, and the **prevent** is later **negated**, the ongoing ability activates at that time, but may not be able to declare its targets if they are chosen by the player.
 - **Preventing** an ability **prevents** all effects of that ability, unless the **prevent** specifies a type of effect it **prevents**, in which case it only **prevents** the specified effects.
 - A **prevent** effect targets the abilities that it **prevents**. **Prevent** effects are an exception to the rule that states targets must be declared when an effect is activated because when a **prevent** effect is activated the cards it is intended to target are generally not valid targets. The targets of a **prevent** effect are targeted as they become valid targets. The delayed targeting nature of a **prevent** effect is what makes it ongoing. Once a card has been targeted by a **prevent** effect, the affect of **preventing** it happens instantaneously.
 - Unless otherwise specified, **prevent** effects that have an unlimited number of targets last until the end of the phase in which they are activated. Unless otherwise specified, **prevent** effects that have a limited number of targets last until the end of the phase in which they are activated or until they reach their limit on the number of targets (whichever comes first).
 - Unless otherwise specified, the targets must be on cards in play.
 - All **prevent** effects are ongoing.
-

Special Conditions

- Targets of a **prevent** effect that are known when the **prevent** is played must be declared according to the normal targeting rule.
-

Clarifications

- Abilities that are worded “negate all abilities” (even if the ability includes an exception or is limited to all abilities of a certain type, but does not say “currently in battle”) are a combination of a **prevent** and a **negate** effect. They should be played as “negate all [specified set of abilities] in play and prevent all [specified set of abilities] for remainder of battle”.
- The phrases “No [card type] may”, “cannot”, and “may not” when not immediately followed by the word “be” indicate **prevent** effects.

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Protect

See [Immune and Protect](#)

Redirect

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A **redirect** effect changes which player carries out an ability or which character benefits from the strength and/or toughness on a card.
 - Targets must be in battle, regardless of the type of **redirect**.
 - **Redirect** effects that redirect an ability target the ability that is to be **redirected**. The target must be pending by being **interrupted**.
 - **Redirecting** an ability allows the player using the **redirect** effect to change which cards are targeted by the **redirected** ability, but does not change the wording on the card. The new targets of the **redirected** ability may be the same as or different than the ones that were originally targeted.
 - **Redirecting** an ability does not change which player played the card it is on or the character that used it, but does change which player carries out the effect.
 - **Redirect** effects that **redirect** an ability are instant.
 - **Redirect** effects that **redirect** strength and/or toughness target the card that the strength and/or toughness are on. The strength and/or toughness of a card can be **redirected** without **interrupting** an ability on the card.
 - **Redirecting** strength and/or toughness reduces the strength and/or toughness of the target by the amount **redirected** and increases the strength and/or toughness of the **redirecting** card by the same amount.
 - **Redirect** effects that **redirect** strength and/or toughness are ongoing.
 - Ongoing **redirect** effects last until the end of the phase in which they are activated.
-

Special Conditions

- Strength and/or toughness only affect a battle while the card they are on is in the battle. If the strength and/or toughness of a card are **redirected** and that card is removed from battle the increase gained from **redirecting** that card is lost.
 - A **redirect** effect that **redirects** both the ability and strength and/or toughness of a card is two **redirect** effects.
 - When choosing new targets for a **redirected** ability, restrictions on what can be targeted are applied from the perspective of the player using the **redirect** effect.
 - If a dual icon card is **redirected**, it maintains the active identity it had prior to being **redirected**. If an **interrupt** targeted the ability that changes the identity of the dual icon card, the **redirect** targets the card with the identity it had before attempting to **convert**.
-

Clarifications

- **Redirecting** a card does not change its location in battle. It physically remains on the character on which it was played, even if it is now working against that character.

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Release

Last Updated: 1/3/2018 (v5.0.0)

Released: 11/30/2011

How to Play

- A **release** effect transforms a captured character back into a character, or moves characters or Lost Souls from a location to a different location, or within a location if they were held by a card within the target location.
 - A captured character targeted by a **release** effect is no longer a captured character.
 - Unless otherwise specified, captured characters targeted by a **release** effect are returned to the territory of the player that precedes the **capture** effect in the [Permanent Controller List](#).
 - Characters targeted by a **release** effect are in a Fortress or in set-aside.
 - Unless otherwise specified, characters targeted by a **release** effect are returned to the the territory of the player that precedes the hold or set aside effect in the [Permanent Controller List](#).
 - Lost Souls targeted by a **release** effect are in Sites.
 - Lost Souls targeted by a **release** effect are returned to their holder's general Land of Bondage.
 - A **release** effect targets the captured characters, characters or Lost Souls that are to be relocated.
 - Unless otherwise specified, targets must be in play.
 - All **release** effects are instant.
-

Special Conditions

- If a **release** effect would not change the location of a card, and the card is not held or transforming in that location, then the card is not a valid target for the **release** effect.

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Remove from the Game

See [Banish](#)

Rescue

Last Updated: 6/11/2018 (v5.1.0)

Released: 3/4/2014

How to Play

- A *rescue* effect takes a card from play and moves it to a player's Land of Redemption, where it becomes a Redeemed Soul.
 - When a card is *rescued*, all cards *equipped* to or *placed* on that card are *discarded*.
 - A *rescue* effect targets the card that is rescued.
 - *Rescue* effects only target Lost Souls and humans.
 - Lost Souls targeted for *rescue* must be in an opponent's Land of Bondage.
 - All *rescue* effects are instant.
-

Special Conditions

- If a *rescue* effect causes a player to have the required number of Redeemed Souls to win (5 in Type I games, and 7 in Type II games), then the game ends immediately, and the *rescue* effect *cannot be interrupted*.

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Restrict

Last Updated: 8/10/2015 (v3.0.0)

Released: 7/26/2011

How to Play

- A *restrict* effect keeps a player from performing an action that they would normally be allowed to perform.
 - A *restrict* effect targets the players that become *restricted*.
 - Unless otherwise specified, *restrict* effects last until the end of the phase in which they are activated.
 - All *restrict* effects are ongoing.
-

Clarifications

- The phrases “player may not”, “no player may” and “no [ability] card may be played” mean “restrict”.
- “Limit X per territory” is a *restrict* effect.

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Resurrect

Last Updated: 1/3/2018 (v5.0.0)

Released: 5/10/2017 (v4.1.0)

How to Play

- A *resurrect* effect moves cards from the discard pile to the Field of Play.
 - A *resurrect* effect targets the cards that are to be *resurrected*.
 - Unless otherwise specified, *resurrect* effects return the targets to their owner's territory.
 - Unless otherwise specified, *resurrect* effects only target holder's cards.
 - All *resurrect* effects are instant.
-

Clarifications

- Phrases such as “search discard pile for X and put it in territory” are *resurrect* effects.

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Return to Hand

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A *return to hand* effect moves a card from the playing surface to a hand.
 - A *return to hand* effect targets the cards that are to be returned to hand.
 - A *return to hand* effect that targets “all Enhancements” (or “all good Enhancements” or “all evil Enhancements”) from battle targets all Enhancements played on the same side of the battle as the card with the *return to hand* effect.
 - Unless otherwise specified, targets must be in play.
 - Unless otherwise specified, targets are returned to the hand of the player with permanent control.
 - All *return to hand* effects are instant.
-

Special Conditions

- Since a take effect suspends the “cards are only in their owner’s hands” aspect of face value while the player that took it maintains control, a card being returned to the hand of the player that took it resets to face value except for that aspect and remains in that player’s hand.
- If the “cards are only in their owner’s hands” aspect of face value is not currently suspended, and the target is not returned to its owner’s hand, it returns to its owner’s hand instead.

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Reveal

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A *reveal* effect allows all players to see cards that are not usually visible to all players.
 - If there are a specific number of cards allowed to be *revealed* from a location, only those cards are targeted.
 - A *reveal* effect does not change the location of the targets, just their visibility.
 - When *revealing* cards, a player must give all other players ample time to observe the *revealed* cards before performing additional actions.
 - *Reveal* effects are often paired with other effects that allow the holder to act upon one or all the targets.
 - When the paired effects are complete, or when all players decide to stop looking at the targets if there are no paired effects, any targets not removed by the paired effects remain in their location and return to their default non-visible state and the *reveal* effect completes.
 - A *reveal* effect targets the cards that are to be *revealed*.
 - All *reveal* effects are instant.
-

Clarifications

- All abilities that target hand have an implied *reveal* effect, where if the holder of the targeted hand cannot complete an action required by another effect or game rule, they must *reveal* that hand. For example, if a card requires a player to *underdeck* two good cards from hand, they must *reveal* their hand if they can *underdeck* zero or only one. If they can *underdeck* both and satisfy the requirement, there is no *reveal*.

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Search

Last Updated: 5/10/2017 (v4.1.0)

Released: 7/26/2011

How to Play

- A *search* effect allows a player to view a deck, discard pile, Reserve, banish pile, or Artifact pile to perform an action with a specific card or set of cards.
 - When a deck is *searched*, shuffle the deck after the *search*.
 - If a *search* effect states what to *search* for but does not specify what to do with that card, then the card is *taken* into the player's hand.
 - A *search* effect targets the set of cards that are to be *searched*, and the cards that are *searched* for to be removed from that set of cards.
 - All *search* effects are instant.
-

Special Conditions

- If a *search* effect targets a specific type of card to be removed from the *searched* set of cards, *reveal* the targeted card before performing any other action with it.
 - Regardless of whether a *search* is mandatory or optional, a player has the choice to fail any *search* they control, and is not required to select a valid target, even if one exists. However, if a *search* of deck is mandatory, or an optional *search* of deck is performed, the player is considered to have "used" a *search* effect and the deck must still be shuffled.
-

Clarifications

- An ability that targets a card in a deck, discard pile, Reserve, banish pile or Artifact pile that is not in a specific location in that pile, includes a *search* effect of the pile for the target.

