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**Introduction**

*Redemption®* is a collectable trading card game of biblical adventure. Players use Heroes to rescue Lost Souls, overcoming any Evil Characters who oppose them.

In *Redemption®* you may custom build your own deck. Designing a new deck allows you to continually discover new strategies for victory. To build your deck, you may purchase booster packs where common, uncommon, rare, or ultra rare cards are found. Trading cards is fun, too!

Inspiration for all *Redemption®* cards is taken from the Bible. We at Cactus Game Design strive to provide the best scriptural reference on every card. Not all of the card concepts, because they incorporate multiple chapters in the Bible, can be printed on a single card. If you have a question, please look it up in your Bible. Read all relevant verses given in Scripture. If you find any mistakes, please write and tell us.

**Our Mission**

Games are marvelous tools for bringing people together for fun and fellowship, and fellowship is our purpose. *Redemption®* is a game that is both entertaining and edifying. I invite you to explore, learn, enjoy, and share the *Redemption®* experience!

Enjoy the fun and master the strategies!
Rob Anderson, Designer
Rescues: Your Hero (cross icon card) rescues a Lost Soul if the Hero crosses the Field of Battle to reach the Lost Soul in your opponent’s Land of Bondage. Sometimes a Hero is unopposed, but usually your Hero must defeat an opposing Evil Character (dragon icon card) in the Field of Battle. The Evil Character is defeated if one of these happens:

- Your Hero’s strength (/*) is greater than or equal to the blocking Evil Character’s toughness (/*), or
- Your Hero ignores the blocking Evil Character, or
- The blocking Evil Character is removed from battle (by being converted, discarded, removed from the game, captured, returned to territory, etc.)

Your Hero is made stronger with good enhancements (Bible icon cards). Your opponent’s Evil Character is made stronger with evil enhancements (skull icon cards). The brigade color of the enhancement must match the brigade color of the character using the enhancement.

When the Evil Character(s) in battle is defeated, your opponent must surrender a Lost Soul from his Land of Bondage. Then that Lost Soul goes to your Land of Redemption®. The rescue attempt is successful, and the Lost Soul is now called a Redeemed Soul. However, if you do not defeat the blocking Evil Character(s), your rescue attempt fails.

You are permitted a maximum of one rescue attempt per turn unless a card states otherwise.

Winning: You keep score by the number of Redeemed Souls found in your Land of Redemption®. The player with the most Redeemed Souls wins. A game usually ends when one player has rescued five (5) Lost Souls.
NEW PLAYERS

The two decks included with this rulebook are ready to play. One player should use Deck G and the other player should use Deck H. We strongly recommend that you play a few games with these basic decks before adding cards.

This rulebook introduces many card titles, game terms and definitions. Game terms are italicized throughout the rulebook. They can be found in the GLOSSARY OF TERMS. Card titles are in italicized and bold font.

Once you have learned how to play the game, you can begin to build your own decks. Additional game cards can be found in the booster packs. Rules for deck construction follow the GLOSSARY OF TERMS.

Additional Redemption® Resources can be found at our downloads page at www.cactusgamedesign.com

- Sample Game is a complete scripted game using the cards found in this 10th Anniversary Starter Set.
- Redemption® Exegesis Guide (REG) is the companion to this rulebook. This rulebook and the REG are the official sources for answers to Redemption game questions.
- Complete Card List is a list of all Redemption cards ever printed including their function in the game.
- Tournament Guide is your source to prepare for official Redemption tournaments.
Beginning a Game

Begin Redemption® with a legal deck. (See DECK BUILDING RULES). Counters will also be necessary (coins, chips, dice, etc.). You will use counters for numbering turns, marking a card’s ability or signaling changes throughout the game.

Start by thoroughly shuffling your deck. Your opponent(s) may also shuffle your deck. After completing your shuffle, cut your opponent’s deck by leaving at least five (5) cards in the smaller pile. When more than two people are playing, each player will cut the deck of the player to his left.

Each player draws eight (8) cards to form a starting hand.
Rules for drawing cards:
- Cards are always drawn from the top of the player’s own draw pile and placed in the player’s hand.
- Each time you draw a Lost Soul at any time in the game, it is immediately placed in your Land of Bondage and replaced by drawing another card.
- You may not look at cards in any draw pile or discard pile (other than the top card of the discard pile) unless a special ability on a card allows a player to search a deck. The deck is always reshuffled when this occurs unless a card states otherwise.

The player who draws the most Lost Soul cards decides who will take the first turn. If two or more players draw the same number of Lost Soul cards, roll a die (or use some other random method) to determine who will choose the player to take the first turn. The player selected to go first will begin his first turn. (See DIAGRAM OF A TURN). The person to the player’s left takes the next turn. A round is completed when each player finishes one turn.

**DIAGRAM OF A TURN**

1. **Draw Phase** - You draw three (3) cards and add them to your hand.

2. **Upkeep Phase** - You must change counters if needed.

3. **Preparation Phase** – You may perform any number of these actions in any order. Actions may be repeated unless a limit is stipulated:
   a) Place a character (cross or dragon icon) into your territory.
   b) Place an artifact face down in your artifact pile.
   c) Activate an artifact by placing an artifact face up on
your artifact pile (limit once per turn).
d) Place a site into your territory.
e) Place a Lost Soul into a site.
f) Set aside a character.
g) Return a character from your set-aside area and place it back into your territory.
h) Place a weapon-class enhancement on a warrior-class character in your territory.
i) Place a fortress on the table as described on the fortress. At this time its special ability becomes active.
j) Place or remove a card in a fortress as described on the fortress.

4. Battle Phase - Follow these steps in order:
a) You may begin a rescue attempt or battle challenge by placing a Hero into the Field of Battle. If you make a rescue attempt or battle challenge, go to step b. Otherwise, skip to the Discard Phase.
b) Your opponent may block your Hero by placing an Evil Character into the Field of Battle.
c) Check for initiative. The player with initiative may play an enhancement (or pass if allowed). Repeat this step as necessary.
d) Resolve the rescue attempt or battle challenge.

5. Discard Phase – You may perform any number of these actions in any order. Actions may be repeated:
a) Place a character (cross or dragon icon) into your territory.
b) Place an artifact face down in your artifact pile.
c) Place a site into your territory.
d) Set aside a character.
e) Place a weapon-class enhancement on a warrior-class character in your territory.
f) Place a fortress on the table. At this time its special abil-
ity becomes active. When you have performed all of these actions that you wish, you must decrease your hand to eight (8) cards or less. Discard cards from your hand if necessary. This ends your turn.

1. Draw Phase
On your first turn, skip the Draw Phase and play with your starting hand. On your second turn, and each turn after this, you draw three (3) cards. If you draw a Lost Soul, instead of placing it in your hand, place it in your Land of Bondage and draw a replacement card.

2. Upkeep Phase
You must change counters if needed. Add counters to any of your characters that were set aside on a previous turn. Mark reductions on any of your characters that were poisoned or infected on a previous turn.

3. Preparation Phase
During the Preparation Phase, you place cards onto certain parts of the table. (See PLAYER’S CARD ARRANGEMENT).

Characters: You may place any number of characters (Heroes or Evil Characters) into your territory. Characters put into play remain in play for the rest of the game unless defeated in battle or removed from play by a special ability.

You may not have character cards with the name of the same person in your territory, set-aside area or in the Field of Battle at the same time.
Player’s Card Arrangement
OUT OF PLAY

Land of Redemption

Draw Pile
Discard Pile

Set-Aside Area
Example: You may have more than one Moses in your deck or hand, but you are allowed only one Moses in your territory, set-aside area or the Field of Battle. Something could happen in the game that would cause you to have two cards named Moses in your territory or Field of Battle. If it does, you must select and discard one of these cards. Also, you cannot band in a character with the name of the same person as a character already in the Field of Battle.

Character names for Heroes such as: Seraphim, Faithful Servant, and Mighty Warrior are not the same character. These names identify types of people. Evil Characters such as: Stone Throwers, Chaldeans, Locust from the Pit, and Astrologers are not the same character. These are names of groups. You can have more than one of these characters in your territory or in the Field of Battle at the same time.

Sites: You may place any number of sites into your territory.
Site Maintenance: You may move your site to your Land of Bondage and place a Lost Soul into the site. Place the Lost Soul on the site so that the icon box on the site is visible. (See PLAYER’S CARD ARRANGEMENT). A site that holds a Lost Soul is considered occupied. Once a site is occupied, neither the Lost Soul nor the site can be moved until the Lost Soul is rescued or discarded. Only one Lost Soul card may be held in a site at a time (unless a special ability says otherwise). The special ability on a single-colored site is active only while it is occupied.

Artifacts: You may place any number of artifacts face down in your artifact pile.
Artifact Activation: Only one artifact in the artifact pile may be active at a time. Once per turn, you may select one artifact to be activated and flip it face up on your artifact
pile. The face up artifact becomes active and cannot be changed until your next turn. To change the activated artifact, you select a new artifact and place it face up on the artifact pile and return the other artifact face down in the artifact pile. If you choose to have no artifacts activated, you may turn the top artifact face down.

Some artifacts state that they may only be used a limited number of times. When this use limit is reached, the artifact is immediately discarded and therefore may not be negated. If the artifact is used and the use limited has not been reached, then its effect and use may be negated during the turn phase that its special ability was used. Artifacts that contain the phrase “regardless of . . . outcome” are also considered used even if their effect is duplicated by another card.

Example: You activate the artifact Ark of the Covenant which has the special ability, “Regardless of battle outcome, any Evil Character an opponent uses to block a rescue attempt is discarded at the end of battle. Limit Holder to two such discards per game.” During the battle your Hero’s strength is enough to discard your opponent’s blocking Evil Character. Nevertheless, since you activated Ark of the Covenant, you must still count this discard as one of your two discards with Ark of the Covenant.

