Redemption® CCG

Redemption® Exegesis Guide

By Cactus Game Design

Version 11.1.0
Published 11/11/2026

Table of Contents

- Special Ability Structure
  - Special Abilities
  - Abilities
  - Modifiers
  - Conditions
  - Effects
  - Targeting
  - Duration
  - Ability Activation Order
- Modifier Listing
  - Cannot be Interrupted
  - Cannot be Negated
  - Cannot be Prevented
  - Instead
  - Limit
  - Regardless
- Effect Listing
  - Activate an Ability
  - Activate an Artifact
  - Add to Battle
  - Band
  - Banish (Remove from the game)
  - Begin a New Phase
  - Bounce (Return to hand)
  - Cannot be Ignored
  - Capture
  - Change Hand Size (Reduce, Increase, or Set Hand Size)
  - Choose Opponent (Choose the Blocker/Rescuer)
  - Convert (Repent/Fall)
  - Copy
  - Create a Token
  - Decrease
  - Discard
  - Disease
  - Draw
  - End the Battle

Equip
Exchange
First Strike
Gain
Give (Take)
Heal
Hold
Ignore
Immune
Increase
Interrupt
Look
Negate
Paralyze
Place
Play an Enhancement (Play)
Poison
Present
Prevent
Protect
Redirect
Release
Remove from the Game
Repeat
Rescue
Reserve
Restrict
Resurrect
Return to Hand
Reveal
Search
Set-Aside
Shuffle
Side Battle
Site Access
Take
Taunt
Topdeck
Toss
Transfer

Underdeck
Use Other Enhancements
Withdraw (Ignore, Retreat, Return to Territory)

Glossary of Terms Jump to letter (click the letter there to return):
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Special Ability Structure

Last Updated: 3/13/2026 (v11.0.0)
Released: 8/10/2015 (v3.0.0)

A special ability is the text over the illustration or above the Scripture verse, but in the same box.
A special ability has at least one ability or modifier, and may have multiple of either or both.
An ability is a set of sentences with connected effects within a special ability. An ability has at least one effect.
A modifier is part of a special ability that modifies abilities or effects, but is not an ability itself.
An effect is part of an ability that acts upon a target.

Special Abilities

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

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

Abilities

An ability is a set of sentences with connected effects within a special ability. The effects may be connected by a common target or set of targets, by being paired with a previous effect or by an effect needing information about the target(s) of a previous effect. An ability targets the cards its effects target. An ability has the type of its effects – an ability with a discard effect is a discard ability, etc. An ability that includes a look or search to find a target is a look or search ability, even if the look or search effect is not stated within the ability. An ability that includes a reveal to prove the validity of a target (or to prove the lack of targets) is not a reveal ability.

If an ability has multiple effects, they are not usually dependent on each other such that being unable to carry out one of them makes the player unable to carry out a different one. There are 2 exceptions:

- An effect relies on previous effect(s) being fully carried out. These are usually referred to as “cost-benefit” abilities, where the previous effect(s) is the cost to get the benefit of the later effect(s).
- An effect targets a card (or part of card) and another effect later in the ability relies on the initial targeting being successful to target that card (or part of that card). These usually use pronouns to refer back to the original target, so the pronouns don’t refer to anything if

there was no original target.

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

An ability may have effects that activate in different ways. An ability is only instant if it only has immediate instant effects, otherwise it is ongoing. An ongoing ability is active if it is checking a condition or has a currently active ongoing effect. If an instant ability is prevented from activating (the initial activation, not reactivating after an interrupt), it can never activate, even if the prevent is later negated. If an ongoing ability is prevented from activating (the initial activation, not reactivating after an interrupt), and the prevent is later negated, the ongoing ability activates at that point. If an ability is prevented from reactivating (after an interrupt), it will reactivate when the prevent is negated. If an ongoing ability is negated and the negation ends before the ongoing ability, the ongoing ability will reactivate at that point. If the negation ends at the end of a phase, the ongoing ability will reactivate at the beginning of the next phase.