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Set-Aside

Last Updated: 6/11/2018 (v5.1.0)

Released: 7/26/2011

How to Play

- A *set-aside* effect allows a player to move cards from a location to the set-aside area.
 - A *set-aside* effect may be paired with an ongoing ability that lasts while all the cards set aside by the *set-aside* ability remain set aside. The paired ability defines the benefit gained from being set aside.
 - When a card is set aside it is moved to the set-aside area of the player that has permanent control.
 - Cards return from set-aside during the Preparation Phase. If a duration is specified, it returns in the Preparation Phase immediately after the duration is reached. If a duration is not specified, the controller of the cards that are set aside chooses when they return.
 - When a card returns from the set-aside area it goes the location it was set aside from, or the territory of the player with permanent control if the battle it was set aside from has ended.
 - When a character returns from set-aside, the paired ability ends. If the ongoing ability has a trigger of “on return” or similar, the ability triggers as it ends and the effect is carried out. If the *set-aside* effect has a specified duration and the card was returned prematurely, the ability still ends but it does not trigger the “on return” clause, as the condition of setting aside the card for the specified duration was not met.
 - Abilities *gained* by characters from being set aside *cannot be negated* once the character returns.
 - A *set-aside* Enhancement can be played outside of battle during the Preparation or Discard Phase if they are played on a character that can use the Enhancement in the active player’s territory. *Set-aside* Enhancements played outside of battle are discarded after the targets are set aside. *Set-aside* Enhancements played in battle are treated as regular Enhancements.
 - *Set-aside* effects on Enhancements played outside of battle cannot target cards controlled by an opponent, unless the Enhancement is territory class. *Set-aside* effects on Enhancements played in battle can target cards controlled by an opponent, unless they have a paired ability and do not specifically target an opponent’s cards or any or all cards in a location. *Set-aside* effects on cards other than Enhancements can target an opponent’s cards regardless of when they activate.
 - A *set-aside* effect targets the cards that are to be set aside.
 - Unless otherwise specified, targets must be in play.
 - All *set-aside* effects are instant, but any paired abilities are always ongoing.
-

Special Conditions

- If more than one card is set aside by one *set-aside* effect with a specified duration, and one of the cards is prematurely removed from set-aside, the other cards remain for the duration. However, if there is a paired ability attached to the *set-aside*, it ends immediately, as the condition of setting aside all the cards for the specified duration was not met.

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Shuffle

Last Updated: 8/10/2015 (v3.0.0)

Released: 10/10/2012

How to Play

- A *shuffle* effect moves cards from a location to a random position in the cards' owner's deck.
 - After the *shuffle* effect randomly puts cards into a deck, the entire deck is shuffled.
 - A *shuffle* effect targets the cards that are to be *shuffled*.
 - Unless otherwise specified, targets must be in play.
 - All *shuffle* effects are instant.
-

Special Conditions

- If a *shuffle* effect would not change the location of a card, then the card is not a valid target for the *shuffle* effect.
-

Clarifications

- An effect that returns cards to a specific location in deck is a *topdeck* or *underdeck* effect, not a *shuffle* effect.

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Side Battle

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A *side battle* effect suspends the active battle and starts a new Battle Phase with a new battle. The suspended battle resumes when the new battle ends.
 - The two players that were involved in the suspended battle each control one side of the side battle. Determine which player controls which side (character) in the side battle, as follows:
 - 1 If both characters selected to fight in the side battle were controlled by players other than the two in battle, the player that used the *side battle* effect decides which player controls which character in the side battle.
 - 2 If one of the characters selected to fight was controlled by one of the players in battle, and the other was controlled by a different player, the one player maintains control of the character they controlled and the other player in battle controls the other selected character.
 - 3 If both characters selected to fight were controlled by one of the players in battle, but neither or both were in battle when they were selected, then the player that used the *side battle* effect decides which player controls which character in the side battle.
 - 4 If both characters selected to fight were controlled by one of the players in battle, and one of them was in battle but the other wasn't, then the player that controlled the character that was in battle continues to control it, and the other player controls the other character.
 - Unless otherwise specified, characters defeated in a side battle are handled according to normal battle resolution rules.
 - When a side battle ends, surviving characters that came from another battle return to their previous battle and retain any Enhancements used by them in the side battle. Those retained Enhancements do not reactivate their abilities. Surviving characters that did not come from another battle return to the territory of the player with permanent control of the card after Enhancements played on them are discarded.
 - A *side battle* effects targets the characters that are to fight each other.
 - Unless otherwise specified, targets must be in play or holder's hand.
 - All *side battle* effects are instant.
-

Special Conditions

- Each player is only allowed to initiate one side battle per turn. If a player has already initiated a side battle in the current turn, that player is *restricted* from initiating another side battle.
 - Cards in a suspended battle can be targeted and can be affected during the side battle.
-

Clarifications

- Any effect that causes a character to oppose a character of matching alignment is a *side battle* effect.
- If a card with a *side battle* effect is *negated* during the side battle, then all *interruptable* effects that resulted from cards played during the side battle are likewise *negated*. Once the side battle completes, all effects that concluded in that side battle *cannot be interrupted* or *negated*, as they can only be *interrupted* or *negated* in the phase in which they were played.

- If a character in the suspended battle is defeated by an ability played in a side battle, it does not have a chance to *interrupt* the defeating ability as it would if the ability were played in the same battle as the character. This is because by the time the side battle resolves, the only abilities that can be targeted for *interrupt* are abilities in the main battle, which are not directly causing the removal of the defeated character.

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Site Access

Last Updated: 10/10/2012

Released: 7/26/2011

How to Play

- A *Site access* effect causes a Hero to have access to a Site that it would not normally have.
 - If a *Site access* effect gives access to one or more Sites, the defender selects which Site will be accessed. However, a Site holding a Lost Soul that the character cannot access may not be selected.
 - *Site access* effects are dynamic in that the Sites that are accessible can change over the course of the battle.
 - An “access to all Sites” effect dynamically includes unoccupied Sites that become occupied after the beginning of battle. An “access to any Site” effect loses access to a Site initially chosen when it ceases to hold a Lost Soul.
 - *Site access* effects target the Heroes that gain access.
 - All *Site access* effects are ongoing.
-

Clarifications

- Since *Site access* effects are dynamic and only one Lost Soul can be rescued in each battle, there is no functional difference between gaining access to “any” (one) Site and gaining access to “all” Sites.

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Take and Give

Last Updated: 6/11/2018 (v5.1.0)

Released: 7/26/2011

How to Play

- A *take* effect allows a player to gain control of cards they do not currently control. A *give* effect allows a player to give control of cards they control to another player.
 - Cards that are targeted by a *take* or *give* effect are moved from their previous location and put in a location the player receiving the cards controls. Permanent control of the *taken* or *given* cards transfers to the player receiving the cards.
 - A *take* or *give* effect is permanent, unless a duration is specified. If a duration is specified, when the duration is reached the [Permanent Controller List](#) is updated.
 - A *take* or *give* effect targets the cards that are to be *taken* or *given*.
 - Unless otherwise specified, targets must be in play.
 - Unless otherwise specified, targets are moved to the hand of the player gaining control of the cards.
 - All *take* and *give* effects are instant.
-

Special Conditions

- A *take* or *give* effect takes precedence over the “cards are only in their owner’s hands” aspect of face value. That aspect of face value is suspended while the receiving player maintains control of the cards. All other aspects of face value remain intact.
-

Clarifications

- A *take* effect used by a player cannot target cards in that player’s territory, set-aside area, hand, or the side of a battle that player controls. A *give* effect can only target a card that is permanently controlled by the player using the *give* effect.
- A similar ability can change the player that controls a card by relocating it to a location controlled by a different player, indirectly changing the controller of the card. Such abilities do not have *take* effects. Those abilities move first and then implicitly transfer control. The *take* effect takes control first and then implicitly moves the card.
- The phrase “add [it] to hand” is a *take* effect.

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Taunt

Last Updated: 1/3/2018 (v5.0.0)

Released: 10/10/2012

How to Play

- A *taunt* allows a player to make a battle challenge with an Evil Character.
- In the place of your normal battle challenge or rescue attempt on your turn, you may make a “taunt battle challenge” with an Evil Character with a *taunt* identifier.
- A taunt battle challenge is begun by putting the Evil Character into battle and declaring an opponent. The opponent may accept the taunt battle challenge by putting a Hero into battle to fight the Evil Character.
- If an Evil Character wins the taunt battle challenge, activate the ability in the parentheses after the *taunt* identifier. The Evil Character can win in one of two ways:
 - 1 Your opponent declines the taunt battle challenge by not putting a Hero in battle to oppose the Evil Character.
 - 2 All Heroes that opposed an Evil Character are defeated. See [Defeat](#).
- Only the first Evil Character with a *taunt* identifier to enter a taunt battle challenge may use the ability in the parentheses after the *taunt* identifier.

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Topdeck and Underdeck

Last Updated: 8/10/2015 (v3.0.0)

Released: 10/10/2012

How to Play

- A *topdeck* effect moves cards to the top of their owner's deck. An *underdeck* effect moves cards to the bottom of their owner's deck.
 - All *topdeck* and *underdeck* effects target the cards that are to be relocated to a deck.
 - Unless otherwise specified, targets must be in play.
 - Unless otherwise specified, if cards are revealed or looked from the top or bottom of a deck, and all or a portion of them are then *topdecked* or *underdecked*, they are moved in the original order. If this cannot be done, shuffle the cards prior to moving them to the designated location.
 - All *topdeck* and *underdeck* effects are instant.
-

Special Conditions

- If a *topdeck* or *underdeck* effect would not change the location of a card, then the card is not a valid target for the *topdeck* or *underdeck* effect.
 - When a card is returned to a deck it is returned to face value.
-

Clarifications

- "Place/put on draw pile" and "Place/put on deck" are *topdeck* effects.
- "Place/put under draw pile" and "Place/put under deck" are *underdeck* effects.

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Toss

Last Updated: 6/11/2018 (v5.1.0)

Released: 3/4/2013

How to Play

- A **toss** effect allows a player to play an Enhancement in a different way than usual; instead of activating the numbers or abilities of the Enhancement, the Enhancement is **discarded** to **decrease** an opposing character, regardless of **protect** or **immune** effects.
 - The opposing character is **decreased** X/X, where X is the strength of the **discarded** Enhancement at face value. The **decrease** is instant.
 - A **toss** effect targets the Enhancements that would be played and an opposing character to be **decreased** for each Enhancement that would be played.
 - Unless otherwise specified, Enhancement targets come from a hand.
 - All **toss** effects are ongoing.
-

Special Conditions

- Weapons which are played in battle, including those **equipped** to characters added to battle are also affected by an active **toss** effect.
- Enhancements played in battle or added to battle by an ability are also affected by an active **toss** effect.
- If a **toss** effect is **negated** all **tossed** cards are returned to their previous locations and the **decrease** is removed from the **decreased** characters.
- If an Enhancement with negative strength is **tossed**, it results in an **increase** to the opposing character. This is because the **decrease** subtracts the strength from the opposing character, and subtracting a negative number increases the value.

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Transfer

Last Updated: 1/3/2018 (v5.0.0)

Released: 8/23/2016 (v4.0.0)

How to Play

- A *transfer* effect moves captured characters from a location to an opponent's territory.
- Permanent control of the captured characters transfers to the opponent receiving the captured characters.
- A *transfer* effect targets the captured characters that are to be moved.
- Unless otherwise specified, the captured character is moved from the controller's territory.
- Unless otherwise specified, the captured character is moved to an opponent's Land of Bondage.
- All *transfer* effects are instant.