Some artifacts affect all players. These include Altar of Incense (i.e. it protects all Old Testament Heroes from discard by a special ability, not just the Heroes of the player who activated it), King's Sword, and Household Idols.

Others are read only from their owner's perspective. Artifacts that have a limit on how many times they can be used or include the word "owner" or “holder” are not used
against their owner. These include Temple Veil, Holy Grail, Ark of the Covenant, Unholy Writ, Chariot of Fire, Tables of the Law, and Elijah's Mantle

**Weapon-class Enhancements:** You may place a *weapon-class enhancement* on a *warrior-class character* in your territory.

**Fortresses:** You may place any number of *fortresses* on the table as described on the *fortress*. You may add or remove cards in a *fortress* as described on the *fortress*. You may only hold your own cards in a *fortress* unless a card states otherwise. A *fortress* may not be used to gain access to an opponent’s sites.

**Note:** All *artifact*, *covenant*, and *fortress* cards are unique. You are allowed one of each card type with the same name in play at a time.

**Set Aside a Character:** You may *set aside* a *character* with a *set-aside enhancement* or return a *character* from a *set-aside area* to your *territory*. You may only return *characters* from your *set-aside area* during your Preparation Phase. HINT: Plan ahead when setting aside an Evil Character. You may need that Evil Character to block during an opponent’s turn.

**4. Battle Phase**

If there is a *Lost Soul* in an opponent’s *Land of Bondage*, you may make a *rescue attempt*, provided your *Hero* has access to the *Lost Soul*. (See Access to a Site). If there is no *Lost Soul* in an opponent’s *Land of Bondage* that your *Hero* can access, you may make a *battle challenge* or skip to your *Discard Phase*.
Access to a Site: To rescue a *Lost Soul* in a *site*, a *Hero* must have access to the *site*. If a *Hero* does not have access to a *Lost Soul*, then the battle is a battle challenge. A *Hero* has access to a *site* if:
a) The *Hero’s icon box* contains a matching *brigade* color in the icon box of the *site*, or
b) A *special ability* gives the *Hero* access to the *site*, or
c) An unoccupied *site* is placed in *battle* with the *Hero* and the *icon box* on the unoccupied *site* contains a matching *brigade* color in the *icon box* of the occupied *site*. The unoccupied *site* can be added at any time during the *battle*, but it must come from the *player’s territory*. If the *Hero* is defeated in *battle*, the *site* returns to the *owner’s territory*. The *special ability* on a multi-colored *site* is active only when the *site* is in *battle* and being used to give a *Hero* access to a *site*.

A) PRESENT HERO - You begin a rescue attempt or battle challenge by placing a *Hero* in the *Field of Battle*. The *Hero* can be played from your hand or your *territory*. Some *Heroes* have a *special ability* printed over the picture on the card. This *special ability* does not become active until the *Hero* enters *battle*. Once the *Hero* enters *battle*, the *special ability* is activated. The instructions on the card must be applied at that moment. If the *special ability* includes the word “may,” you can choose to activate the *special ability* or skip it for that *battle*.

Example 1: You put the purple *brigade* *Hero* Parmenas into the *Field of Battle*. His *special ability* reads, “If your *opponent* has more cards in *hand* than you, you may *draw* two cards.” This should be done before you or your *opponent* play any other cards. Even if your *opponent* is not going to *block* your rescue attempt or battle challenge, once you place *Parmenas* into *battle*, and if your *opponent* has more
cards in hand than you do, you may draw two cards from your draw pile.

Example 2: You make a rescue attempt with James, son of Zebedee, a purple brigade Hero with abilities 8/6 and the special ability, “May band to John.” Since the special ability includes the word “may,” you can choose to band John, a purple brigade Hero with abilities of 7/8, into battle (assuming there is a John in the Field of Play or your hand), or you can choose not to band. However, you must decide at this moment. You may not use that special ability later in the battle. You choose to band. Your two Heroes are attacking with combined abilities of 15/14.

Example 3: The Hero Midwives has the special ability, “Return all male heroes with an Exodus reference from your discard pile and put them in your territory.” Since the special ability does not include the word “may,” you do not have a choice. It must be done. Of course your opponent could play a card to interrupt and/or negate the special ability of Midwives.

Example 4: The Hero Aaron has the special ability, “May band to Miriam. Protect all active Holy of Holies artifacts from discard while Aaron is in play.” The first sentence of the special ability is the same as example 2. The second sentence of the special ability activates for the battle. As long as it isn’t negated during that battle, it remains in effect until Aaron is discarded because the special ability says, “while Aaron is in play.” Special abilities that work “while in play” or “until discarded” must be activated initially by putting the Hero in battle.

B) BLOCK - Your opponent must decide whether to block your rescue attempt or battle challenge. If your opponent
chooses to block, he should place an Evil Character into the Field of Battle to fight your Hero. This Evil Character can come from his territory or his hand. Some Evil Characters have a special ability printed over the picture on the card. This special ability does not become active until the Evil Character enters battle. Once the Evil Character enters battle, the special ability is activated. The instructions on the card must be applied at that moment. If the special ability includes the word “may,” your opponent has the choice of activating the special ability or skipping it for that battle.

Example 1: Your opponent blocks with Sadducees who has the special ability, “May band to all Sadducees.” Since the special ability includes the word “may,” your opponent has the choice (assuming there is one or more Sadducees in the Field of Play or your opponent’s hand) to band to all available Evil Characters in the Sadducees category or not to band. However, your opponent must decide at this moment. He may not use Sadducees’ special ability later in the battle.

Example 2: Your opponent blocks with Egyptian Horsemen. The special ability reads, “Discard the top card from your opponent’s draw pile or draw a card from yours.” This is not a choice. When your opponent puts Egyptian Horsemen into the Field of Battle to block your rescuing Hero, the special ability of Egyptian Horsemen is activated. You must follow the instructions on the special ability of Egyptian Horsemen before your or your opponent play any other cards.

NOTE: If a “draw a card” or “discard top card from draw pile” special ability is negated, the drawn card or discarded card should be placed back on top of the draw pile. Do not shuffle the draw pile.
Example 3: The Evil Character Evil Angel has the special ability, “Discard any silver brigade Hero of 6/6 or less in play or in a set-aside area.” When your opponent puts Evil Angel into the Field of Battle to block your rescuing Hero, he must discard one silver brigade Hero of 6/6 or less if there is one in play or a set-aside area. This is not a choice because the special ability does not include the word “may.” If you block a rescue attempt using Evil Angel, and you are the only player with a silver brigade Hero of 6/6 or less in play or in your set-aside area, then you must discard one.

Example 4: The Evil Character Death & Hades has the special ability that reads, “Reduce opponent's hand to 7 cards until this character is discarded (or 9 cards if rescuer has Tables of the Law activated)”. This special ability activates for the battle. As long as it isn’t negated during that battle, it remains in effect until Death & Hades is discarded due to the fact that it works “until discarded.” Special abilities that work while in play or until discarded must be activated initially by putting the Evil Character in battle.

If your opponent does not block your rescue attempt or otherwise stop your Hero, then your Hero crosses the Field of Battle unchallenged and rescues one Lost Soul. A dominant may be played to prevent this. (See DOMINANTS PLAYED DURING THE BATTLE PHASE).

NOTE: Certain artifacts may stop a Hero from rescuing a Lost Soul. Unholy Writ is one such artifact. This artifact can be used to capture a human Hero even if no Evil Character blocks.

If your opponent does not block your battle challenge, this counts as a successful battle challenge. Your Hero must now withdraw from the Field of Battle back to your terri-
tory without playing any enhancements.

NOTE: Certain Heroes have a special ability that allows a player to play an enhancement before being blocked. Ethiopian Treasurer is one such Hero. This enhancement takes effect even if no Evil Character blocks.

C) DETERMINE INITIATIVE, PLAY AN ENHANCEMENT, REPEAT - If you have a Hero(es) in the Field of Battle and your opponent has an Evil Character(s) in the Field of Battle, you need to check for initiative. Your Hero(es) is in one of four possible situations: (See SITUATION DESCRIPTIONS).

a) Losing
b) Winning
c) In a mutual destruction
d) In a stalemate

The player whose character(s) is losing after a card has been played has initiative. If the characters are in a mutual destruction situation or a stalemate, then the player who did not play the last card has initiative.

If you have initiative, you may play an enhancement. The brigade color of the enhancement must match the brigade color of the character using the enhancement. Multi-colored good enhancements may be used by any Hero, and multi-colored evil enhancements may be used by any Evil Character. You can only play (activate) enhancements on characters that are in the Field of Battle. (See EXCEPTIONS TO ENHANCEMENTS PLAYED IN THE FIELD OF BATTLE). The effects of the abilities (*/*) on the enhancement are always used to increase the abilities (*/*) of the character upon which the enhancement is played.
Example: (Assume you have the initiative to play all cards in this example). You are making a rescue attempt with Asahel, a red brigade Hero with abilities of 5/4. You play Hope, a red brigade enhancement, which increases Asahel’s abilities by 2/2 for a total of 7/6. You then play Arrow of Deliverance to increase Asahel’s abilities by 4/2 for a total of 11/8. Only Asahel is benefiting from the abilities (*/*) on these enhancements.

The special ability (written on the picture of most enhancements) can only be played (activated) on a character in the Field of Battle. The special ability may affect the character using the enhancement (example: Pillar of Fire). It may affect the opposing character (example: Blood of the Lamb). It may affect other cards outside of the Field of Battle (example: Plague of Boils). It may affect the holder of the character (example: Water from a Rock). It may affect an opponent (example: Taking Egypt’s Wealth).