An ability consists of one or more effects, and may have one or more conditions, options, or players to carry out some or all the effects. An option is represented by the word “may” and/or by a choice between two effects. If an ability uses “may” followed by multiple effects connected by “and”, the option applies to each effect separately, such that the player could opt to perform some of the effects without having to perform all of them. If an ability uses “may” with an effect that has multiple targets (either connected by “and” or a specific number), the option applies to the entire effect, not each individual target. If a player or players is mentioned in the ability, the effect is carried out by those players; otherwise the controller carries out the effect.

Immediate Effect

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

Manually Triggered Effect

An ability with a manually triggered effect has an effect that the controller elects to use at some point after the card it is on was played. A manually triggered effect always has a condition that is a constant check of the game state. A manually triggered effect is always instant. When a card with an ability with a manually triggered effect is played, the condition activates and begins checking the game state. A manually triggered effect may only be activated by the player controlling it while no effects are resolving and the ability persists, as described under Duration.

The priority to use a manually triggered effect is laid out under Action Priority.

Triggered Effect

An ability with a triggered effect has an effect that is waiting for an event to occur to be activated. A triggered effect always has a condition that is checking for an event to happen. Triggered effects may be ongoing or instant. When a card with an ability with a triggered effect is played, the condition activates and begins checking for the triggering event to happen, and the condition is triggered when the event happens. Triggered effects differ from manually triggered effects in that triggered effects can activate in response to an event, while manually triggered effects have a range in which they can be activated. All players must know (or have the ability to know) that the triggering event happened for the triggered effect to activate.

Triggered effects may be optional or mandatory. Optional triggered effects will be designated with a “may” or similar wording, while mandatory triggered effects simply describe the outcome without giving a choice. If the triggering event deactivates the ability without interrupting or negating it, then the triggered effect can still be activated. If the triggering event activates the ability, then the triggered effect can still be activated. Otherwise, a triggered effect may only be activated by the player controlling it while the ability persists, as described under Duration.

While the condition of a triggered effect is triggered by an event happening, the effect may not activate until there are no effects resolving. A triggered effect can be triggered multiple times by separate events before it activates, and the effect can be used once for each event unless the event is a block (or being blocked), an attack, or the beginning of a battle, with limitations on those triggers in their definitions. Abilities with triggered effects that are waiting to activate are pending abilities.

The priority to use a triggered effect is laid out under Action Priority. In addition to the criteria laid out there, each player must activate all mandatory effects they control in an order of their choice before choosing whether to activate the optional effects they control in an order of their choice.

Pending

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

Modifiers

A modifier is part of a special ability that modifies abilities or effects. Modifiers are not themselves abilities, but alter the behavior of abilities or effects. Whether a modifier targets an ability or effect depends on the type of modifier. If a modifier is granted to abilities or effects on

other cards, the modifier persists through the end of the current phase by default. Since modifiers are not abilities, they cannot be targeted by interrupt, prevent or negate effects.

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

If a modifier is activated by a trigger condition, it applies immediately and does not have to wait for other abilities to resolve, like an effect.

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

Conditions

Events and Game States

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

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

Colon

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

- If part of the ability preceding the colon is a look or reveal effect, and part of the ability succeeding the colon is an immediate instant effect, then the colon means "while X is occurring", where X is the ability preceding the colon and the abilities following the colon are the paired abilities of X.
- If the part of the ability preceding the colon is not a look or reveal effect and part of the ability succeeding the colon is a mandatory instant effect that cannot have a duration, the colon means "if X is met", where X is the part of the game state produced by the effect preceding the colon.
- Otherwise, the colon means "while X is met", where X is the part of the game state produced by the effect preceding the colon.
- One colon can have multiple meanings, if the effects after the colon meet different criteria.