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Underdeck

See [Topdeck and Underdeck](#)

Use Other Enhancements

Last Updated: 1/3/2018 (v5.0.0)

Released: 7/26/2011

How to Play

- A *use other Enhancements* effect allows characters to use Enhancements that do not match their brigade.
 - The targets gain the ability to use the specified Enhancements, even if they are not of matching brigade. If played during battle, these Enhancements are also not *discarded* for having no character of matching brigade in battle, so long as a character in the battle is targeted by a *use other Enhancements* effect that specifies the Enhancement.
 - A *use other Enhancements* effect targets the characters that can *use other Enhancements*.
 - Unless otherwise specified, *use other Enhancements* effects last until the end of the phase in which they are activated.
 - All *use other Enhancements* effects are ongoing.
-

Special Conditions

- All *use other Enhancements* effects *cannot be interrupted*.
 - Any time the matching brigade requirement applies, the specified requirement can be satisfied instead, even in situations where Enhancements are played outside of battle if the *use other Enhancements* effect is active at the time.
 - A *use other Enhancements* effect does not allow a character to use Enhancements of a different alignment.
-

Clarifications

- The phrase “regardless of brigade” indicates a *use other Enhancements* effect.

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Withdraw

Last Updated: 8/23/2016 (v4.0.0)

Released: 7/26/2011

How to Play

- A *withdraw* effect moves characters or Sites from the Field of Battle to territory.
 - *Withdrawn* cards move to the territory of the player with permanent control of the card.
 - A *withdraw* effect targets the cards that are to be withdrawn.
 - Unless otherwise specified, targets must be in the Field of Battle.
 - All *withdraw* effects are instant.
-

Clarifications

- “Retreat” and “return to territory” are treated as “withdraw” when used to target cards in the Field of Battle.

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Glossary of Terms

A

Activate

Activate can mean four things:

- A player can activate an Artifact by putting it face up on their Artifact pile or another location that allows an activated Artifact to be put there, or by declaring that a face-up artifact remains active.
- The special ability of a card activates when the card is played, unless it is a non-territory class character or rainbow site being put in territory.
- When the special ability on a card activates, the abilities on a card activate in the order printed on the card or order gained, unless changed by the [Ability Activation Order](#).
- Effects of an ability activate depending on the method of activation – [immediate](#), [activated](#) or [triggered](#).

Active Identity

When dual icon cards are put on the playing surface, they either have a default identity indicated on the card, or one identity is chosen when the card is put on the playing surface - either by how the card was put on the playing surface, or the player can choose an identity if it could retain both identities. The identity that is chosen becomes the active identity, the other identity the inactive identity. Cards with only one icon do not have an inactive identity, as the identity associated with the one icon is always the active identity.

Alignment

There are three card alignments in Redemption®: good, evil, and neutral. All cards are at least one of the alignments, and some may be multiple alignments (see [Dual-Alignment](#)).

Good and evil are opposite alignments. Neutral is not opposite of any alignment.

Alone

A character is alone when there are no other characters on the same side of the battle.

Artifact

An Artifact is a card having a continuing effect in the game. A grail or serpent icon in the icon box shows the card is an Artifact. An Artifact is activated when it is put face up on the Artifact pile or another location where Artifacts may be activated, and remains active while it

remains face up. While an Artifact is active, its abilities are active. Unless otherwise specified, abilities on Artifacts are used when the Artifact is activated.

Artifact Pile

The Artifact pile contains a player's grail and serpent icon cards. This pile is in the player's territory within the Field of Play. All Artifacts in an Artifact pile are put face down in a pile, except for a currently activated Artifact. See Player's Card Arrangement in the rulebook.

Attack

When the active player begins a battle against another player, the active player attacks that player. The player they are attacking is being attacked, the defender, and their opponent. See [Defend](#). Only the characters that begin the battle attack, but all characters in battle controlled by the attacking player are also attacking, in addition to rescuing or taunting, if applicable. No characters are attacking in a side battle. A player may only be attacked once per Battle Phase.

Attribute

Attributes describe what a card is, not what it does. It includes identifiers, strength, toughness, brigade, card type and reference. It does not include the special ability printed on the card.

B

Banish Pile

The banish pile is the location in which banished cards reside. The banish pile is a non-visible location that requires a search effect to target. The banish pile is kept face-down under a player's discard pile, perpendicular to the discard pile.

Battle

The phrase "in battle" or "current battle" refers to any cards in the current battle that can be either the primary battle (rescue attempt or battle challenge) or it can refer to a side battle, NOT BOTH. See also [Battle Phase](#).

The phrase "Field of Battle" refers to any cards in the Field of Battle including primary battle and side battles.

Battle Challenge

A battle is a battle challenge while any of these conditions are met:

- No Hero in battle has access to a Lost Soul
- It began as a taunt
- An ability created a battle challenge
- A game rule created a battle challenge

A battle that is a battle challenge because no Hero in battle has access to a Lost Soul may become a rescue attempt if anything happens that results in a Hero in battle having access to a Lost Soul. A battle that is a battle challenge created by an ability can only become a rescue attempt if the ability that created the battle challenge is negated. A battle that is a battle challenge created by game rule was a rescue attempt that has already been successful by rescuing a Lost Soul via a card played in battle.

If a battle is only a battle challenge and never a rescue attempt, the success or failure is determined solely by the result of the battle. The battle challenge succeeds if all opposing characters are defeated or there were never any opposing characters. The battle challenge fails if all attacking characters are defeated.

Battle Phase

The Battle Phase is the fourth phase of a player's turn, succeeding the [Preparation Phase](#) and preceding the [Discard Phase](#). During their Battle Phase, a player may begin a battle against another player. Only one battle per turn is allowed, unless an ability allows for additional battles. The Battle Phase ends after [battle resolution](#), which is initiated by an end the battle effect or when both players involved in the battle decline to play any more cards in the battle. (See Battle Phase in the rulebook for additional information.) Each battle takes place in a separate Battle Phase.

Battle Resolution

As is described in battle resolution in the rulebook, there are four outcomes to a battle:

- Evil Character wins
- Hero wins
- [Mutual destruction](#)
- [Stalemate](#)

However, beyond the outcome of the battle you must also determine the outcomes of the battle challenge or rescue attempt. Here is the order to follow:

1. Add the numbers of the Enhancements in battle to the characters that used them. If this results in negative toughness for any characters, discard those characters.
2. Determine the outcome of the battle. Discard all characters that are being discarded based on the strength and toughness comparison. Discard all Enhancements that no longer have a character that can use them in battle.
3. Activate all effects that trigger based on the result of the battle.
4. If the battle was ever a rescue attempt and it has not already been successful, determine the result of the rescue attempt. If the battle was never a rescue attempt and only a battle challenge, determine the result of the battle challenge. Determine the result of the block.

If the rescue attempt is successful, the defender surrenders a Lost Soul.

5. Activate all effects and game rules that trigger based on the success/failure of the rescue attempt, battle challenge, block, or the end of the battle.
6. If any characters that remain in battle came from another battle, they return to that battle and retain any Enhancements used by them.
7. Any warrior class characters in battle not currently equipped with a weapon class Enhancement may be equipped with an unequipped weapon class Enhancement in battle - current controller's choice. Discard all Enhancements in battle that are not placed or equipped. Any characters that remain in battle are returned to the territory of the player that has permanent control.

Begins a Battle

A character begins a battle if:

- After all abilities (except abilities that add a character to the opponent's side of battle and side battle abilities) have activated and no effects are resolving they are in battle and controlled by the active player or there are no characters in battle controlled by the active player and they were the last character controlled by the active player to be removed from battle **AND**
- No characters were in the Field of Battle prior to the first character entering battle **AND**
- The battle has not already had a character or group of characters begin the battle

Multiple characters can begin a battle, but a battle can only begin once. No characters begin a battle in a side battle.

Begins a Rescue

A Hero begins a rescue if that character begins a battle where at least one Hero has access to a Lost Soul.

Black Brigade

Black is descriptive of calamity and Hell.

“Raging waves of the sea, foaming out their own shame; wandering stars, to whom is reserved the blackness of darkness forever.” – Jude 1:13

Block

A block is the attempt to stop a rescue attempt or battle challenge. Only Evil Characters may block.

A block happens when:

- Prior to the first Evil Character entering battle there was an attacking Hero in battle **AND**
- After all abilities (except abilities that add a character to the opponent's side of battle and

side battle abilities) have activated and no effects are resolving at least one Evil Character entered battle **AND**

- At least one of the following is true:
 - An ability on a good card replaced the Evil Characters in battle with different Evil Characters **OR**
 - No Evil Characters were in battle prior to the first Evil Character entering battle

The Evil Characters that blocked are those that are in battle once the block is complete, or if there are none in battle, the last one to leave battle. The Heroes that are blocked are those that were in battle when the first Evil Character entered battle. A block can only trigger an ability once, regardless of the number of characters that blocked or are blocked. If any of the Evil Characters that blocked entered battle from hand, the Hero is blocked from hand. Each block only constitutes one instance of being blocked, regardless of the number of Evil Characters in battle. A block can happen multiple times per battle.

A block is successful if:

- The battle was a rescue attempt at any point and the rescue attempt fails, regardless of any other outcome or whether the Heroes or Evil Characters survive.
- The battle was never a rescue attempt, only a battle challenge throughout, and the Heroes are all defeated.

A block has failed if:

- The battle was a rescue attempt at any point and the rescue attempt is successful, regardless of any other outcome or whether the Heroes or Evil Characters survive.
- The battle was never a rescue attempt, only a battle challenge throughout, and the Evil Characters are all defeated.

Blocking

An Evil Character is blocking if it is defending in a battle begun by a Hero, regardless of the presence of a Hero in the battle. A player is blocking if they control a blocking Evil Character.

Blue Brigade

Blue is descriptive of Heavenly character.

“And thou shalt make the robe of the ephod all of blue.” – Exodus 28:31

Brigade

Characters, Enhancements, and Sites are subdivided into brigades. The color filling a card’s icon box indicates its brigade. See Anatomy of a Card in the rulebook. There are 16 brigades - 7 are usually evil (on Evil Characters and evil Enhancements) and 9 are usually good (on Heroes and good Enhancements). All 16 brigades can be neutral, such as a Site or a captured character.

The good brigades are as follows:

- Blue, Clay, Gold, Green, Purple, Red, Silver, Teal, and White

The evil brigades are as follows:

- Black, Brown, Crimson, Gold, Gray, Orange, and Pale Green

A good/evil/neutral brigade is a brigade on a good/evil/neutral card. Brigade (without alignment) only checks the presence of the brigade and does not double count any that appear as different alignments. Matching brigade requires cards to share at least one brigade.

Single-Brigade

A single-brigade card has only one brigade in the icon box (or icon boxes). While at face value, a card can only be targeted as single-brigade if it only has one brigade at face value. While on the playing surface, a card is single-brigade if the active identity only has one brigade.

Multi-Brigade

A multi-brigade card has more than one brigade in the icon box (or icon boxes). While at face value, a card is multi-brigade if it has more than one brigade at face value. While on the playing surface, a card is multi-brigade if the active identity has more than one brigade.

If an ability excludes a brigade (except, other than, etc.), a multi-brigade card can be targeted or meet the criteria if it has a brigade that is not excluded.

Rainbow

Rainbow cards have a rainbow coloring in the icon box. The lighter rainbow appears on good and neutral cards, and the darker rainbow appears on evil cards. For cards with brigades, the rainbow represents all brigades of the card's alignment. The rainbow in the icon box represents alignment, not brigade, on Fortresses and good Dominants.