Example 1: (Assume you have the initiative to play all cards in this example). You are making a rescue attempt with Jonathan, a purple brigade Hero with abilities of 6/6. You play the purple brigade enhancement Authority of Christ that has no abilities (*/*), but it does have the special ability, “Discard all Evil Characters in play.” Authority of Christ is activated on Jonathan, but it does not affect Jonathan. Rather, it discards the opponent’s Evil Character(s) that is in the Field of Battle, and it discards all other Evil Characters that are in the Field of Play including your own Evil Characters.

Example 2: (Assume your opponent has the initiative to play all cards in this example). Your opponent is blocking your rescue attempt with Prince of Persia, a pale green
brigade Evil Character. Your opponent plays (activates) **Confusion** which has no abilities (*/*), but it does have the special ability, “Owner may look through one opponent’s draw pile, discard one card and shuffle remaining cards.” Your opponent searches through your draw pile and discards a card. The special ability on **Confusion** does not directly help **Prince of Persia**. However, it must be played (activated) on an Evil Character that is in the Field of Battle.

**INITIATIVE TABLE**

<table>
<thead>
<tr>
<th>If your character is:</th>
<th>This player has initiative:</th>
<th>If the player with initiative does not play an enhancement then:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Losing</td>
<td>You</td>
<td>Do not pass initiative. Resolve battle.</td>
</tr>
<tr>
<td>In a Stalemate</td>
<td>Whoever did not play the last card</td>
<td>Pass initiative.</td>
</tr>
<tr>
<td>In a Mutual Destruction</td>
<td>Whoever did not play the last card</td>
<td>Pass initiative.</td>
</tr>
<tr>
<td>Winning</td>
<td>Opponent</td>
<td>Do not pass initiative. Resolve battle.</td>
</tr>
</tbody>
</table>

**SITUATION DESCRIPTIONS:**

**LOSING THE BATTLE** – A Hero can be losing the battle in one of three ways: by numbers, by immunity/repel, or by removal from the battle:

**Losing by Numbers:** Your Hero is losing by numbers if your Hero’s toughness (/) is less than or equal to your opponent’s Evil Character’s strength (/) and your opponent’s Evil Character has toughness (/) greater than your Hero’s strength (/). You have initiative and can play any good enhancement of matching brigade.

Example: You are making a rescue attempt with **Seth**, a blue brigade Hero with abilities of 5/4. He is in battle with **Laban**, a gray brigade Evil Character with abilities of 9/9.
Seth’s strength is 5 while Laban has toughness of 9. Laban is not being defeated. Laban’s strength is 9 while Seth has toughness of 4. Seth is being defeated. Therefore, you have the initiative to play a good enhancement on Seth to increase his abilities. When your Hero is losing, you may not pass initiative to your opponent. You must play a card or the battle is resolved.

NOTE: When a special ability reduces a character to */0 or less, the character is immediately discarded, EXCEPT during the Battle Phase. During battle resolution, all characters in play or set-aside areas with toughness of */0 or less at that time are discarded.

Losing by Immunity / Repel: Your Hero is losing by repel if your Hero is being repelled by a special ability. Your Hero is losing by immunity if the blocking Evil Character is immune to your Hero and the strength of the Evil Character is enough to defeat your Hero. Either way, you have initiative and can play any good enhancement of matching brigade. However, the special ability on the enhancement cannot be directed at an Evil Character that is immune to your Hero or is repelling your Hero.

Example: You are making a rescue attempt with Tabitha, a red brigade Hero with abilities of 5/4 and the special ability, “The first time Tabitha is about to be discarded, return Hero to owner’s territory instead.” Your opponent blocks with Philetus, a brown brigade Evil Character with abilities of 5/6. It’s your initiative, and you play The Harvest, a red brigade enhancement with abilities of 3/4 and the special ability, “Holder may draw a card.” Tabitha is increased to 8/8, and you draw the top card from your draw pile and put it into your hand. Since Philetus is losing, your opponent has initiative and plays Lewd Men, a brown
brigade enhancement with abilities of 0/3 and the special ability, “Repel all female Heroes.” The result is that strength and toughness are not compared. Tabitha returns to territory and the rescue attempt fails.

Losing by Removal because of a Special Ability: A Hero is losing by removal if the Hero is being captured, discarded, returned to territory, or otherwise removed from battle by an opposing special ability. You have initiative, but you may only play an enhancement that has an “interrupt” or “negate” special ability.

Example: You are making a rescue attempt with Guiding Angel, a silver brigade Hero with abilities of 7/7. Your opponent blocks with the Evil Character Er, a pale green brigade Evil Character with abilities of 6/6. Since Er is losing, the opponent has initiative to play an evil enhancement. Your opponent plays Slave Trade. There are no abilities (numbers) on this card, but its special ability reads, “Capture any Hero in play and place in your Land of Bondage. Hero is treated as a Lost Soul.” This is causing Guiding Angel to be losing by removal. You have initiative, but you may only play an enhancement if the enhancement will “interrupt” or “negate” Slave Trade. Otherwise, your opponent will capture Guiding Angel and place him in his Land of Bondage.

STALEMATE – The battle is currently a stalemate when neither the Hero(es) nor the Evil Character(s) is being defeated. There are two ways for a battle to be a stalemate: by numbers or by immunity:

Stalemate by Numbers: The battle is currently a stalemate by numbers when neither the Hero(es) nor the Evil Character(s) is strong enough to defeat the opposing character(s).
You have initiative and can play any good enhancement of matching brigade. If you choose not to play an enhancement, you must pass initiative to your opponent. Your opponent may play an enhancement. If your opponent chooses not to play an enhancement, he must pass initiative back to you. If your opponent passes initiative back to you, then you must play an enhancement or the Battle Phase resolves.

Example: You are making a rescue attempt with Prochorus, a gold brigade Hero with abilities of 5/6. He is in battle with Philetus, a brown brigade Evil Character with abilities of 5/6. Prochorus has strength of 5 compared to Philetus who has a toughness of 6. Philetus is not being defeated. Philetus has strength of 5 compared to Prochorus who has a toughness of 6. This is a stalemate because neither character is being defeated. You have initiative because your opponent played the last card (Philetus). You may play an enhancement or, if you choose, you may pass the initiative to your opponent.

Stalemate by Immunity: The battle is a stalemate by immunity if an immune special ability is causing neither character to be defeated. You have initiative and can play any good enhancement of matching brigade. However, the special ability on the enhancement cannot be directed at an Evil Character that is immune to your Hero.

Example: You are making a rescue attempt with Mary of Bethany, a gold brigade Hero with abilities of 7/5 and the special ability to “band to Martha”. You band in Martha, a green brigade Hero with abilities of 5/4. Your opponent blocks with the Beast from the Earth. This is a brown brigade Evil Character with abilities of 5/7 and the special ability that he is “immune to all female Heroes.” Mary of Bethany and Martha have a combined strength of 12.
points. **Beast from the Earth** has a toughness of 7 points. By the numbers, your Heroes would be winning the battle, and your opponent would have the initiative to play the first enhancement. However, **Beast from the Earth** is immune to all female Heroes. Since **Mary of Bethany** and **Martha** are both female Heroes, **Beast from the Earth** is not being defeated even though his toughness is less than the combined strength of the Heroes. This is a stalemate by immunity. Neither the Heroes nor the Evil Character are being defeated. Since your opponent played the last card (**Beast from the Earth**), you have the initiative to play the first enhancement card.

**MUTUAL DESTRUCTION** - A mutual destruction situation exists when the rescuing Hero(es) and the blocking Evil Character(s) are both being defeated. This can happen by numbers or by a “remove all” special ability.

**Mutual Destruction by Numbers:** Both characters in battle are being defeated because of numbers only. You have initiative and can play any good enhancement of matching brigade. If you choose not to play an enhancement, you must pass initiative to your opponent. Your opponent may play an enhancement. If your opponent chooses not to play an enhancement, he must pass initiative back to you. If your opponent passes initiative back to you, then you must play an enhancement or the Battle Phase resolves.

Example: You put **Shepherd**, a blue brigade Hero with abilities of 7/6, into the Field of Battle. Your opponent blocks with **Oppressive Women**, a gray brigade Evil Character with abilities of 7/7. Each character has enough strength to defeat the opposing character. You have initiative because this is a mutual destruction situation and your opponent played the last card (**Oppressive Women**). If you choose,
you may pass initiative to your opponent in a mutual destruction situation. If your opponent passes initiative back to you, then you must play a card or the Battle Phase ends.

**Mutual Destruction by Mutual Removal:** Both characters in battle are being defeated because of a special ability that is removing all characters from battle. You have initiative, but you may only play an enhancement that can “interrupt” or “negate” the special ability that is causing mutual removal.

Example: You make a rescue attempt with *Tribal Elder* and *band* to *Seth*. (See Example 2 under **PRESENT HERO**). Your two *Heroes* are attacking with combined abilities of 11/9. Your opponent blocks with *Shaphat*, a gray brigade *Evil Character* with abilities of 5/6. *Shaphat* is losing the battle; so your opponent has initiative. Your opponent plays *Deluge of Rain*, an evil enhancement with the special ability, “Discard all cards in battle including yours.” This is a mutual destruction by mutual removal. You have initiative, but the only enhancement you may play is one that can interrupt or negate *Deluge of Rain*. You could play *Sign of the Rainbow*, a blue brigade enhancement with abilities of 2/2 and the special ability, “Negate the last evil enhancement played in current battle.” This would negate *Deluge of Rain* so that the cards in battle would not be discarded.

**WINNING THE BATTLE** – A *Hero* can be winning the battle in one of three ways: by numbers, by ignore/immunity, or by removal:

**Winning by Numbers:** The *Hero* is winning the battle by numbers when two conditions are met. First, the total strength (/) of the *Hero(es)* in battle is equal to or greater than the toughness (/) of the blocking *Evil Character(s).*
Second, the toughness (\(\ast\)) of the Hero(es) is greater than the total strength (\(\ast\)) of the blocking Evil Character(s). Your opponent has initiative and can play any evil enhancement of matching brigade.

