

Redemption® CCG

Redemption® Deck Construction & Format Specific Rules

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Version 2.0.0

Published 8/13/2026

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Type 1 Deck Building Rules

Your deck must contain a minimum of fifty (50) cards. Seven of these must be Lost Soul cards. When you are building larger decks, one Lost Soul must accompany every six cards beyond fifty-six (56). The Lost Soul requirement is NOT a minimum, so each deck of a specific size must have exactly the correct number of Lost Souls. Below is a chart showing the number of Lost Souls required for each Type 1 deck size.

Deck Size	# of Lost Souls Required
50-56	7
57-63	8
64-70	9

Meek (no special ability) Lost Souls do not have a maximum number of copies in a deck, other than the total number of Lost Souls exactly fitting the table above.

All other cards have a maximum of 1 of each in a deck.

Other rules:

- The total number of Sites and Cities may not exceed the number of Lost Souls in a deck.
- The number of Dominants (good and evil combined) may not exceed the number of Lost Souls in a deck. (The “Hopper” Lost Soul does not count towards Lost Soul deck building requirements.)
- The maximum size for a Type 1 deck is 70.
- Some cards have multiple versions, but these versions are often the [same card](#) for deck building.
- Generic characters with special abilities that have the same name but different card art are different cards.
- Some cards are [banned](#) or subject to [alternative deck building rules](#).

Reserve:

- The Reserve cannot contain Dominants or Lost Soul cards.
- Your deck must be a legal deck without counting any cards in your Reserve. Your deck + Reserve must be a legal deck (ignoring Lost Soul to deck ratio rule as it applies to cards in the Reserve). The Reserve must contain between 0-10 cards.
- Your deck and Reserve must be reset to their original state after each game.

Type 2 Deck Building Rules

Your deck must contain a minimum of one hundred (100) cards. Fourteen of these must be Lost Soul cards. When you are building larger decks, one Lost Soul must accompany every six cards beyond one hundred five (105). The Lost Soul requirement is NOT a minimum, so each deck of a specific size must have exactly the correct number of Lost Souls. Below is a chart showing the number of Lost Souls required for each Type 2 deck size.

Deck Size	# of Lost Souls Required	Deck Size	# of Lost Souls Required
100-105	14	120-126	17
106-112	15	127-133	18
113-119	16	134-140	19

Meek (no special ability) Lost Souls do not have a maximum number of copies in a deck, other than the total number of Lost Souls exactly fitting the table above.

Dominants and Lost Souls with a special ability have a maximum of 1 of each in a deck.

All other cards have a maximum of 2 of each in a deck.

Other Rules:

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

Dual-alignment cards have two alignments at face value. If one of the alignments is neutral, the card is the other alignment for deck building. If the alignments are good and evil, the card counts as neutral for deck building.

- The total number of Sites and Cities may not exceed the number of Lost Souls in a deck.
- The number of Dominants (good and evil combined) may not exceed the number of Lost Souls in a deck. (The “Hopper” Lost Soul does not count towards Lost Soul deck building requirements.)
- The maximum size for a Type 2 deck is 140.
- Some cards have multiple versions, but these versions are often the [same card](#) for deck building.
- Generic characters with special abilities that have the same name but different card art are different cards.
- Some cards are [banned](#) or subject to [alternative deck building rules](#).

Reserve:

- The Reserve cannot contain Dominants or Lost Soul cards.
- Your deck must be a legal deck without counting any cards in your Reserve. Your deck + Reserve must be a legal deck (ignoring Lost Soul to deck ratio rule as it applies to cards in the Reserve). The Reserve must contain between 0-20 cards.
- Your deck and Reserve must be reset to their original state after each game.

Other Deck Building Rules

Cards with Special Deck Building Rules

The following cards have special deck building rules that differ from the standard rules below:

Maximum of 1 of each in a deck:

- New Jerusalem [Dominant] (All Versions) **OR** The Second Coming (All Versions)
- Son of God (All Versions) **OR** Chariot of Fire [Dominant] (Prophecies of Christ)

Do not count towards the Lost Soul requirement for a deck:

- Lost Soul [“Hopper”] (All Versions)

Maximum of 4 of each in a deck:

- Faithful Witness (RJ)

Maximum of 5 of each per 50 cards in a deck:

- Locust from the Pit (Revelation of John)

Maximum of 4 of each per 50 cards in a deck:

- Legion (Apostles, Disciples)
- Angry Mob [Black] (Early Church)
- Angry Mob [Brown] (Early Church)
- Angry Mob [Gray] (Early Church)

Same Card

Some cards may have multiple versions with different names and/or art, but they are considered the same card.

Two (or more) cards are the same card for deck building if they meet any of the following criteria:

- The cards have the same name and same card art.
- The cards are special ability Lost Souls that have the same [Lost Soul name](#).
- The cards are rainbow, and have the same name and same card icon.
- The cards are NOT generic characters or Lost Souls, but have the same name and same card icon.
- The cards are NOT generic characters, but represent the same person and have the same card icon.