Brown Brigade

Brown is descriptive of being scorched and rebellious (from the Hebrew word *Chuw*; to be warm, i.e., by implication here to be sunburnt).

“And the fourth angel poured out his vial upon the sun; and power was given unto him to scorch men with fire. And men were scorched with great heat, and blasphemed the name of God, which hath power over these plagues: and they repented not to give him glory.” – Revelation 16:8-9



Card Type

A card's type is determined solely by the icon on the card:

- Cards with no icon are Lost Souls
- Lamb icons are good Dominants
- Grim Reaper icons are evil Dominants
- Grail icons are Artifacts
- Serpent icons are Artifacts
- Fortress icons are Fortresses
- Pyramid icons are Sites
- Cross icons are Heroes
- Bible icons are good Enhancements
- Dragon icons are Evil Characters
- Skull icons are evil Enhancements

If a card has two icons, it is a dual icon card. The brigade(s) or alignment(s) of a card do not affect its type.

Character

Redemption® has two types of characters: [Heroes](#) and [Evil Characters](#).

City

A City is both a Site and a Fortress, and can be targeted as either (in hand, deck, Reserve or discard pile) until it is played as one or the other. A City that is played as a Site can no longer be targeted as a Fortress. A City that is played as a Fortress can no longer be targeted as a Site. A City can always be targeted as a City.

Clay Brigade

Clay is descriptive of a new creation through Christ's power molded by the Creator like clay into a work of His hands.

*“But now, O LORD, You are our Father, We are the clay, and You our potter;
And all of us are the work of Your hand.” – Isaiah 64:8*

*“Therefore if anyone is in Christ, he is a new creature; the old things passed
away; behold, new things have come.” – II Corinthians 5:17*

Contents

The contents of a card are (1) any cards held by the hold effect of that card, (2) any Artifacts activated on that card and/or (3) any Lost Souls occupying a Site. Characters do not have contents. Cards that are placed on a Site or Fortress are not contents. Cards that are placed on

a card held in a Fortress or occupying a Site are not contents. Cards equipped to a character held in a Fortress are not contents. The contents of a card that is itself contents of another card are not contents of the second card.

Control

When a player controls a card, that player may use the card as if it is his own, even if it is not. There are two types of control: [Temporary Control](#) and [Permanent Control](#).

Cards in decks, Reserves, discard piles, and banish piles are not controlled by any player. Cards that a player controls that are face down on the playing surface are only controlled as their known attributes. Cards that a player controls in hand are only controlled as cards.

Counters

Counters are items such as coins, chips or dice that help to keep track of changes to the face value of a card, or to keep track of a quantity (such as a number of turns). All counters are optional. Counters are most often used to keep track of changes to strength and toughness, though they can also be used to count a number of turns, or to keep track of gained abilities and converted characters.

Covenant

A Covenant is both a good Enhancement and an Artifact, and can be targeted as either (in hand, deck, Reserve or discard pile) until it is played, held, activated, or put in Artifact pile as one or the other. A Covenant that is played or held as an Enhancement can no longer be targeted as an Artifact. A Covenant that is activated or put in the Artifact pile can no longer be targeted as an Enhancement and it is a neutral card with no brigade. A Covenant can always be targeted as a Covenant, which may be modified by a brigade or being active as an Artifact.

Crimson Brigade

Crimson is descriptive of persecution and sin.

*“And there appeared another wonder in heaven; and behold a great red dragon, having seven heads and ten horns, and seven crowns upon his heads.”
– Revelation 12:3*

“Come now, and let us reason together, saith the LORD: though your sins be as scarlet, they shall be as white as snow; though they be red like crimson, they shall be as wool.” – Isaiah 1:18

NOTE: Cards from the Limited Edition series look red instead of crimson. Treat as the same brigade.

Curse

A Curse is both an evil Enhancement and an Artifact, and can be targeted as either (in hand, deck, Reserve or discard pile) until it is played, held, activated, or put in Artifact pile as one or the other. A Curse that is played or held as an Enhancement can no longer be targeted as an Artifact. A Curse that is activated or put in the Artifact pile can no longer be targeted as an Enhancement, and it is a neutral card with no brigade. A Curse can always be targeted as a Curse, which may be modified by a brigade or being active as an Artifact.

D

Deck

A player's deck is where most of their cards come from during a game. Cards that do not come from the deck come from the Reserve. The word "deck" in an ability or modifier refers to the face down cards remaining in the deck. The phrase "draw pile" is also used on several cards, and it is equivalent to deck.

Defeat

A Hero is defeated when:

- The Hero is removed from battle because of an ability.
- The battle ends with the Hero being discarded by the numbers of the Evil Character(s) in battle (except in the case of a mutual destruction).
- The battle ends in a stalemate.

An Evil Character is defeated when:

- The Evil Character is removed from battle because of an ability (except for mutual destruction by mutual removal).
- The battle ends with the Evil Character being discarded by the numbers of the Hero(es) in battle.
- The battle ends with the Evil Character being ignored by a Hero or Heroes in battle and no non-ignored Evil Characters in battle are defeating the Hero.

Defend

The player that is being attacked is the defender. See [Attack](#). The attacker is their opponent. Characters in battle that are controlled by the defending player are also defending, in addition to blocking, if applicable. No characters are defending in a side battle.

Different

When comparing attributes of cards, two cards are different if there is at least a partial difference, based on the active identity of cards on the playing surface and the face value of

cards at face value. If either or both cards has more than one of the compared attribute (such as a multi-brigade card), only one of that attribute has to be different between the two cards for them to be considered different.

Discard Phase

The fifth and final phase of a turn is the Discard Phase, succeeding the [Battle Phase](#). During their Discard Phase, a player's hand must be reduced to eight or fewer cards through the following actions:

- Put a character in territory
- Equip a weapon class Enhancement to a warrior class character in territory
- Put a Site in territory
- Play a Fortress (in territory unless otherwise specified on the card)
- Put an Artifact face down in the Artifact pile
- Play an Enhancement with a set-aside ability
- Play an Enhancement with a heal ability
- Play a territory class Enhancement
- Discard a card from hand

All these actions are repeatable and can be performed in any order. Discarding cards from hand does not have to be the last action taken by the player. (See Discard Phase in the rulebook for additional information.)

Discard Pile

The discard pile is kept face up in a player's Out of Play area. The discard pile contains cards that have been used or otherwise discarded during the game. Cards in the discard pile are viewable by any player provided no effects are resolving.

Dominant

A lamb or grim reaper illustration located in the icon box identifies a Dominant. All Dominants are unique. All abilities on Dominants cannot be negated. A Dominant can be played at any time on the active players turn regardless of initiative provided no effects are resolving.

The active player has the first opportunity to play Dominant cards during each phase of their turn. Then the opportunity to play Dominant cards is given to inactive players in turn order. The opportunity to play Dominants can be passed multiple times if needed. When all players have declined to play a Dominant the game may move to the next phase or turn.

During the Battle Phase, the active player has the first opportunity to play Dominants, regardless of initiative. The next opportunity is given to the opponent of the active player, then passed to all other inactive players in turn order. Repeat this process to determine who can play Dominants after any ability (or batch of abilities) is complete.

In Teams, during the Battle Phase, the active player has the first opportunity to play Dominants, regardless of initiative. The next opportunity is given to the opponent of the active player, then the active player's teammate, then the opponent's teammate. Repeat this process to determine who can play Dominants after any ability (or batch of abilities) is complete.

Draw Phase

The Draw Phase is the first phase of a player's turn, preceding the [Upkeep Phase](#). A player must draw three cards from the top of their deck during their Draw Phase. Each Lost Soul drawn must be put in that player's Land of Bondage and a new card is drawn to replace it, until three cards except Lost Souls have been drawn. After the three cards have been drawn, the special ability of any Lost Souls drawn activate. If no cards are left in a player's deck, the game continues using the cards that player has.

Draw Pile

See [Deck](#).

Dual-Alignment

Dual-alignment cards have two different alignments. Most dual-alignment cards are [dual icon](#) cards.

Dual-alignment cards count as their face value alignment for deck building. If face value is both alignments, if neutral is not one of them, the card is counted as neutral, otherwise the card is counted as the other alignment.

Dual Icon

Dual icon cards have two identities, which are associated with separate card icons. The icons can be different icons in the same icon box, or in separate icon boxes (they may be the same or different icons). A dual icon card may indicate that the face value is one identity with a trigger or ability to change to the other identity, or it may be both identities at face value and only becomes one identity when put on the playing surface.

A dual icon card can be targeted by its face value identity(ies) while at face value, but it is only targeted by the identities that match the specified card type and/or alignment of the targeting ability. Once put on the playing surface, a dual icon card can only be targeted by the active identity or as a dual icon card. Targeting a card as a dual icon card can be in general or the name of a dual icon card with its identities (see [City](#), [Covenant](#) or [Curse](#)), and can use all or part of either or both identities.

Duplicate Card

No player may control duplicates of a unique character or cause them to fight each other. This includes unique characters in play, in battle, in a side battle, face down, or in a set-aside area. Unique character cards with the same card title and the same art or with the same title and the same brigade are considered duplicates for deck building purposes; a player may have only control one of these at any time.

Players are restricted from performing optional game rules that would result in a player controlling multiple copies of the same unique card. A card is protected from any ability that would cause that card to become a second copy of a unique card controlled by a single player. If a player does end up controlling multiple copies of a unique card, all copies of that card except the original copy are discarded regardless of protection or immunity.

Note: Captured characters are not treated the same as characters and thus do not affect these rules.

Some character cards have different card titles, but are the same unique character. A player may have only one of these in your territory, in battle, in a side battle, face down, or set-aside at a time. When an ability or modifier references a character by name, it can be applied to any version of the named character.