Example: You are rescuing with Angel of Revelation, a silver brigade Hero with abilities of 8/8. He is being blocked by Esau, the Hunter, a pale green brigade Evil Character with abilities of 4/5. Angel of Revelation is winning because his strength of 8 is greater than the 5 toughness of Esau, the Hunter, and because the 4 strength of Esau, the Hunter is less than the 8 toughness of Angel of Revelation. Your opponent has the initiative to play the first enhancement. NOTE: Your opponent cannot pass initiative to you when his Evil Character is losing the battle. Your opponent must play a card or the battle resolves. (See BATTLE RESOLUTION).

Winning by Ignore/Immunity: Your Hero is winning by ignore if your Hero is ignoring the Evil Character(s) in battle. Your Hero is winning by immunity if the Hero is immune to the blocking Evil Character and the strength of your Hero greater than or equal to the blocking Evil Character’s toughness. Either way, your opponent has initiative and can play any evil enhancement of matching brigade. However, the special ability on the enhancement cannot be directed at a Hero that is immune to the Evil Character or is ignoring the Evil Character.

Example: You are rescuing with Servant Angel, a silver brigade Hero with abilities of 5/6 and the special ability, “Holder may draw a card.” After you play Servant Angel into the Field of Battle, you immediately draw a card. Your opponent then blocks with Shechem, a pale green brigade Evil Character with abilities of 6/7. Since Servant Angel is
losing, you have *initiative* and play **Sixth Seal**, a silver 
brigade enhancement with abilities of 2/2 and the special 
ability, “Hero ignores pale green brigade.” **Servant Angel**
will pass by **Shechem** as though **Shechem** is not there and 
will make a successful rescue. Your opponent must negate 
the “ignore” special ability or the rescue will succeed, and 
each character will be returned to his owner’s territory.

**Winning by Removal because of a Special Ability:** Your 
*Hero* is winning a *battle* by removal if a special ability 
removes the blocking *Evil Character* from *battle*. Your 
opponent has *initiative*, but your opponent may only play an 
enhancement that has “interrupt” or “negate” ability.

Example: You are rescuing with **Guiding Angel**, a silver 
brigade *Hero* with abilities of 7/7. Your opponent blocks 
with **Shechem**, a pale green brigade *Evil Character* with 
abilities of 6/7. **Guiding Angel** is winning. Therefore, your 
opponent has initiative to play the first enhancement. He 
plays **Bad Intentions**, a pale green brigade enhancement 
with abilities of 3/3. This increases **Shechem’s abilities** to 
9/10. Now **Guiding Angel** is losing. It is your *initiative*, and 
you play **The Seventh Trumpet**, a silver brigade enhance-
ment with no abilities but with a special ability, “Convert 
any human *Evil Character* in play to a white brigade *Hero*.” 
You select **Shechem**, a human *Evil Character*, as the char-
acter to convert. Since *Heroes* do not block rescue attempts, 
**Shechem** will not continue this *battle* and will return to 
your opponent’s territory as a white brigade *Hero*. Note: 
Strength (*/) is not causing *initiative* to transfer to your 
opponent but rather a special ability. Your *Hero* will win the 
*battle*, unless your opponent can negate **The Seventh Trum-
pet**.
PLAYING ENHANCEMENTS IN BATTLE

You and your opponent play enhancements on your own characters according to the rules for initiative until the player who is losing either cannot play or chooses not to play any more enhancements. In mutual destruction or stalemate situations, players must either play an enhancement or pass. If there are three consecutive passes (i.e. you pass, opponent passes, you pass again), then resolve the battle. (See BATTLE RESOLUTION). NOTE: It is possible to play one or more cards and keep initiative.

Example: You are making a rescue attempt with Mark, a blue brigade Hero with abilities of 6/5. Your opponent blocks with Saph, a 10/10 gray brigade Evil Character with the special ability, “May band to one warrior class Philistine Evil Character.” Your opponent chooses to band and pulls Lahmi, a 10/10 gold brigade Evil Character, from your territory. This means that he uses your own Lahmi to fight against you. Your opponent’s forces have combined abilities of 20/20. Since Mark is losing, you have initiative. You play Belt of Truth, a 3/4 multi-color power enhancement, to increase Mark to 9/9. You then play Courage that has the special ability, “Holder may add an additional Hero from his territory or hand to the battle”. You then band in Hosea, a 5/4 purple brigade Hero. Your forces now have combined abilities of 14/13. You continue to have initiative because your forces are still losing. You play Saul’s Spear, a 4/2 purple brigade enhancement, on Hosea. Your forces have combined abilities of 18/16. You then play Reach of Desperation, a purple brigade enhancement with abilities of 4/3, increasing your combined forces to 22/19. At this point it is a mutual destruction situation. Initiative would now pass to your opponent except that Reach of Desperation also has a special ability, “Holder may interrupt the battle, draw 3 cards from the top of owner’s draw pile, and play
the next enhancement card.” You draw three cards and play **River Flowing from the Temple** on **Hosea**. This has a special ability. You “May add a Hero from your hand to the battle.” You band in **Gabriel**, a 10/10 silver brigade Hero with a special ability. You can “Look through one opponent’s draw pile and discard one evil enhancement.” You discard one of your opponent’s enhancements from his deck. Your forces now have combined abilities of 32/29. Initiative now goes to your opponent who begins playing enhancements, and the Battle Phase continues until the player with initiative chooses not to or can’t play any more cards. This is the end of the battle. (See BATTLE RESOLUTION).

**DOMINANTS PLAYED DURING THE BATTLE PHASE**

You and/or your opponent can play a dominant(s) (lamb or grim reaper icon) at any time during the game. Neither you nor your opponent is required to wait for initiative or turn to play a dominant. The special ability on dominants is instantaneous and nothing can interrupt or negate the effect of these cards. (For example, neither **Jerusalem Tower** nor **Hezekiah’s Signet Ring** prevent **Harvest Time**). However, cards can be protected from dominants. (For Example, **Enoch** and **Goshen** protect against **Christian Martyr**. The **Lost Soul** cards with the reference from Acts 11:18 or II Chronicles 15:4 cannot be rescued by any dominant). Dominants are extremely useful in battle, though they may be played at other times. NOTE: Dominants do not interrupt other dominants. When more than one dominant is played, the first dominant played on the playing surface is the one that takes effect first.

Example: You are making a rescue attempt with **Jude**, a red brigade Hero with abilities of 8/8. Your opponent blocks
with Stone Throwers, a crimson brigade Evil Character with abilities of 6/6. You are winning, and your opponent has initiative.

However, you play Angel of the Lord, a dominant (lamb icon card), that allows you to “Discard any Evil Character in play.” You discard Stone Throwers. Your opponent cannot stop this using an enhancement. Your opponent also cannot present a new Evil Character. Jude, who is now unblocked, rescues a Lost Soul. Your opponent could still prevent the rescue by playing his own dominant. Here are some examples of how the other dominants in the starter decks could be used to stop a rescue:

a) Christian Martyr (grim reaper icon) – Your opponent could play Christian Martyr to discard Jude. If only one Hero is in battle, then playing Christian Martyr is a successful block.

b) Burial (grim reaper icon) – If Jude has access to only one Lost Soul, your opponent could play Burial to discard the Lost Soul. Now Jude is in a battle challenge because there is no available Lost Soul for Jude to rescue.

c) Son of God (lamb icon) – If Jude has access to only one Lost Soul, your opponent could play Son of God to rescue it. Now Jude is in a battle challenge because there is no available Lost Soul for Jude to rescue.

**BATTLE RESOLUTION**

After the last enhancement is played, the possible outcomes are:

**EVIL CHARACTER WINS** - Your opponent’s Evil Character wins if one of these conditions is met:

a) The Evil Character’s strength is greater than or equal to the Hero’s toughness, and the Hero’s strength is less than the Evil Character’s toughness. The Hero is discarded, and the
**Evil Character** withdraws to your opponent’s territory.
b) Your opponent’s Evil Character repels the Hero. Each Hero and Evil Character withdraws to his owner’s territory.
c) All Heroes were removed from battle. Each surviving Evil Character is returned to his owner’s territory.

All enhancements played during the Battle Phase (except set-aside or weapon-class enhancements, or cards such as *Thorn in the Flesh* placed on other cards during battle) are discarded to the owner’s discard pile. No Lost Soul is rescued.

**HERO WINS** - Your Hero wins if one of these conditions is met:
a) The Hero’s strength is greater than or equal to the Evil Character’s toughness, and the Evil Character’s strength is less than the Hero’s toughness. The Evil Character is discarded, and your Hero withdraws to your territory.
b) The Hero ignores the Evil Character. The Hero and the Evil Character each withdraw to his owner’s territory.
c) All blocking Evil Characters were removed from battle. Surviving Heroes return to their owners’ territories.

All enhancements played during the Battle Phase (except set-aside or weapon-class enhancements, or cards placed on other cards during battle) are discarded to the respective owner’s discard pile. Assuming no dominants are played during Battle Resolution to prevent it, the rescue attempt is successful, and your opponent must select and surrender to you one available Lost Soul from his Land of Bondage.