A change in the text or presence of the special ability does not make the cards different. Only a different title, card icon or art can make the card different. Any cards that meet the above criteria are different versions of the same card.

If different versions of the same card are subject to different deck building rules (such as having different numbers of brigades), each version that is more limited (fewer copies in a deck) counts towards the maximum allowed for those that are the same or less limited (the same or more copies in a deck).

Lost Soul Names

Only Lost Souls with a special ability have a name.

Lost Souls with the same reference have the same name, with the following exception:

- Lost Souls from Jeremiah 22:3: Foreigner and Orphans

The following Lost Souls have the same name, but different references:

- Hopper: II Chronicles 28:13 and Matthew 18:12
- Lost Souls: Proverbs 2:16-17 and Proverbs 22:14
- Revealer: John 3:20 and Romans 3:23

Type 1 Limited Teams Rules

Standard Type 1 Limited game rules apply with the following exceptions:

- Each player will bring a Type 1 Teams Limited legal deck. Please see the Type 1 Teams Limited ban list for cards that are not allowed in the Teams format.
- All Lost Souls are considered meek for Teams play. Players are not required to replace special ability Lost Souls in their deck with meek Lost Souls (but they may find it helpful).
- Teammates will sit beside each other. The opposing team will sit across the table.
- Teammates share a common area of play and card types. These include Land of Bondage, Land of Redemption, Dominants, Fortresses, Sites and Artifacts (including Artifact pile). The rest of the cards are unique to each player (Heroes, Evil Characters, draw pile, discard pile, hand, Reserve) and are treated like a standard Type 1 game. Cards that reside in a shared area or on a shared card are also shared.
- Effects on shared cards are usable by both players simultaneously only if the effects are both ongoing AND automatically targeted (no target selection by the player). Effects on shared cards are usable by either player, but not both players simultaneously, if the effects are either instant OR manually targeted.
- A team may only collectively play one copy of any Dominant card. That includes cards that are considered the same card for deck building purposes (New Jerusalem and The Second Coming or Son of God and Chariot of Fire).
- Once a copy of a Dominant has been played, while it is in the discard pile or banish pile, that card is displayed in that team's Land of Redemption for verification purposes. However, those cards are considered to remain in the discard pile or banish pile for gameplay purposes.
- Teammates will take one shared turn, completing each phase together. Abilities still resolve sequentially.
- The team who takes the first turn of the game does not draw cards at the start of the first turn.
- Teams are allowed 1 territory-class Enhancement outside of battle per player per turn.
- Because the Artifact pile is shared, teams are allowed one Artifact activation on the Artifact pile per turn.
- A team will decide which player attacks at the start of the battle phase. The opposing team will choose a player to block. Teammates who are not attacking or blocking may assist the battle by playing an Enhancement on a character controlled by their teammate in battle according to the rules of initiative.
- Action priority passes per team. When a team has action priority, either teammate may perform any actions allowed at that level of action priority.
- Whenever a card refers to an opponent it can never affect a teammate. "Opponent" can refer to either of the opposing players. A card that references a player can affect any player.

Extra Type 2 Rules

Type 2 play generally follows the same rules as Type 1, but players need to rescue 7 Lost Souls and the optional (and usually unused in Type 1) Rescuer's Choice rule is always used.

Rescuer's Choice

After a rescue attempt is deemed successful, but before a Lost Soul is surrendered, the attacking player selects the Lost Soul to be surrendered instead of the defending player.

Format Options and Ban Lists

Limited vs. Unlimited

In Unlimited play, all cards are legal.

In Limited play, only those cards printed in the new format, without the scroll type Scripture box, are legal.

Each category has its own ban list.

Type 1 Limited Ban List

- Daniel (Cloud of Witnesses)
- Endless Treasures [with draw ability] (Prophecies of Christ)
- Lost Soul [III John 1:11, “Imitate”] (Revelation of John)
- Mourn and Weep (Prophecies of Christ)
- The Foretelling Angel (Persecuted Church)

Type 2 Limited Ban List

- Daniel (Cloud of Witnesses)
- Endless Treasures [with draw ability] (Prophecies of Christ)
- Harvest Time (Gospel of Christ)
- Lost Soul [III John 1:11, “Imitate”] (Revelation of John)
- Mourn and Weep (Prophecies of Christ)
- The Foretelling Angel (Persecuted Church)

Type 1 Teams Limited Ban List

- Burial (Gospel of Christ)
- Daniel (Cloud of Witnesses)
- Endless Treasures [with draw ability] (Prophecies of Christ)
- High Places (Lineage of Christ)
- Mourn and Weep (Prophecies of Christ)
- The Foretelling Angel (Persecuted Church)

Unlimited Ban List

- Daniel (Cloud of Witnesses)