These are unique Redemption® characters with different card titles:

- *Abram (Pa)* or *Abraham (Pa, CW)*
- *Ahab (B, C, Or)* or *King Ahab (RA2)*
- *Ahaziah (Pr)* or *King Ahaziah (PC)*
- *Amram & Jochebed (CW-Alt)* or *Jochebed (Wo)* or *Moses' Parents (CW-Main)*
- *Angel of Might (Ki)* or *The Angel of Might (RJ)*
- *Antonius Felix (EC)* or *Governor Felix (Ap)*
- *Bartholomew (Di)* or *Bartholomew (Nathaniel) (Ap)*
- *Bear (D)* or *The Bear (RA)*
- *Belshazzar (Pr)* or *King Belshazzar (FF2)*
- *Chief Captain Lysias (Ap)* or *Claudius Lysias (PC)*
- *David [Green] (Wa, Ki)* or *David [Red] (Wa, Ki)* or *David, the Psalmist (CW)* or *David, the Shepherd (CW)* or *King David (P)*
- *Death & Hades (Wa)* or *Death (RJ)*
- *Elymas (Bar-Jesus) the Sorcerer (Ap)* or *Elymas the Sorcerer (Di, EC)*
- *Esau (Pa)* or *Esau, the Hunter (F, P)*
- *Foretelling Angel (Pa)* or *The Foretelling Angel (RJ)*
- *Frog Demons (Or, Wa, P)* or *The Frog Demons (RJ)*
- *Guiding Angel (E)* or *The Guiding Angel (RJ)*
- *Jacob (D, FF)* or *Jacob (Israel) (CW)*
- *James (half-brother of Jesus) (Ap)* or *James, Leader in Jerusalem (PC)*
- *James Son of Zebedee (Ap)* or *James, son of Zebedee (H)* or *James (I)*
- *Job's Three Friends (Pi)* or *Bildad, the Shuhite (RJ)/Eliphaz, the Temanite (RJ)/Zophar, the Naamathite (RJ)*

- *John (H, I, Pr, P)* or *John, the Apocalypticist (RJ)* or *John, the Revelator (RJ)*
- *Jonathan (Or, B)* or *Jonathan, Son of Shimei (FM)*
- *Joshua (P-Settlers, P-District)* or *Joshua, Son of Nun (CW)*
- *King Abijah (Ki)* or *King Abijam (RA3)*
- *Lying Spirit (F)* or *The Lying Spirit (FM)*
- *Manasseh (Pr)* or *King Manasseh (Di)*
- *Mary (B, D, Or, P)* or *The Woman with Child (RJ)*
- *Matthew (Di)* or *Matthew (Levi) (Ap)*
- *Medium in Endor (CW)* or *Witch of Endor (Pr, Wa)*
- *Mentor (F)* or *The Ephesian Mentor (PC)*
- *Michael (Wa, Ki, AW, P-2017)* or *Michael, the Archangel (RJ)*
- *Mighty Warrior (A, C, Or, P)* or *The Mighty Warrior (FM)*
- *Morg (AW)* or *Morgan (AW)*
- *Naaman's Servant Girl (FM)* or *Servant Girl (E)*
- *Noah's Sons (Pa)* or *Shem (CW)*/*Ham (CW)*/*Japheth (CW)*
- *Othniel (Or, A)* or *Othniel, Son of Kenaz (FM)*
- *Pharaoh (A, D, H, Or)* or *The Hard-Hearted Pharaoh (CW)*
- *Reassuring Angel (Ap)* or *Reassuring Angels (EC)*
- *Roman Jailer (Ap)* or *The Roman Jailer (EC)*
- *Samson (J, Or, P)* or *Samson, the Nazirite (CW)*
- *Saul (Ap)* or *Paul (Ap, P)*
- *Uriah (A, Or)* or *Uriah the Hittite (RA2)*
- *Whore of Babylon (Or)* or *Babylon the Great (Wa)* or *The Harlot (RJ)*
- *Woman of Thebez (Wo)* or *The Woman of Thebez (RA2)*

All Artifact, Covenant, Curse, Dominant and Fortress cards are considered unique. A player may control only one of these at any time. However, unique Artifact, Covenant, and Curse cards can be duplicated face down in the Artifact pile. Cities when used as a Fortress are unique, but a player may control multiple versions of a City, if no more than one version is a Fortress.

The Tabernacle (Pi, P), *Solomon's Temple (Pa, RA3)*, *Zerubbabel's Temple (FF)*, *Herod's Temple (Di)* and *Heavenly Temple (RJ)* are considered the same unique Fortress. You may have no more than one in play (or set aside) at a time.

During Battle

During battle is any time that a battle is happening, regardless of the card's owner's participation in that battle.



Enhancement

Enhancements have numbers and/or special abilities that affect game play. Numbers on Enhancements are combined with the character's numbers. Enhancements are generally used in the Battle Phase. However, territory class Enhancements and Enhancements with heal or set-aside abilities can be played outside of battle. Weapon class Enhancements can be equipped outside of battle. Good Enhancements have a Bible icon and are used by Heroes. Evil Enhancements have a skull icon and are used by Evil Characters. An Enhancement must be of matching brigade to the character upon which it is played or equipped.

End of Battle

End of battle effects are triggered effects that happen during battle resolution. Any cards targeted by end of battle effects must be targetable in their state at the end of battle, regardless of their state during the battle.

“After battle” means “At the end of battle”. “Following your rescue attempt” means “At the end of your rescue attempt”.

Enters Battle

A character enters battle when they move into the Field of Battle from another location. A character moving between battles within the Field of Battle has not entered battle an additional time. A unique character can only enter the Field of Battle once per turn. A character can only enter the Field of Battle to join the current battle. A character can not enter an empty Field of Battle unless it is controlled by the active player.

Evil Card

When an ability, modifier or deck building rule refers to an evil card it means Curse (skull and serpent icon), Evil Character (dragon icon), evil Enhancement (skull icon), evil Dominant (reaper icon), or evil Fortress (Fortress with dark rainbow colors).

Evil Character

Evil Characters are cards with a dragon in the icon box. Evil Characters block rescue attempts and battle challenges.

Experience Credit

This is an optional rule, where if a character successfully rescues or successfully blocks, the character increases 1/1. In this way a character goes stronger with experience. NOTE: Type II Tournament Rules are always played under the Experience Credit rule.

If a rescue attempt is successful mid-battle, Experience Credit is earned at that point.

E

Face Down

Face down cards are cards in territories, battle, and set-aside areas that are face down either due to an ability, or are inactive Artifacts in an Artifact pile. Face down cards have no numbers, brigade, titles, or identifiers while they are face down. The only known attribute of a face down card is the card type. Face down cards are only targetable by abilities that specify they can target face down cards or inactive Artifacts, or cards that can target any or all cards in a location. When a face down card enters battle, it is immediately flipped face up, unless otherwise specified by the ability that flipped it face down.

Face Value

Face value refers only to what is printed on the character card. This includes the values listed in the icon box and any other adjustments to those values printed on the card (e.g., Greater Worth or Variable Value). It does not include regular or weapon class Enhancements, experience credit, or set-aside bonuses.

A card is at face value while in hand, deck, discard pile, or Reserve. The face value of a card is based on the identity (or identities) that it can be initially put on the playing surface as.

Failed Block

See [Block](#).

Failed Rescue Attempt

See [Rescue Attempt](#).

Field of Battle

The Field of Battle is the area within the [Field of Play](#) where characters battle each other.

Field of Play

The Field of Play is where the cards are located on the playing surface. Areas of the Field of Play include the [Field of Battle](#), territory, Artifact piles, and Land of Bondage. The Field of Play does not include the draw piles, discard piles, banish piles, Reserves, set-aside areas, Land of Redemption and the players' hands.

Fortress

Fortresses, like Sites, represent physical or spiritual locations or structures in the Bible. They are denoted by the Fortress icon, which looks like a type of castle, and they may be good or evil depending on the background color (light rainbow colors signify a good Fortress, dark rainbow colors signify an evil Fortress). Fortresses have no brigades. While Fortresses have rainbow colors on the card, that is just to show the alignment.

You may put your Fortresses in your territory (or set-aside area if that is specified on the Fortress) and it remains there, with the abilities always active. Many, but not all, Fortresses allow you to hold cards in that Fortress according to the abilities on the Fortress.

G

Generic Card

Generic characters represent non-specific groups or characters in the Bible or Church History. All characters are either unique or generic. See [Unique Card](#) for a list of criteria for unique characters; all characters that do not meet those criteria are generic. All Enhancements, Lost Souls, and Sites are considered generic. Cities used as Sites are also considered generic. A player may control as many versions of each generic card as he would like. Generic characters may enter battle multiple times per turn if an ability would allow them to do so.

The following Redemption® Heroes are considered generic:

- *Abram's Army (P), Angel at Bethesda (I), Angel at Jerusalem (Wa, Pi), Angel at Shur (Wa, P), Angel at the Tomb (Wa), Angel at Tomb (Pi), Angel from the Altar (RJ), Angel from the Sun (RJ), Angel in the Path (Wa, Pi), Angel of God (FF), Angel of His Presence (Ki), Angel of Revelation (E, RJ), Angel of the Harvest (RA), Angel of the Waters (Ki), Angel of Warning (Ap, TP), Angel with the Secret Name (Wa, RA2), Angelic Visitor (EC), Angelic Warrior (RJ), Angels of Wrath (RJ), Armorbearer (Wa), Army of Simeonites (FF), Attending Angel (Ap, TP), Bereans (EC), Bride of Christ (RJ), Captive Priest (FM), Captured Kinsmen (FM), Centurion (Pa), Cherubim (Wa, FF), Children of Light (RJ), Christian Soldier [Female] (PC), Christian Soldier [Male] (A, C, Or, PC), Covenant Keepers (Pi), Destroying Angel (Pa), Dutiful Priest (CW), Elders of Israel (G), Elders of Jerusalem [Black Border] (Ap), Elders of Jerusalem [Orange Border] (Ap), Elders of Jerusalem [Purple Border] (Ap), Elders of the City (J, Pa), Ephesian Widow (PC), Every Tribe (RJ), Faithful Priest (EC), Faithful Servant (A, C, Or, P), Faithful Witness (RJ), Fearless Traveler (P), Gathering Angel (I), Good Samaritan (Ap), Great Multitude (RJ), Guardian Angel (Ap, Di), Harbingers (FM), Hope (FM), Hosts of Heaven (Pa), Imprisoned Prophet (FM), Israelite Archer (Ki), Justice Bringer (FM), Justice Seekers (RJ), King's Daughter (Wo), Legion of Angels (I), Men of Judah (FF), Messenger Angel (Pa), Messengers of Joppa (EC), Midianite's Slave (FM), Midwives (G, Wo), Mighty Warrior (A, C, Or, P), Music Leader (PC), Noblewomen (EC), One of Seven (RJ), Paladin (Pa, PC), Paul's Disciples (EC), Pharaoh's Daughter (Wo), Priests of Christ (RJ, P), Providing Angel (Pa), Queen of*

Sheba (Wo), Recruiting Officer (Ki), Saint of Virtue (Wa, Ki, PC), Seeker of the Lost (PC, P), Seraph (RA), Seraph with a Live Coal (FF2), Seraphim [Band to Blue] (Wa), Seraphim [Band to Green] (Wa), Servant Angel (E, RJ), Servant Girl (E), Seven Trumpet Sounders (RJ), Shepherd (E), Soldier of God (PC, P), Sower (Di), Spy (Ki, LR), Strengthening Angel (Ap, Di), Tekoan Woman (Ki), Temple Priests (RA3), Tribal Elder (E), War Officer (Ki), Warrior in Training (Wa), Watcher (Pa), Watchful Servant (Di), Widow (Pa), Widows of Joppa (EC), Woman of Wisdom (Ki) and Women of Israel (G)

The following Redemption® Evil Characters are considered generic:

- Absalom's Soldiers (Ki), Angry Mob [Black] (EC), Angry Mob [Brown] (Ap, EC), Angry Mob [Gray] (EC), Archers of Kedar (Ki), Army of Jericho (CW), Assyrian Archer (FF), Assyrian Siege Army (FF2), Assyrian Survivor (FF2), Astrologers (Pr, TP), Babylonian Forces (Pi), Babylonian Soldiers (FF2), Bear (CW), Behemoth (RJ), Blinding Demon (Pi), Canannite Wives (FM), Captain of the Temple Guard (Pi), Centurion at Jerusalem (PC), Chaldeans (Pr, P), Coliseum Lion (CW), Complainers (FF), Controlling Demon (J, Ap), Corrupt People (CW), Covenant Breakers (Pi), Creeping Deceiver (Di), Crippling Demon (Pi), Damsel with Spirit of Divination (Pr, TP), David's Servants (FM), Deafening Spirit (Pi), Deceiving Spirit (FF), Defrauders (PC), Deluders (PC), Demon behind the Idol (Pi), Demon in Armor (Pa), Devouring Birds (RJ), Disbelieving Sadducees (Di), Doomed Conspirators (PC), Doubt (Pi), Dragon's Minions (RJ), Egyptian Archer (Ki), Egyptian Charioteers (H), Egyptian Horsemen (H), Egyptian Magicians (FF2), Egyptian Warden (FF), Egyptian Wise Men (Pa, FM), Emim (FM), Enchanter (Pr, TP), Epicurean Philosophers (EC), Evil Angel (Wa, Pi), Evil Spawn (D, Pi), Fallen Angel (Wa, Pi), Fallen Warrior (Wa, Ki), False Priests (Pi), False Prophets (Pr), False Shepherds (A, Or), False Teacher (Di), False Teachers (A, C, Or), Fiery Serpents (FM), Fire Foxes (CW), Foreign Spearman (RA3), Foreign Wives (RA3), Foul Spirit (E, J), Four Squads of Four (Ap, EC), Gibeonite Delegates (RA2), Greek Philosophers (Ap), Greek Scholars (Ap), Hard-Hearted Religious Leaders (Di), Hard-hearted Religious Leaders (Or), Hellenistic Jews (EC), Herodian (E), Herod's Sentries (EC), High Priest's Maid (RA), Huge Egyptian (FF), Idolaters (H), Impostors (EC), Injuring Demon (Pi), Judaizers (EC), Kings of the Earth (RJ), Legion (Ap, Di), Leper (Pa), Leviathan (Pa, FM), Lions (CW), Locust from the Pit (B, D, G, Or, Wa, RJ), Lying Spirit (F), Madness (Pi), Magicians' Snakes (FM), Medium in Endor (CW), Merchants of the Earth (RJ), Messenger of Satan (Ap, EC), Moabite Army (FM), Moabite Marauders (FM), Mocking Soldier (Wa, Pi), Mocking Soldiers (J), Obsidian Minion [Black] (AW), Obsidian Minion [Gold, Barrels] (AW), Obsidian Minion [Gold, Shooting] (AW), Obsidian Minion [Gold, Staring] (AW), Obsidian Minion [Gray] (AW), Oppressive Women (F), Outsiders [Black/Gold] (RJ), Outsiders [Brown/Crimson] (RJ), Outsiders [Gray/Pale Green] (RJ), Pagan Priest (Pi), Panic Demon [Black] (AW), Panic Demon [Brown] (AW), Panic Demon [Crimson] (AW), Panic Demon [Gold] (AW), Panic Demon [Gray] (AW), Panic Demon [Orange] (P), Panic Demon [Pale Green] (AW), Persian Presidents (RA), Pesteering Spirit (PC), Pharaoh's Baker (FF2), Pharaoh's Cupbearer (FF2), Pharaoh's Magicians (PA), Pharisees [Looking Left] (Ap), Pharisees [Looking Right] (Ap), Pharisees [White*

Floor] (Ap), Philistine Armor Bearer (FF), Philistine Diviners (P), Philistine Garrison (TP), Philistine Priests (Pi), Pilate's Soldiers (J), Possessing Demon (J, Ap), Prominent Women (Ap), Prophets of Baal (Pr), Prophets of Samaria (Pr), Proud Pharisee (TP), Rebellious Spirit (PC), Roman Spearmen (PC), Sabbath Breaker (Pi, LR), Sadducees (G), Sadducees [3 in Front] (Ap), Sadducees [7 in Front] (Ap), Sadducees [Ear Scratch] (Ap), Sanhedrin (EC), Scribe (Di), Seizing Spirit (Pi), Self (P), Selfish Kinsman (I), Seven Wicked Spirits (FF), Silly Women (Wo, PC), Sisera's Army (CW), Soldiers of Zobah (CW), Sorcerers (RJ), Spirit of Doubt (AW), Spirit of Fear (EC), Spirit of Temptation (TP), Stoic Philosophers (EC), Stone Throwers (B, Or, Di), Strong Demon (D, G, Di), Syrian Archer (Ki), Syrian Mercenaries (CW), Task Master (A-L, Or-L), Taskmaster (A-UL, D, H, Or-UL, FM), Temple Guard (G, RJ), Terror (RJ), Trembling Demon (FF), Unclean Spirit (E, J), Unfaithful Priests (Pi), User of Curious Arts (TP), Users of Curious Arts (Pr), Violent Men (CW), Wandering Spirit (Ap, TP), Wayward Sheep (FM), Wicked People (CW), Wicked Thief (Ap), Wild Beast (FM), Wild Dogs (RJ), Witch of Endor (Pr, Wa), Wizard (PC), Wizards (Pr), Women as Snares (Wo), Workers with Familiar Spirits (Pr), Worldly Woman (AW) and Worshipper of False Gods (Pi)

The following Redemption® dual-alignment characters are considered generic:

- *Captive Princes (FM), Prisoner at Gaza (FM) and Slaves in Egypt (FM)*

Gold Brigade

There are two gold brigades, one good and one evil.

(Good)

Gold is the material of the New Jerusalem.

“And the building of the wall of it was of jasper: and the city was pure gold, like unto clear glass.” – Revelation 21:18

(Evil)

Gold is commonly used in making graven images in the worship of idols.

“Thou hast also taken thy fair jewels of my gold and of my silver, which I had given thee, and madest to thyself images of men, and didst commit whoredom with them,” – Ezekiel 16:17

NOTE: Cards from the Limited Edition series look yellow or pale green instead of gold. Treat as the same brigade.

Good Card

When an ability, modifier or deck building rule refers to a good card it means Hero (cross icon), good Enhancement (Bible icon), good Dominant (lamb icon), Covenant (Bible and grail icon), or good Fortress (Fortress with bright rainbow colors).

Gray Brigade

Gray describes people that are neither hot, nor cold.

“I know thy works, that thou art neither cold nor hot: I would thou wert cold or hot. So then because thou art lukewarm, and neither cold nor hot, I will spue thee out of my mouth.” – Revelation 3:15-16

Green Brigade

Green is descriptive of spiritual life.

“But I am like a green olive tree in the house of God: I trust in the mercy of God for ever and ever.” – Psalm 52:8

H

Hand

A player’s hand is where a player holds all the cards that are not in their deck, Reserve, discard pile or banish pile but have not been played. Players put cards from their hand on the table to play them. By the end of each of their Discard Phases, a player must reduce their hand size to a maximum of 8 cards, unless modified by a [Change Hand Size](#) effect.

At no time may the cards in a player’s hand exceed 16. This rule takes precedence over any instruction on cards. If a card is played that instructs a player to draw cards or otherwise put cards in their hand, they must stop at 16 regardless of the number of cards to be drawn or returned; additional cards over 16 are protected from being put in their hand by any means.

All abilities that target hand have an implied reveal effect, where if the holder of the targeted hand cannot complete an action required by another ability or game rule, they must reveal that hand. For example, if a card requires a player to underdeck two good cards from hand, they must reveal their hand if they can underdeck zero or only one. If they can underdeck both and satisfy the requirement, there is no reveal.

Harm

A card is harmed when it is targeted by an ability on a card of opposite alignment (a good card targeted by an ability on an evil card, or an evil card targeted by an ability on a good card) or when it is targeted by an ability on a neutral card an opponent controls. “Negative

effect” is sometimes used in place of or in conjunction with harm, but they mean the same thing.

Targeting an ability on a card (such as through prevent, interrupt, and negate) does not target the card, and therefore is not harm or negative effect.

Hero

Heroes are cards with a cross in the icon box. Heroes represent characters in the Bible who follow and serve God and His Plan. The primary goal of Heroes is to rescue Lost Souls.

Holder

When an ability of a card refers to the holder, it means the player that controlled the card when the ability activated. If your opponent controls one of your characters, he becomes the holder of that character for the remainder of the battle.



Icon Box

The icon box is located in the upper left corner of the card. It contains the icon for the card type, the brigade of the card, and the numbers (*/*) of the card. A dual icon card may have a second icon box in one of the other corners of the card, or two icons in the same icon box.

Identifier

An identifier is an attribute of a card that distinguishes it from other cards of the same type based on a descriptive aspect of the person, place, object, or concept that the card represents. Identifiers include, but are not limited to:

- Being type
- Gender
- Nationality
- Occupation
- Royal or political position
- Reference Testament, Book, Chapter or Verse
- Conceptual relationships (typically for Enhancements; involving music, etc.)

Identifiers are also used as explanations for certain parts of cards, such as defining numbers or abilities that have an X or a *, explaining how a non-standard card type is used, or to explain deck building rules that apply to a card. Abilities in identifiers are active while the card with the identifier remains in play or set-aside area.

Identifiers are especially significant when it comes to characters, as many abilities apply to characters based on certain identifiers. Identifiers are assigned to characters using the following guidelines:

- All printed identifiers on character cards are valid regardless of any other guidelines, unless errata is given to that card to fix an incorrect identifier.
- Unique characters are given references based on evidence from the Bible, Church History, or concepts from the Angel Wars series.
- Singular generic characters, that is, generic characters that represent a single person or being, receive identifiers that the reference verse applies to that generic person specifically. If it is uncertain from the verse whether that person could be given an identifier, then that identifier does not apply.
- Plural generic characters, that is, generic characters that represent a group of people or beings, receive all identifiers that can apply to any members of that group based on evidence from the Bible, Church History, or concepts from the Angel Wars series.
- When determining whether a character belongs to a particular civilization, there must be evidence to point to the origin of that character. Being born in a particular city or region is not normally sufficient to give a civilization identifier. Unless a character is a patriarch of a Nation their descendants are not inherently the same culture or civilization. Generally, characters are given identifiers for civilizations that they were born into, explicitly granted citizenship for, or for which there is explicit mention of their inclusion as a member of that civilization. Women are generally also given the civilization identifier of their husband, and children are generally given the civilization identifier of their father.
- All identifier determinations are made on a character-to-character basis.

In Play

“In play” means within the Field of Play. Cards that are considered in play include cards in territories and cards in any main battle or side battle that hasn’t been set aside by an ability. Many effects that don’t specify where their targets must be located can only target cards in play by default.

Initiative

A player with initiative may play the next Enhancement. Initiative is always given to the player who is losing the current battle. The losing player cannot pass initiative. If an ability is removing a losing player’s character from battle, they may have a specific type of initiative called [special initiative](#).