**NOTE:** Your opponent cannot surrender to you a Lost Soul to which your Hero(es) does not have access due to a site or a special ability printed on the Lost Soul.
MUTUAL DESTRUCTION – There are two possible scenarios for a mutual destruction:

Mutual Destruction by numbers: The battle ends in a mutual destruction by numbers if both the Hero(es) and the Evil Character(s) have enough strength to defeat each other. In this case both the Hero(es) and the Evil Character(s) are discarded. All enhancements played during the Battle Phase (except for set-aside or weapon-class enhancements, or cards placed on other cards during battle) are discarded to each player’s respective discard pile. JUST AS CHRIST LAID DOWN HIS LIFE TO REDEEM US, THE HERO IS WILLING TO LAY DOWN HIS LIFE TO RESCUE A LOST SOUL. Therefore, in a mutual destruction by the numbers, the rescue attempt is successful. Your opponent must select and surrender to you one available Lost Soul from his Land of Bondage. This is considered a defeat of the Evil Character because the Hero was able to make a successful rescue even though the Hero was discarded.

Mutual Destruction by Mutual Removal: Mutual destruction by mutual removal does not result in a successful rescue. (See Mutual Destruction by Mutual Removal under SITUATION DESCRIPTIONS).

STALEMATE - The rescue attempt ends in a stalemate if neither the Hero(es) nor the Evil Character(s) have enough strength to defeat the other. Both the Hero(es) and the Evil Character(s) withdraw to their respective territories. All enhancements played during the Battle Phase (except set-aside or weapon-class enhancements, or cards placed on other cards during battle) are discarded. No Lost Soul is rescued. This is considered a defeat of the Hero since the Hero was unable to make a successful rescue.
SIDE BATTLES:
Certain cards cause two characters to fight each other in what is referred as a side battle. An example is Troops Discharged a gold brigade evil enhancement that reads, "Select two Evil Characters in play to fight each other." This immediately requires two characters to fight a new battle. The original battle is temporarily suspended until the side battle is completed. The side battle is still part of the same Battle Phase because the main battle has not yet concluded. After the side battle is resolved, all surviving characters return to their previous locations. Non surviving characters and their enhancements are discarded. Surviving characters that return to the main battle bring their enhancements to the main battle. Any ongoing effects of special abilities are applied (e.g., immunity) to the main battle unless that special ability was exhausted in the side battle (e.g., a draw a card). Rules for initiative in the original battle resume. Only one side battle may be initiated by a player each turn.

EXCEPTIONS TO ENHANCEMENTS PLAYED IN THE FIELD OF BATTLE
There are three types of enhancements that you can play on a character not necessarily in the Field of Battle. These are healing enhancements, set-aside enhancements, and weapon-class enhancements.

HEALING ENHANCEMENTS - A healing enhancement has the word “heal” in its special ability. “Heal” special abilities save a character from being discarded and/or remove the effect of all poisons and diseases on a character. You may play a healing enhancement at any time and its special ability activates even if played outside of battle. You may play a healing enhancement on any of your characters of matching brigade in play (including a character that is being discarded). You may direct the effect of the healing
enhancement at any character in play that is currently poisoned, diseased, or being discarded. Be sure you follow the wording on the special ability of the healing card. If you play a healing enhancement in battle according to initiative, you may heal a poisoned or diseased Hero in battle, territory, or a set-aside area and the healed Hero remains in its current location. If you play a healing enhancement at any other time, or you heal a character that is about to be discarded, then the healed character is immediately returned to its owner’s territory.

Example: You have Silas, a blue brigade Hero, in the Field of Battle and Isaiah, a green brigade Hero, in your territory. Silas has been defeated and is on his way to the discard pile. You activate the green brigade enhancement Ointment on Isaiah. Ointment reads, “Heal any Hero in play.” Then you direct the healing effect at Silas. This heals Silas and returns him to your territory.

Healing special abilities on character cards must be activated in battle like all other character special abilities. They are activated the moment the character enters the Field of Battle and must be used at that time or forfeited.

SET-ASIDE ENHANCEMENTS - A set-aside enhancement has the phrase “set a (type of character) aside” in its special ability. A set-aside enhancement can be played on a character of matching brigade in your territory during your Preparation Phase or Discard Phase. Its special ability activates even though it is played outside of battle. You may also play them in battle according to the rules of initiative. You can direct the effect of the set-aside card to any character you own and currently control. You may set aside a character with multiple set-aside cards if they are played at the same time.
Example: You have **Gideon**, a gold *brigade Hero*, in your territory. You play *(activate)* **Prayer and Fasting** on **Gideon** whom you *set aside* to pray and fast. This increases his *abilities* by 1/1 for each *turn* he is *set aside*. A player may not *set aside* an opponent’s character unless:

a) The *special ability* of the enhancement specifically states that the opponent’s character may be targeted **and**

b) The *set-aside* card is *activated* on a character in the *Field of Battle*.

Example: Your opponent is blocking your rescue attempt and plays the pale green *enhancement* **Foolishness of Five Virgins** on his *Evil Character* in the *Field of Battle*. The *special ability* on the card reads, “*Holder may interrupt the battle* and *set aside* all female *Heroes* in the *Field of Battle* for 5 *turns*, then return them to their *owner’s territory*.“ This allows your opponent to *set aside* all your female *Heroes* that are currently in the *Field of Battle*.

**WEAPON-CLASS ENHANCEMENTS** – *Weapon-class enhancements* have a *weapon* symbol (one half (1/2) of a puzzle piece showing half a shield) below the *icon box*. A *weapon-class enhancement* can be held outside of *battle* by a *warrior-class character* of matching *brigade*. *Warrior-Class Characters* (*Heroes* or *Evil Characters*) have a *weapon* symbol (the other 1/2 of the puzzle piece showing the other 1/2 of the shield) below the *icon box*.

A *weapon-class enhancement* can be played in either of these ways:

a) Played during *battle* as a regular *enhancement* and used by **any** character of matching *brigade* following the regular rules of *initiative*, **OR**

b) Placed on a *warrior-class character* of matching
brigade during the Preparation Phase or Discard Phase.

The abilities (*/*) on the weapon class enhancement are active on the character while in battle or in a territory. The special ability on the weapon only activates when the character enters battle and only lasts for the duration of the battle unless specified otherwise.

If a weapon-class enhancement is played during battle on a character who is a warrior, then, following battle resolution when enhancements in battle are normally discarded, a player may decide to keep the weapon-class enhancement on the surviving warrior. If a weapon-class enhancement is played during battle on a character who is not a warrior, the enhancement is discarded after battle like any other enhancement.

If a warrior is discarded or captured, or returned to hand, all weapon cards on the character are discarded. If a warrior is converted, weapons remain on the character. The special ability on the weapon continues to function provided it does not conflict with the nature of a Hero or Evil Character.

Weapons may not be exchanged between characters and may only be moved to another character in battle if the holder of the weapon is defeated and another warrior-class character is in battle and able to hold the weapon.

5. Discard Phase
You may perform as many of these actions as often as you choose:
a) Place a character (cross or dragon icon) into your territory.
b) Place an artifact face down into your artifact pile.
c) Place a site into your territory.
d) Set aside a character.
e) Place a weapon-class enhancement on a warrior-class character in your territory.
f) Place a fortress on the table. At this time its special ability becomes active.

After you have completed all the actions you choose, you must reduce the cards in your hand to eight or less. If you have eight or fewer cards in your hand, then you should announce that you are finished. If you have more than eight cards in your hand, then you should reduce the cards in your hand down to eight or fewer by discarding cards from your hand face up on the top of your discard pile.

This ends your turn. Play now passes to the left.

NOTE: If you have activated the Tables of the Law artifact during your Artifact Activation Phase, then you may end your turn with up to 10 cards in your hand.

WINNING THE GAME
When one player has rescued 5 Lost Souls and has placed these Redeemed Souls into his Land of Redemption, that player wins the game.

NOTE: When the 5th Lost Soul is rescued, any Lost Souls that are rescued simultaneously using the New Jerusalem dominant or the Lost Souls card are included in the score. Also, players can play to additional rescues if they choose. For example, in Type II Tournament Rules a game is won by 7 rescues.
GLOSSARY OF TERMS

Abilities (numbers): Abilities are points of offensive strength (*/), and defensive toughness (/*) of a character or enhancement. The card’s abilities are listed in the icon box.

Ability: When the word “ability” immediately follows a game term like “first strike” or “discard,” then “ability” is short for “special ability.” If the word “abilities” appears apart from other game terms, it refers only to a card’s numerical abilities (*/*).

Activate: A card is activated when its special ability can be put to use. Characters and enhancements can only be activated when put into the Field of Battle. However, some other cards can be activated while in the Field of Play. Special abilities on characters that read “while in play” or “until discarded” are activated in battle and remain active after the battle as long as the character is not discarded, removed from the game, or returned to a draw pile.

Order for Activating Special Abilities
1. First, complete all special abilities in the order written on the card EXCEPT those that add a character to the battle. Note: that some special abilities can happen together even though they may be separated by a period. (Ex: Authority of Christ reads, “Discard all Evil Characters in play. May not be interrupted, negated, or prevented.” These two things happen together).
   If the card is a character with either a gained ability or a weapon-class enhancement, then gained abilities activate in the order gained. Finally, the special abilities on the carried weapon-class enhancement activate.
2. Then complete banding abilities.
3. Then complete choose blocker abilities.
Angel: One possible role of a character (see Character’s role and gender) is angel. Angels are non-human Heroes often depicted with wings. Some examples of angels are Michael, Gabriel, Guardian Angel, Seraphim, and Warrior in Training.

Animal: One possible role of a character (see Character’s role and gender) is animal. Animals are non-human characters that are not of a spiritual origin. Some examples of animals are Leviathan and The Serpent.

Artifact: An artifact is a card having a continuing effect in the game. A grail icon in the icon box shows the card is an artifact.

Artifact Pile: An artifact pile contains a player’s grail icon cards. This pile is located in the player’s territory within the Field of Play.

Artifact Activation: Artifact Activation occurs when an artifact is put face up on top of the artifact pile. (Please read PREPARATION PHASE in your rulebook for additional information).