When there is a stalemate or a mutual destruction, the player who did not play the last card has initiative, but he must pass initiative if he does not play a card.



Land of Bondage

A player's Land of Bondage is located in that player's territory, and it is where the Lost Souls (including captured characters that are considered Lost Souls) that the player controls reside.

Land of Redemption

A player's Land of Redemption is a location outside of the Field of Play where Lost Souls and characters that are rescued by that player go to become Redeemed Souls.

Location

A location is where cards reside. Many locations are part of a larger location. The following are the locations in Redemption®:

In Play

Territory

- Land of Bondage
- Artifact Pile

Field of Battle

- Battle (current)

Out of Play

Land of Redemption

Set-Aside Area

Hand

Deck

Discard Pile

Banish Pile

Reserve Pile

Lone

See [Alone](#).

Lost Soul

Lost Souls represent people who neither follow God or His people (as Heroes do) nor directly oppose God or His people (as Evil Characters do) but rather need to be saved from sin and death. Lost Souls are always put in the Land of Bondage of the player who controls the card, unless an ability says otherwise. Abilities on Lost Souls are active while they are in a Land of Bondage and end when they are rescued unless they are specified to work in the Land of Redemption. When a Lost Soul is rescued, it becomes a Redeemed Soul in the rescuing player's Land of Redemption and is no longer a Lost Soul.



Matching

When comparing attributes of cards, two cards are matching if there is at least a partial match, based on the active identity of cards on the playing surface and the face value of cards at face value. If either or both cards has more than one of the compared attribute (such as a multi-brigade card), only one of that attribute has to match between the two cards for them to be considered matching.

Mutual Destruction

Mutual destruction is a state of battle or outcome of a battle. It can occur in one of two ways:

- The total strength of all characters and Enhancements on each side of the battle is greater than or equal to the total toughness of all characters and Enhancements on the opposing side. If a rescue attempt ends in this situation, all characters in battle are discarded, and the rescue attempt is successful.
- An ability removes all characters on both sides of the battle from the battle. If this ends the battle, then the rescue attempt fails.

N

Negative Effect

See [Harm](#).

Neutral Card

When an ability, modifier or deck building rule refers to a neutral card it means Artifact (grail or serpent icon), Site (pyramid icon), or Lost Soul (no icon).

Not in Battle

Cards “not in battle” are cards found in (1) territories, (2) set aside areas and (3) Lands of Redemption.

Numbers

The numbers of a card are the numbers in the icon box. Individually, they are [strength](#) (*/) and [toughness](#) (/*)).

O

Occupied

A Site that contains a Lost Soul is considered occupied. A Site remains occupied until the Lost Soul is rescued, discarded, or removed by an ability. A Fortress is considered occupied if it has a hold effect and a card is currently being held.

On Return

The phrase “on return” is used with some set aside effects and specifies what effect happens when the character returns from set-aside area to the Field of Play.

Opponent

An opponent is any other player in the game. However, the word opponent can be specific or general. Normally, when a single opponent is indicated, the player may select any other player and target him or his cards. “Opponents” or “each opponent” refers to all other players in the game.

During the Battle Phase, however, the specific “opponent”, “your opponent”, or “opponent’s” means the other player engaging you in battle. The general “an opponent”, “any opponent”, or “one opponent” can still be selected by the player.

Several cards in Redemption® refer to “opponent’s cards” (e.g., opponent’s Heroes). For a card to be considered an “opponent’s card”, that player must be the owner of the card as well as have control of the card. An “opponent’s” ability is an ability on an “opponent’s” card.

Opposed and Opposing

A character is opposed if there is a character on the other side of the battle. All cards on one side of a battle are opposing all cards on the other side of the battle.

Orange Brigade

Orange is descriptive of the fire of hell.

“And if thine eye offend thee, pluck it out: it is better for thee to enter into the kingdom of God with one eye, than having two eyes to be cast into hell fire: Where their worm dieth not, and the fire is not quenched.” – Mark 9:47-48

“And the devil that deceived them was cast into the lake of fire and brimstone, where the beast and the false prophet are, and shall be tormented day and night for ever and ever.” – Revelation 20:10

Out of Play

“Out of play” means outside the Field of Play. Cards that are considered out of play include cards in hands, decks, Reserves, discard piles, banish piles, set-aside areas and Lands of Redemption.

Owner

When a reference is made to the owner of a card, it means the player from whose deck or Reserve the card originated.

P

Pale Green Brigade

Pale green is descriptive of death.

“And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him. And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth.” – Revelation 6:8

The KJV uses the word “pale”. The actual word used by John here was the Greek word *chloros* or greenish from the Greek word *chloe* or green.

NOTE: Cards from the Limited Edition series look bright green instead of pale green. Treat as the same brigade.

Pass

During a mutual destruction or stalemate, a player with initiative may pass. This transfers initiative to the other player involved in the battle. If initiative passes three times and no Enhancement is played, then the battle moves to battle resolution.

Permanent Control

If a player has permanent control of a card, then he can treat that card as if it came from his deck. By default, a player has permanent control of all cards on the playing surface that he owns. A player also has permanent control of all cards in their hand. A player may gain permanent control of an opponent’s card with a take or give effect that targets that card, or by using an exchange effect that exchanges one of the player’s cards with an opponent’s card. See [Control](#).

Permanent Controller List

While a card is under the permanent control of any player, it maintains a list of the players that have had permanent control, as well as the effect that gave that player permanent control. The first entry is always the owner, even if it was initially under the permanent control of another player. If an effect changes permanent control to a new controller (as opposed to reverting to a previous controller), it adds an entry to the end of the list. If the effect has a duration, when the duration ends, the corresponding entry is removed, and if it was the entry at the end of the list permanent control reverts to the player in the entry currently at the end of the list. If an effect specifically reverts permanent control to a previous controller, it reverts to the indicated entry and removes entries after it. If an effect specifically reverts permanent control to the owner, the list reverts to the first entry and removes all other entries.

Play

A card is considered “played” if it meets these criteria:

- You play an Enhancement when it is used by a character, unless it is being used by a character in battle because the previous character to use it has been removed from battle.
- You play a character or rainbow Site by putting it in your territory or your side of the battle.
- You play any other card type by putting it face up on the playing surface from hand, deck, Reserve, Artifact pile or discard pile due to your ability or game action, except when you discard a card from hand.

Note: Play can be an ability, but is more broadly a game action. An ability is only considered a play ability when it contains the word play, and is not referring to the Field of Play. Any other action or ability that results in a card being played is not a play ability, but is an example of a play game action. For example, “You may play an Enhancement” is a play ability, while “You may band a Hero into battle from hand” is not a play ability, since it does not contain the word play, even though the character banded from hand is considered to have been played by the player who used the ability.

Played Against

A card is played against the opposing characters in battle. It is not the targets of the effects of the abilities on the card. If a card is played outside of battle or while there are no opposing characters in battle, it is not played against anything.

Played By

A card is played by a player when that player plays it due to an ability or a game action. When an Enhancement is played by a player, it is also [used by](#) a character.

Player

A player is anyone who is playing the game. If an ability says “player”, as in “Player must do X” then it refers to the person who activated the ability. If an ability says “a player” or “any player” then it can refer to any person playing the game.

Playing Surface

The playing surface is where the game is taking place. This is sometimes called “the table”.

Preparation Phase

The Preparation Phase is the third phase of a player’s turn, succeeding the [Upkeep Phase](#) and preceding the [Battle Phase](#). During the Preparation Phase, the player can:

- Put a character in territory
- Equip a weapon class Enhancement to a warrior class character in territory
- Put a Site in territory
- Put a Lost Soul into a Site
- Play a Fortress (in territory unless otherwise specified on the card)
- Add or remove cards from a Fortress depending on the hold ability of the Fortress
- Put an Artifact face down in the Artifact pile
- Activate an Artifact on your Artifact pile (limit once per turn)
- Activate an Artifact in a location other than your Artifact pile, depending on holds or activate an Artifact abilities
- Play an Enhancement with a set-aside ability
- Play an Enhancement with a heal ability
- Play a territory class Enhancement
- Return a card in set-aside area

All these actions are repeatable (unless a limit is specified) and can be performed in any order.

Purple Brigade

Purple is descriptive of royalty.

“And the weight of the golden earrings that he requested was a thousand and seven hundred shekels of gold; beside ornaments, and collars, and purple raiment that was on the kings of Midian, and beside the chains that were about their camels’ necks.” – Judges 8:26

R

Random

Several cards in Redemption® require a player to select a random card. Prior to selecting a card from the specified location all cards in that location must first be shuffled regardless of protection or restriction.

Red Brigade

Red is descriptive of military might.

“The shield of his mighty men is made red, the valiant men are in scarlet: the chariots shall be with flaming torches in the day of his preparation, and the fir trees shall be terribly shaken.” – Nahum 2:3

Redeemed Soul

Redeemed Souls are cards that have been rescued and are in the Land of Redemption. Lost Souls, captured humans being treated as Lost Souls or humans that are rescued are put in the Land of Redemption, where they become Redeemed Souls and are no longer a Lost Soul.

Rescue

A rescue frees a Lost Soul (or captured human being treated as a Lost Soul) being held prisoner in the Land of Bondage and moves it to a Land of Redemption. Some cards also allow humans to be rescued.

Removed from Battle

A character is removed from battle when they move from the Field of Battle to another location. A character moving between battles within the Field of Battle has not been removed from battle. A character is removed from battle by an ability if the ability directly moves them to a new location, or the ability triggers a game rule that moves them to a new location. A character is not removed from battle if the ability that brought them into battle is negated, as they are not considered to have been in battle.

Rescue Attempt

A rescue attempt is the effort to recover a Lost Soul from the Land of Bondage by battle. A rescue attempt battle is initiated when a Hero is put in the Field of Battle. The battle is considered a rescue attempt if a Hero has access to a Lost Soul at any point in the battle. A player is allowed one rescue attempt per turn unless a card states otherwise. However, once a player has made a successful rescue attempt, they may not make another rescue attempt until each other player has had a turn.

If a rescue attempt is successful, a Lost Soul is surrendered or the rescue is insteaded by releasing captured characters. A rescue attempt is successful if the Hero(es) win the battle and have access to a Lost Soul, or if a card played in battle causes either result of a successful rescue to occur.

If a rescue attempt becomes successful in the middle of the battle, it continues as a battle challenge and no Lost Soul can be rescued during battle resolution. Effects and game rules

that trigger on a successful rescue attempt resolve at this point. Effects and game rules that trigger after a successful rescue attempt resolve as usual during battle resolution.

A rescue attempt has failed if at any point during the battle it was a rescue attempt and the rescue attempt is not successful.

Rescuer

When a Lost Soul refers to the rescuer, it is referring to the player that rescued it. Other cards that refer to the rescuer are referring to the [rescuing](#) player.