Banding: Banding is a special ability given to characters. Banding allows two or more characters to join together. When two or more characters are banded together, they are regarded as a combined force in strength and toughness. Banding cards are played during battle. The banding special ability can be either on a character or on an enhancement. The banding card does not hold the second character in battle; it is simply what allows the second character to join the battle.

Battle Challenge: A battle challenge may be given when
there is no Lost Soul available for a Hero to rescue. A Hero is placed onto the Field of Battle, and the Evil Character is invited to fight. The battle challenge does not have to be accepted.

**Battle Phase:** This stage comes after the Preparation Phase. This is a fight between one or more Heroes and Evil Characters. The battle can only take place within the Field of Battle. The battle phase ends when the last enhancement is played and the battle is resolved. (Please read BATTLE PHASE in your rulebook for additional information).

**Battle Resolution:** As is described on pages 29-31 there are four outcomes to a battle: a) Evil Character wins, b) Hero wins, c) mutual destruction or d) 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) Determine the outcome of the battle (Evil Character wins, Hero wins, mutual destruction, or stalemate).
2) Determine success or failure of the rescue attempt or battle challenge. If the battle was a battle challenge, then success or failure has only one condition, the battle outcome in step 1. If Hero wins and has (or has gained) access to a Lost Soul, it’s a successful rescue. If Hero loses battle or loses access to opponent’s Lost Souls, then the rescue fails.
3) Resolve end-of-battle special ability based on the conditions established in Steps 1 and 2. All unaffected cards are treated under normal gameplay rules (such as discard, return to territory, Land of Redemption, etc).

**Beast:** One possible role of a character (see Character’s role and gender) is beast. Beasts are non-human Evil Characters of demonic origin and non-human shape. All beasts are demons (but not all demons are beasts). Some examples
of beasts are *Locust from the Pit*, *Beast from the Earth*, *Bear*, and *Frog Demons*.

**Block:** *Blocking* is the attempt to prevent a rescue. Only Evil Characters may *block*. Placing an Evil Character into the Field of Battle constitutes blocking.

**Brigade:** The Heroes and Evil Characters are subdivided into *brigades*. The color filling the card’s icon box indicates its *brigade*.

**Cannot be... and May not be:** This is a protect ability. *Cannot be* taken prisoner, discarded, removed from the game, captured, or converted limits or protects the potential targets of the ability, just as ignore or immune or protect limits or protects the potential targets of the ability. For example, *Elizabeth*’s special ability, “*cannot be* taken prisoner,” could be understood as “immune to capture.” “*Cannot be*” does not “prevent” or “negate” anything. It only limits the potential targets of a special ability. An Evil Character blocking *Elizabeth* could still use *Net* to capture a Hero other than *Elizabeth*.

Note: If the special ability of a card includes the words “*cannot*” or “*may not*” WITHOUT the word “*be*”, then this is a type of prevent. For instance, if a card states that Heroes may not band, this is not a protect, but a prevent because of the lack of the word “*be*”. Heroes would be PREVENTED from banding.

**Cannot be prevented:** means that the special ability activates when the card is played, regardless of any negate or prevent ability that is already affecting battle. However, a *cannot be prevented* ability can be interrupted or negated after it is played.
Cannot be interrupted: is the opposite. These special abilities can be prevented before they are played. But if they are not prevented before they are played, nothing can interrupt or negate them after they are played.

Cannot be negated: Cannot be negated includes both of the above. These abilities cannot be prevented beforehand, and cannot be interrupted or negated after being played. For example, Job’s Wife can negate Elizabeth’s protection from capture, and then a player could use Unholy Writ to capture Elizabeth. But Job’s Wife’s special ability does not negate Thomas’ special ability because it is a “cannot be negated” special ability. If a card states that it cannot be negated, then it cannot be interrupted, prevented, redirected, or negated.

Capture: Capture takes place when one card takes another card prisoner to a Land of Bondage or to a fortress.

Character: Redemption® has two types of characters. They are Heroes and Evil Characters.

Character’s role and gender: Each character has a role and most have a gender. Role and gender help identify the card’s disadvantage to special abilities on other cards. Determine the role and gender by looking at the card’s Scripture, card title or illustration. Roles of characters include (but are not limited to): angel, animal, beast, demon, giant, human, and prophet. (See separate listings for descriptions of these key roles). In Redemption®, most characters, including demons and beasts, have a gender. However, on some cards the gender of a demon or beast is not indicated. If this is the case, treat the character as neither male nor female.

Control: You control a character when you are using it. You can control a character that you do not own. This hap-
pens when you band to an opponent’s character and use it in battle. You also control a character when your opponent forces you to use a character that you do not own.

**Convert:** Convert is a special ability that changes a card into another type of card. For example, *Seventh Trumpet* converts a human Evil Character to a Hero. A converted card retains its abilities (*/*) unless a card specifies otherwise.

**Counters:** Counters are items such as: coins, chips, or dice used to keep track of the card’s changes in strength each turn. Counters are used for numbering or modifying a card’s abilities (*/*).

**Covenant:** A Covenant may be used either as an artifact or as an enhancement. Both a grail and a Bible picture together in the icon box show the card is a Covenant. When you play a Covenant, you decide how to use it. If you want to use it as an artifact, disregard the Bible picture and play the card as you would any other artifact. If you want to use it as an enhancement, disregard the grail picture and play the card as you would any other enhancement. NOTE: The same Covenant may not be used as both card types in the same game unless the card is returned to face value after having gone to your draw pile or discard pile.

**Deck:** A *deck* is a minimum of 50 cards chosen by each player. Decks can be customized by a theme or specifically tuned to a player’s personal strategies.

**Defeat:** Defeat is caused when a character loses the battle. This can be because the character’s toughness is less than or equal to an opposing character’s strength. A Hero(es) is defeated when the Hero(es) in battle is discarded, repelled, captured or otherwise fails to win the battle such as in a
stalemate. The Evil Character(s) is defeated when the Evil Character(s) in battle is discarded, ignored, converted or otherwise fails to win the battle such as in a mutual destruction by numbers.

Demon: One possible role of a character (see Character’s role and gender) is demon. Demons are non-human Evil Characters of demonic origin. All beasts are also considered demons. (See Beast). Some examples of demons are Foul Spirit, Red Dragon, Lying Spirit, and Messenger of Satan.

Discard: Discard is removing a card from its current location and placing it face up on the top of the discard pile. A card may be discarded from a player’s hand, draw pile, set-aside area, or Field of Play. Once a card is discarded, it cannot be reintroduced into the game unless another card's special abilities instruct this to happen. Any time a card is discarded, it returns to face value.

Discard Phase: The Discard Phase is the step that ends a turn. This stage comes after the Battle Phase. During the Discard Phase a player’s hand must be reduced to eight cards or less. (Please read DISCARD PHASE in your rulebook for additional information).

Disease: Disease is a special ability that is similar to a poison in that it weakens or restrains a character over a number of turns. Examples of diseases are Boils, Lacking Sleep, Palsy, Leprosy, Hailstones, and Eaten by Worms.

Dominant: A lamb or grim reaper illustration located in the icon box identifies a dominant. A dominant can be played regardless of initiative or turn.
**Draw Phase:** The *Draw Phase* is the step that begins a turn. On each player’s first turn, skip the *draw phase*. In regular turns thereafter, three cards are drawn. All cards are taken from the top of each player’s draw pile. If all the cards are drawn, the player is still able to play, but he is not able to draw additional cards.

**Draw Pile:** A player’s *draw pile* is his deck. The *draw pile* is placed face down on the playing surface. NOTE: Some cards allow you to return a card(s) to your *draw pile*. If returned, a card is always returned to its owner’s *draw pile*. Any time a card is returned to the *draw pile*, it returns to face value.

**Enhancement:** *Enhancements* have abilities and/or special abilities that affect game play. Abilities on *enhancements* are combined with the character’s abilities. *Enhancements* are generally used in the Battle Phase. However, healing *enhancements*, set-aside *enhancements*, and weapon-class *enhancements* can be played 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 the same color brigade as the character upon which it is played.

**Effect:** Some cards will refer to the *effect* of another card. The *effect* includes both the abilities (*/*) of the card and the special ability of the card.

**Evil Card:** When a special ability or deck building rule refers to an *evil card* it means 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.

**Field of Battle**: The *Field of Battle* is the area within the Field of Play where Heroes and Evil Characters battle each other in a rescue attempt or battle challenge. When characters and enhancements are placed in the *Field of Battle*, their special abilities are activated.

**Field of Play**: *Field of Play* is where the cards are located on the playing surface. Areas of *Field of Play* include the Field of Battle, territory, artifact piles, and Land of Bondage. *Field of Play* does not include the draw piles, discard piles, set-aside areas, Land of Redemption and the player’s hand.

**First Strike**: *First strike* is a special ability that keeps a character from being defeated in a mutual destruction situation. Playing a card with *first strike* ability does not prevent the opponent from continuing to play cards in battle. After all cards are played in the Field of Battle, a character with *first strike* defeats the opposing character if the character with *first strike* has strength equal to or greater than the opposing character’s toughness. However, if a character has *first strike* but has strength less than the opposing character’s toughness, then resolve the battle normally and disregard the *first strike* ability. If opposing characters in battle both have *first strike* ability, the character who gained it first takes precedence.

**Fortress**: *Fortresses* represent specific locations within the game. You place these cards on the playing surface as described on the *fortress*. *Fortresses* remain in play until they are removed by a special ability. They are identified by the *fortress* icon box. You may add or remove cards in a *fortress* as described in the special ability on the *fortress*. 
Giant: One possible role of a character (see Character’s role and gender) is giant. Giants are human Evil Characters of extraordinary size. Some examples of giants are Ish-bibenob, Saph, and Lahmi.

Good Card: When a special ability 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).

Healing: A healing enhancement is an enhancement with “heal” in its special ability. Healing abilities cure characters that have been poisoned, infected or are in the process of being discarded. They are played following a battle phase or anytime during a turn. The card is put to use when placed in the Field of Play with a character of a matching brigade.

Hero: Heroes are cards with a cross icon in the icon box. Heroes attempt to rescue Lost Souls.

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

Human: One possible role of a character (see Character’s role and gender) is human. Humans are the most common category of Heroes and Evil Characters. Some examples of humans are Ahab, Pharaoh, Adam and Peter.

Icon Box: The icon box is located in the upper left corner of the card.
**Ignore:** *Ignore* is a special ability that protects a card from being defeated, harmed, or affected by the *ignored* card. It also prevents the card with *ignore* from harming or affecting the *ignored* card. An *ignore* card stops an *ignored* character from entering the Field of Battle. An *ignore* ability can be a successful blocking or rescuing card. *Ignore* is the same as “has no effect” and repel.

**Immune/Immunity:** *Immune* is a special ability for characters. *Immunity* protects a character from being defeated or directly affected by another card. An *immunity* card does not prevent that type of character from entering the Field of Battle. Note: *Immunity* on a character does not protect other characters that may be banded into battle.

**In Play:** *In Play* means within the Field of Play.

**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*. 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.

**Interrupt:** *Interrupt* is used to stop another card’s special ability until the special ability on the *interrupt* card is completed. The *interrupt* ability is played in the Battle Phase. One *interrupt* command can undo another. However, an *interrupt* cannot undo a prevent command if the prevent is preventing the *interrupt*. “*Interrupt* and prevent” are the same as negate.

**Land of Bondage:** *Land of Bondage* is an area in the Field of Play. The *Land of Bondage* can hold Lost Souls, occupied sites, captured Heroes and captured Evil Characters.
**Land of Redemption:** Land of Redemption® is the area of sanctuary. It is not in the Field of Play. After a rescue the Lost Soul goes to the Land of Redemption®. A player wins the game by being the first to rescue a preset number of Lost Souls and successfully holding them in his Land of Redemption®.

**Lost Souls:** Lost Souls represent people that need to be rescued from the power of sin and death. As these cards are drawn, they are placed in the Land of Bondage. Rescue of a Lost Soul takes place in the Field of Battle during a rescue attempt. When a Lost Soul is rescued, it is no longer called a Lost Soul. It becomes a Redeemed Soul.

**May not be:** This is a protect special ability. (See **Cannot be**...).

**Mutual Destruction:** Mutual destruction is a state of battle or outcome of a battle. (See Mutual Destruction under BATTLE PHASE).

**Negate:** Negate stops and prevents a targeted special ability or card. The negate ability is played in the Field of Battle. It can undo another card already played unless the card explicitly states it cannot be negated. Negate is the same as ‘interrupt and prevent’ combined. A negate ability interrupts a special ability, and then prevents that special ability for the rest of the battle. (See Cannot be negated).

**Neutral Card:** A neutral card means artifact (grail icon), site (pyramid icon), or Lost Soul (no icon).

**N.T.:** New Testament.
**Numbers:** These are the numerical abilities (*/*) in the icon box. (See Abilities).

**Occupied:** A site that holds a Lost Soul is considered occupied. A site remains occupied until the Lost Soul is rescued, discarded, or removed by a special ability.

**Opponent:** An opponent is any other player in the game. However, the word opponent can be specific or general: “Opponent”, “your opponent”, or “opponent's” means the other player whose character is fighting your character in battle. However, “an opponent”, “any opponent”, “one opponent”, “opponents'”, or “each opponent” is any player in the game other than you.

**O.T.:** Old Testament.

**Out of Play:** Any card that is outside the Field of Play is considered Out of Play.

**Owner:** When the special ability of a card refers to the owner, it means the player from whose deck the card was drawn.

**Pass:** To pass is to give initiative to your opponent instead of playing an enhancement. This may only be done if the battle is currently a mutual destruction or stalemate.

**Place:** When a special ability instructs a player to place a card on a second card, the placed card remains with the second card until the second card is discarded, returned to the draw pile or hand, or until the placed card is removed by a special ability.

**Player:** A player is anyone who is playing the game and
almost always refers to the person who is taking the current turn.

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

**Poison:** *Poison* is a special ability that weakens a Hero over a number of turns. It is identified by the word *poison* in the card title or in the special ability text of the card.

**Power Enhancement:** A Bible or skull icon card with a multi-colored icon box is a *power enhancement*. This enhancement can be played on a character of any brigade.

**Prevent:** *Prevent* is a special ability used to preempt (stop) another card’s special ability. In order for a *prevent* card to stop the special ability of another card, it must be played before that card. A *prevent* card is unlike interrupt and negate cards because it cannot undo a special ability on a card that has already been played. *Prevent* takes precedent over “interrupt” when the *prevent* is played first. (For example, *Captain of the Host* says that all special abilities except for banding are interrupted and *prevented*. If he is blocked by *King of Tyrus*, whose special ability negates all abilities, *Captain of the Host’s* special ability is not negated since it is already *preventing* *King of Tyrus’* special ability). This ability stops things that have not yet happened. It cannot undo things that have already happened.

**Prophet:** One possible role of a character (see Character’s role and gender) is prophet. A *Prophet* is any Hero or Evil Character that the Bible refers to as a *prophet* or who foretold the future by supernatural revelation. Some examples of *prophets* are *Abel, Miriam, Barnabas, Jacob, Silas, Mary,*
Gabriel, and Balaam.

**Protect:** *Protect* allows cards to be unaffected by specified special abilities. (See *Cannot be...*).

**Redeemed Soul:** *Redeemed Souls* are cards that have been rescued from the Land of Bondage and are in the Land of Redemption.

**Redirect:** *Redirect* is a special ability that affects the opposing card. The wording on the card being *redirected* does not change. Rather a card regardless of brigade color is played as if the card were moved from the opponent’s character to the character that activated the *redirect* special ability.

**Repel:** *Repel* is the same as ignore.

**Rescue:** This action frees a Lost Soul being held prisoner in the Land of Bondage. A Lost Soul becomes *rescued* when it is placed in the Land of Redemption. All *rescued* Lost Souls are taken to the Land of Redemption.

**Rescue Attempt:** A *rescue attempt* is the effort to recover a Lost Soul from the Land of Bondage. A *rescue attempt* is initiated when a Hero is placed in the Field of Battle. A player is allowed one *rescue attempt* per turn unless a card states otherwise.

**Round:** A *round* is completed when every player has taken a turn.

**Set-aside area:** The *set-aside area* is a location outside the Field of Play where characters are removed from play for a number of turns by a special ability. (See PLAYER’S CARD ARRANGEMENT in the rules section).
Set-aside card: A set-aside card is a type of enhancement that includes a special ability allowing a character to be placed outside the Field of Play for a number of turns. A set-aside card is identified by the words “set-aside” in the special ability of the card. The effects that a character gains while in a set-aside area remain with the character when he returns to the Field of Play until the character is discarded or returned to a card pile (draw or discard). Moreover, the gained effect cannot be negated when the character enters the Field of Battle.

Side Battle: A Side Battle suspends the main battle while two or more characters are forced to fight a new battle. A side battle is not part of a rescue attempt. (see p. 32 for additional information).

Site: Sites represent specific locations within the game. These cards are placed in each player’s territory within the Field of Play. Sites remain in play until they are discarded or the game ends. These cards are identified by pyramids in the icon box.

Site Maintenance: Site Maintenance is the time when Lost Souls are placed in sites. This happens during your PREPARATION PHASE. (Please read Sites under PREPARATION PHASE in your rulebook for additional information).

Special Abilities: These are the instructions printed on the picture of some cards. (See Resolving Special Ability Combinations at the end of this rulebook).

Stalemate: A stalemate is a state of battle or outcome of a battle. It occurs when neither character has strength greater
than or equal to the opposing character’s toughness. (See STALEMATE under BATTLE PHASE).

**Strength:** *Strength* is the assaulting power of a character. The first number in the icon box of every card indicates the *strength* (*/*).

**Territory:** *Territory* is an area within the Field of Play. The player’s *territory* includes his Lost Souls, Evil Characters, Heroes, artifacts, fortresses and sites.

**Toughness:** *Toughness* is the resistance power of a character. The second number in the icon box of every card indicates the *toughness* (/*).

**Turn:** A *turn* begins with the Draw Phase and ends with the Discard Phase. A player announces he is finished at the end of his *turn*.

**Upkeep Phase:** The *Upkeep Phase* immediately follows the Draw Phase. During the *Upkeep Phase* counters are added to the player’s characters that are currently set aside. It is also the time when decreases are marked on the player’s characters that were poisoned or infected on a previous turn.

**Warrior-Class Character:** This is a special kind of character marked by a shield icon below its icon box. A *warrior-class character* may hold one weapon-class enhancement outside of battle.

**Weapon-Class Enhancement:** This is a special kind of enhancement marked by a shield icon below its icon box. *Weapon-class enhancements* may be played outside of battle but only onto warrior class characters. The special ability on a *weapon-class enhancement* only activates in battle.
Withdraw: The *withdraw* special ability either allows a character to exit battle unharmed or it forces an opposing character to leave the battle unharmed. Once a character withdraws from battle, the character may not reenter battle during the same turn.

**DECK BUILDING RULES**

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**

(Type I also conforms to standard rules of play)

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.