Rescuer's Choice

This is an optional rule, where before a player begins a rescue attempt, he must announce which Lost Soul he is trying to rescue. That is the only Lost Soul he is eligible to rescue and for the remainder of that Battle Phase, that Lost Soul is protected from being rescued by other players. If that particular Lost Soul is taken out of play prior to the end of the battle, then the rescuer will not rescue a Lost Soul even if his Hero(es) win the battle. NOTE: Type II Tournament Rules are always played under the Rescuer's Choice rule.

If a Lost Soul chosen with Rescuer's Choice is exchanged with another Lost Soul, the Lost Soul that was exchanged for becomes the new chosen Lost Soul.

If a chosen Lost Soul is shuffled into a player's deck or discarded, the Lost Soul is no longer a chosen Lost Soul, and cannot be rescued even if it is returned to the Field of Play during that battle.

Rescuing

A Hero is a rescuing Hero if it is currently involved in a rescue attempt, regardless of whether it has access to a Lost Soul. All Heroes that are in battle during battle resolution of a successful rescue attempt are rescuing Heroes. A player is rescuing if they control a rescuing Hero.

Reserve

The Reserve is a pile of cards that is only targetable by cards that specifically target the Reserve. It is checked in simultaneously with the deck but is not part of the deck. The contents of the Reserve are known information for the player that owns the Reserve, and the Reserve is viewable by that player provided no effects are resolving.

Round

A round consists of one turn of each player in the game, and is completed when every player has taken a turn.

S

Set-Aside Area

The set-aside area is a location outside the Field of Play. When a card is set-aside, it is moved to the set-aside area of the player with permanent control. Cards that are set-aside typically remain in the set-aside area for a specified number of turns, or until a certain condition is met. Some Fortresses are set aside immediately when played, and they remain in the set-aside area for the remainder of the game unless an ability says otherwise.

Silver Brigade

Silver is descriptive of God's word.

"The words of the Lord are pure words: as silver tried in a furnace of earth, Purified seven times." – Psalm 12:6

Site

Sites represent locations mentioned in the Bible. These cards are put in each player's territory within the Field of Play. Sites remain in play until they are removed by an ability.

Sites are identified by pyramids in the icon box. Rainbow Sites are a special class of Sites, denoted by the rainbow-colored icon box. Abilities on Sites (except rainbow Sites) are always active. Abilities on rainbow Sites activate upon entering battle and remain active while in battle.

The attacking player may add an unoccupied Site to battle from their territory any time they control a Hero in battle. A Site in battle grants the Hero(es) in battle access to any Lost Soul in a Site of matching brigade.

Special Initiative

When a player is controlling character(s) in battle and a completing effect of an opponent's ability, or a game rule that has been triggered by an effect of an opponent's ability, would leave that player with no character in battle when the effect has completed, they have Special Initiative.

When this occurs, suspend the card causing the removal and additional abilities or effects waiting to activate (currently active ongoing abilities remain active). The player with their character(s) being removed has the opportunity to play an Enhancement that will interrupt or negate both the effect causing the removal (or that triggered the corresponding game rule) and the ability containing that effect. If the card with the removing effect was already

removed from play due to one of its effects, it may still be targeted during Special Initiative by an Enhancement that specifically targets its card type.

This only occurs once per completion of an effect of an opponent's ability. If a removing effect is negated (or cannot reactivate after an interrupt effect is played) and the negate (or interrupt effect that prevented reactivation) is later undone such that the original removing effect reactivates, this would trigger a separate instance of Special Initiative.

Stalemate

Stalemate is a state of battle or outcome of a battle. It can occur in one of three ways:

- The total strength of all characters and Enhancements on each side of the battle is less than the total toughness of all characters and Enhancements on the opposing side.
- Protect, ignore, or immune effects cause both sides of a battle to have less effective strength than the effective toughness of the opposing side. See [Immune and Protect](#) or [Ignore](#).
- An ability ends the battle as a stalemate.

Strength

A card's strength represents how well a card can inflict damage on opposing cards. The first number in the icon box of every card indicates the strength (*).

Successful Block

See [Block](#).

Successful Rescue Attempt

See [Rescue Attempt](#).

Surviving Character

A surviving character refers to any character that is still in battle after step 4 of [Battle Resolution](#).

I

Target

In Redemption®, the target(s) of an effect are the card(s), abilities, or player(s) that the effect performs the action on.

Taunting

An Evil Character is taunting if it is attacking in a battle that began as a taunt battle challenge.

Teal Brigade

Teal is descriptive of priests.

“And you shall put settings of stones in it, four rows of stones: The first row shall be a sardius, a topaz, and an emerald; this shall be the first row; the second row shall be a turquoise, a sapphire, and a diamond; the third row, a jacinth, an agate, and an amethyst; and the fourth row, a beryl, an onyx, and a jasper. They shall be set in gold settings.” – Exodus 28:17-21

Teal is a greenish shade of blue, similar to turquoise. The priestly breastplate, worn by the high priest, contained 12 precious stones, one of which was turquoise. The turquoise stone was in the second of four rows.

Temporary Control

A player has temporary control of a card when they are able to use that card as one of their own but do not have permanent control of the card. A player may gain temporary control of an opponent's card with a band effect that targets that card. See [Control](#).

Territory

Each player controls an area in the Field of Play referred to as his territory. A player's territory is where he can put his Artifacts (the Artifact Pile is in territory), characters, Fortresses, and Sites. The player's Land of Bondage, where he keeps Lost Souls he controls, is also in the territory.

Territory Class Character

Territory class characters have abilities that activate when put in battle in the same way as all other characters. The abilities also activate each time the character is put in a territory. Territory class character abilities that are active outside of battle are active while the character remains in the territory. Territory class characters are distinguished by a tan icon with a tent and palm trees below the icon box.

Territory Class Enhancement

Territory class Enhancements can be played in battle in the same way as normal Enhancements, or they can be played on a character in your territory during your Preparation or Discard Phase. If played outside of battle, they are discarded when their abilities are

complete, unless otherwise specified. Territory class Enhancements are distinguished by a tan icon with a tent and palm trees below the icon box.

Their

Several cards in Redemption® identify a player and refer to cards that are “their” cards (e.g., their Enhancements, their Evil Character). For a card to be considered “their” card, they must be the owner of the card as well as have control of the card. “Their” ability is an ability on “their” card.

Token

A token is a generic representation of a card type. A token is treated like any other card of that type. If a token would be moved to a hand, deck, discard pile, banish pile or Reserve, it ceases to exist.

Toughness

A card’s toughness represents how well the card is able to withstand opposing strength. The second number in the icon box of every card indicates the toughness (/*)).

Turn

A turn begins with the [Draw Phase](#) and progresses through the [Upkeep Phase](#), [Preparation Phase](#) and [Battle Phase](#) before ending with the [Discard Phase](#). A player announces he is finished at the end of his turn. Cards that say “per turn” or “for X turns” mean “for each of your turns” or “for X of your turns”. Turns are counted for the player that controls the target of the ability, not the player that controls the ability. If an ability targets cards from multiple players, turns are counted separately for each player.

U

Unique Card

Many cards have the identifier unique. A character is unique if any of the following is true. if none of the following are true, the character is considered generic for all gameplay and deckbuilding rules:

1. The card has the “Unique” identifier, or has been given errata to make it unique.
2. The card title is a name or names of specific person(s) or being(s).
3. The card represents a specific person(s) or being(s), or a specified quantity of persons or beings, who is related to person(s) or being(s) whose name is in the card title.
4. The card title begins with “The”.
5. The card represents a supernatural leader or ruler of an army or realm (physical or spiritual).

6. A reprinted version of the card is unique per any of the above definitions.

All Dominants, Fortresses and Artifacts are considered unique. Curses and Covenants when used as an Artifact are considered unique. Cities when used as a Fortress are considered unique. Players may only control one of each unique card in his territory, set-aside area, or his side of battle. Different cards that represent the same character are also considered unique with each other, even if aspects such as the title, brigade, numbers, special ability, card art or reference are different. See [Duplicate Cards](#).

Unity

Unity is an identifier on some cards that appears in the format "Unity: X (Y)" and means "If all of your X are Y". If a card has the unity identifier, the special ability and abilities in identifiers (such as holds, activate, and taunt) can only activate if the unity condition is true. Unity is not true if there is not at least one card that fits in X. If unity ceases to be true after an ability is activated, no abilities on the card can be used until unity is true again.

Upkeep Phase

The Upkeep Phase is the second phase of a player's turn, succeeding the [Draw Phase](#) and preceding the [Preparation Phase](#). During a player's Upkeep Phase, a turn is added to the count of set-aside, paralyze, poison, disease, or other abilities with a turn count that affect cards controlled by them. The active player also activates any abilities they control that trigger or can be activated during the Upkeep Phase.

Use an Ability

A player is considered to have used an ability when that ability is completed on a card they control. To be considered used, the ability must complete, meaning it cannot be prevented or affected by an instead modifier.

An optional ability (usually indicated by "may") is not considered completed if the controlling player chooses not to activate it, but it is considered completed if they either choose to activate it or if it is not optional.

An ability is considered used if it completes, even if there is no effect or if the effect involves other players.

Used By

An Enhancement is used by a character when one of the following is true:

- the Enhancement is equipped to a character that enters battle
- the Enhancement was placed on the character with a triggered play effect
- the Enhancement is moved from a location or being held onto the character unless:
 - the Enhancement is a weapon being equipped to a character in a territory OR
 - the Enhancement is being placed by an ability

- the Enhancement was used by a character that has been removed from battle and can be used by another character on the same side of the battle

When an Enhancement is used by a character, the special ability on it activates unless it is being used by a character in battle because the previous character to use it has been removed from battle. When an Enhancement is used by a character, that character gains the benefit of the numbers on the Enhancement.



Warrior (Class Character)

A warrior class character is a special kind of character marked by a shield icon under the icon box. A warrior class character may retain one weapon class Enhancement outside of battle. Warrior class characters are often referred to as “warriors”.

Weapon (Class Enhancement)

A weapon class Enhancement is a special kind of Enhancement marked by a shield icon under the icon box. Weapon class Enhancements may be retained by warrior class characters outside of battle, and may be equipped to a warrior class character during a player’s Preparation or Discard Phases. Weapon class Enhancements are often referred to as “weapons”.

The special ability on a weapon only activates in battle. Once equipped, weapons are always treated as equipped cards and follow the characters equipped with them to any location they are moved to, except when the equipped character is captured or rescued, in which case the weapon is discarded.

During battle, weapons can also be played using the rules of initiative, as regular Enhancements. During battle resolution, when Enhancements are normally discarded, if a warrior is not equipped with a weapon, the character’s controller may equip a weapon in battle to that character.

While in Battle

While in battle means “while this card is in battle”.

White Brigade

White is descriptive of glory and majesty.

*“And I saw a great white throne, and him that sat on it, from whose face the earth and the heaven fled away; and there was found no place for them.” –
Revelation 20:11*



Your

Several cards in Redemption® refer to cards that are “your” cards (e.g., your priest, your Heroes, your demons, your warrior class Evil Character). For a card to be considered “your” card, you must be the owner of the card as well as have control of the card. “Your” ability is an ability on “your” card.