<table>
<thead>
<tr>
<th>Deck Total</th>
<th>Lost Souls required</th>
<th>Deck Total</th>
<th>Lost Souls required</th>
</tr>
</thead>
<tbody>
<tr>
<td>50-56</td>
<td>7</td>
<td>78-84</td>
<td>11</td>
</tr>
<tr>
<td>57-63</td>
<td>8</td>
<td>85-91</td>
<td>12</td>
</tr>
<tr>
<td>64-70</td>
<td>9</td>
<td>92-98</td>
<td>13</td>
</tr>
<tr>
<td>71-77</td>
<td>10</td>
<td>99-105</td>
<td>14</td>
</tr>
</tbody>
</table>

Maximum of 1 of each in a *deck*:
- Multi-colored *enhancement, Hero, or Evil Character*
- *Dominant* (lamb icon or grim reaper icon card)

Maximum of 1 of each per 50 cards in a *deck*:
- card that has a *special ability* (text over the picture).
Example: A fifty-six (56) card *deck* may contain only one *Authority of Christ*, one *Repentance*, etc. A one-hundred
(100) card deck may contain no more than two Authority of Christ, two Repentance cards, etc. A one-hundred fifty (150) card deck may contain no more than three of any individual special ability card.

Maximum of 3 of each in a deck:

- Single-colored Heroes, Evil Characters and enhancements that do not have a special ability.

Other rules:

- The number of sites may not exceed the number of Lost Souls in a deck.
- There is no maximum of cards to a deck as long as it contains the appropriate number of Lost Souls; one Lost Soul for every six cards over fifty (50). The double Lost Souls card counts as one Lost Soul for deck building purposes.
- Unique 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. For example, you can have one David (green brigade) and one David (red brigade) but not two David cards in the green brigade (even if their special abilities vary) in a deck that is smaller than 100 cards.
- 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. For example, you can have one of each of the black brigade Sadducees (4 Variants) cards in a deck that is smaller than 100 cards, provided they each have different card art.
TYPE II Deck Building Rules

Your deck must contain a minimum of 100 cards. Below is a chart showing the total number of Lost Soul cards needed for deck quantities up to 140.

<table>
<thead>
<tr>
<th>Deck Total</th>
<th>Lost Souls required</th>
<th>Deck Total</th>
<th>Lost Souls required</th>
</tr>
</thead>
<tbody>
<tr>
<td>100-105</td>
<td>14</td>
<td>120-126</td>
<td>17</td>
</tr>
<tr>
<td>106-112</td>
<td>15</td>
<td>127-133</td>
<td>18</td>
</tr>
<tr>
<td>113-119</td>
<td>16</td>
<td>134-140</td>
<td>19</td>
</tr>
</tbody>
</table>

A deck may contain no more than five (5) of any card.
A deck may contain up to three (3) of any Fortress, Artifact, or Covenant.

Maximum of 1 of each in a deck:
- Multi-colored enhancements, Heroes, or Evil Characters
- Dominant (lamb icon or grim reaper icon card)

Maximum of 1 of each per 50 cards in a deck:
- Lost Soul card that has a special ability
- Site with a special ability

Other Rules:
- The number of your good cards and the number of your evil cards MUST be equal.
- The number of sites may not exceed the number of Lost Souls in a deck.
- There is no maximum of cards to a deck as long as it contains the appropriate number of Lost Souls. (See table). The double Lost Souls card counts as one Lost Soul for deck building purposes.
NOTE: Type 2 games are played to 7 Lost Souls and use the Rescuer’s Choice and Experience Credit optional rules as standard.

**OPTIONAL ADVANCED RULES**

These rules may or may not be used at the discretion of the players. However, everyone must agree prior to play which optional rules, if any, are to be used.

1) **Name-on-Name Bonus**

If an enhancement is played on a character, and the title of the enhancement contains the name of that character, then the enhancement is worth double its abilities (*/*) value. Only the abilities (*/*) in the icon box of the enhancement double. The special ability of the enhancement remains the same. For example, a player making a rescue attempt with Ruth (a 6/4 character) could play Devotion of Ruth (a 2/1 enhancement) to strengthen Ruth and increase her abilities to 10/6 instead of 8/5.

NOTE: The Name-on-Name Bonus rule is used in most official Redemption® Fellowship Tournaments.

2) **Experience Credit**

Each time a character successfully rescues a Lost Soul or successfully blocks, the character receives a 1/1 counter. In this way a character grows stronger with experience. NOTE: Type II Tournament Rules are always played under the Experience Credit rule.
3) Rescuer’s Choice

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. If that particular Lost Soul is taken out of play prior to the end of the battle (by Burial, Son of God or New Jerusalem), then the rescuer will not rescue a Lost Soul even if his forces win the battle.

NOTE: Type II Tournament Rules are always played under the Rescuer’s Choice rule.

Resolving Special Ability Combinations

When cards are added from the booster packs, some card combinations can be complex. The following description of special abilities should be used to determine the outcome of difficult situations.

► Scissors - Special abilities that cannot be negated are scissors. These include abilities that read, "cannot be negated (and/or interrupted, prevented)" and abilities gained in set-aside (or on a previous turn).

► Paper - Special abilities that negate special abilities are paper. These read "negate," “prevent,” or “interrupt and prevent."

► Rock - Special abilities that limit targets of special abilities are rock. These read "ignore," “repel,” "immune," "have no effect," "protect," “may not be (captured, converted, etc.),” or "cannot be (captured, converted, etc.)."

► Other - Other special abilities (such as band, capture, convert, discard, search) can be negated or have their potential targets limited.

EXAMPLE: The Strong Angel (paper) does prevent Prince of Tyrus' immunity (rock), but does not prevent Gibeonite Trickery (scissors).
EXAMPLE: A *capture ability* used by *Simon the Magician* (scissors) does work against *The Strong Angel* (paper) but cannot target *Lydia* (rock).

EXAMPLE: If there is only one *Hero* in battle, *Prince of this World* (rock) cannot be targeted by *A Child Is Born* (scissors) but can have his *immunity negated* by *Abraham’s Servant to Ur* (paper).

EXAMPLE: *Holy Grail* (other) can have its potential targets limited by *Kingdoms of the World, Baal Worship*, or *Altar of Dagon* (all rock).

EXAMPLE: *Unholy Writ* (other) can have its potential targets limited by *Lydia* or *Elizabeth* (both rock). One way to capture *Lydia* would be to block *Lydia* (rock) with *Job’s Wife* (paper). This would *negate Lydia's special ability*, thus allowing her to be *captured by Unholy Writ*.

If two *special abilities* of the same type are in conflict, these are the results:

- **Scissors vs. Scissors** – A “*cannot be negated*” ability can NEVER be *negated* even by another “*cannot be negated*” card.

- **Paper vs. Paper** – A *negate ability* always works unless it is *negated* by another *ability*.

- **Rock vs. Rock** – If character A is ignoring character B (or is repelling character B or makes character B “have no effect”), then character B cannot ignore or repel or be immune to character A. If one character in a battle is immune to the character it is fighting, the other character can be immune back. This is called mutual *immunity* and results in a *stalemate*.

EXAMPLE (scissors vs. scissors): *Holy of Holies* (paper and scissors) does not *prevent Michael's special ability* (scissors), but it does *prevent The Strong Angel's special ability* (paper).
EXAMPLE (scissors vs. scissors): An *Evil Character* enhanced with *Tower* (paper and scissors) does not *negate* *Michael's special ability* (scissors), but it does *interrupt* *The Strong Angel's special ability* (paper).

EXAMPLE (paper vs. paper): *Queen of Sheba’s* (paper) ability to *negate* certain enhancements can be negated by *Job’s Wife* (paper), because *Job’s Wife’s special ability* is a “negate all special abilities…” ability.

EXAMPLE (paper vs. paper): *Captain of the Host’s* (paper) “negate all special abilities except banding…” prevents the “negate all special abilities…” on *King of Tyrus* (paper).

EXAMPLE (rock vs. rock): A *human Hero* uses *Devotion of Ruth* (rock) to ignore gray brigade. The blocking gray *Evil Character* cannot use *Balaam’s Disobedience* (rock and scissors) to become *immune* to the *Hero* because the *Hero’s ignore ability* happened first.

EXAMPLE (rock vs. rock): *Mary Magdalene* (rock) makes a rescue attempt and is blocked by *Prince of this World* (rock). The result is mutual *immunity*, and the battle would end in a *stalemate*, assuming no other cards were played.

Remember that rules of *initiative* apply when playing any *character* or enhancement, including an *enhancement* with an *interrupt special ability*. Some cards can keep other cards from entering battle. If a card does not enter battle, its ability does not activate.

EXAMPLE: *Eve* prevents female *Evil Characters* from entering battle. Neither a *Witch of Endor* enhanced by *Tower* (scissors), nor *Sapphira* (paper) can block *Eve*. Since a character's *special ability* is only *activated* as the character enters battle, the abilities of these *Evil Characters* can never become active to negate *Eve's special ability*.

EXAMPLE: *Household Idols* causes good banding cards to have no *effect* (be ignored). Neither *Elders of Jerusalem* (scissors), nor a *Hero* enhanced with *Gathering of Angels* (scissors), nor *Jacob* (other) can enter battle if *Household*
*Idols* (paper and rock) is *activated*. If a card has no *effect* (or is being *ignored* or *repelled*), it cannot enter *battle* to *activate* its *special ability*.

**Concerning Targets for Special Abilities:**
When you choose a target for a special ability that target cannot change.

If a special ability is prevented, and the prevent is later negated, then you can select a target for the ability. It never targeted in the first place, so there is no change in targets.

If a dominant is played that was intended to target a certain card, it may be picked up if the intended target is no longer available due to the effect of another card. It never made the actual targeting, since the target was never really available. So, there is no true change of targets.

If a non-dominant ability is activated and an available, legal target is selected, then that target cannot change. If the ability is interrupted, and the target is removed, then a second target cannot be selected.
Please Note: This 10th Anniversary rulebook was published in 2005. We discontinued the special offer for a free booster pack in exchange for 10 Redemption barcodes on December 31, 2014.