When a colon follows a look or reveal effect, the condition applies until succeeding effects have targeted all of the targets of the look or reveal, or until the end of the sentence if succeeding effects do not target all of the targets of the look or reveal. While the condition from the colon applies, the default location for targets of effects is the location looked at or revealed. When a colon does not follow a look or reveal effect, the condition applies to all of the special ability that succeeds it, except modifiers that only target the card the colon is on.

Conditional Phrases and Ability Classes

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

- "If [event]" or "when [event]" preceding an effect or modifier is an ongoing check for that event to happen, and indicates a triggered effect or modifier. "If [event]" succeeding an effect or modifier, or as part of alternate targeting, allows a player to perform that event.
- A check for an event occurring due to a player or ability is satisfied by a game rule triggered by that player or ability.
- Any phrase that indicates a specific time ("after battle", "on return", etc.) is an ongoing check for that event, and indicates a triggered effect.
- "If [game state]" is an immediate check of the game state, and indicates an immediate effect or a modifier.
- "If you do" is a check that you fully carried out effects earlier in the ability.
- "If you do not" is a check that you did not fully carry out effects earlier in the ability, for any reason.
- "If you cannot" is a check that you could not carry out one or more effects earlier in the ability.
- "Otherwise" is a check that a condition earlier in the ability failed.
- "While [game state]" or "during [game state]" is an ongoing check of the game state, and indicates 1) a manually triggered effect if there is an optional instant effect, 2) an instant effect with a duration if there is a mandatory instant effect, or 3) an ongoing effect or modifier that updates its targeting or status as the status of the condition changes.
- "Each [phase]" is an ongoing check of the game state, and indicates a manually triggered effect that can or must be used exactly once in that phase. "During [phase]" is an ongoing check of the game state, and indicates a manually triggered effect that can be used multiple times in that phase.
- "At any time" and "when holder chooses" are ongoing checks of the game state and indicate an ability with a manually triggered effect.
- An optional instant effect with a usage limit other than a per game usage limit is a manually triggered effect that can be activated as long as the usage limit has not been met in the specified timeframe.
- X defined in an identifier is an ongoing check of the game state, and is updating the value of X as it changes, if applicable. X defining a number of targets is static when the targets are declared, X defining a value that targets have is dynamic and updates as X changes.
- "... unless [game state]" is a check of the game state that matches the type of effect or

modifier it follows - ongoing for ongoing, instant for instant.

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

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

Effects

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

There are two types of effects: Instant and Ongoing.

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

Instant Effects

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

Limitations on instant effects targeting Lost Souls are described in Targeting.

Limitations on activating instant effects are described in Activate.

Ongoing Effects

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

Targeting

Referencing vs. Targeting

If a card mentions card names or card types as part of a condition (including unity or advantage) or count but does not perform an action on those cards, the card is referencing those card types or cards with that name, not targeting them. If a card references cards or card types, it is looking for all cards meeting those criteria on the playing surface, including set-aside areas, unless other locations are specified on the card.

Targeting Cards by Name and Self-Targeting

If a card references or targets a card name that is also an identifier, the reference or target is to the identifier, not the card name.

If a card references or targets the name of a card other than itself, the named card can be in whatever default location is specified on the named card, unless otherwise specified on the referencing or targeting card. If the named card is a character, there may be multiple characters as described in duplicate cards.

If a character references or targets all or part of its name, and it represents a person with the referenced or targeted name, the reference or target is to itself.

If a card targets “this card”, it is targeting itself, and can target the card in the location where it activated.

If a card targets “this [card type]”, it is targeting itself, but it must be the specified type to be a valid target, and can target the card in the location where it activated.

If a card references or targets its name, the card functions as if the reference or target is replaced with “this card” unless the ability meets either of the following criteria:

- The reference or target is potentially to multiple cards.
- The wording of the card excludes itself from the target or reference.

This includes situations where a card copies the reference or target of the copied card’s name, so the copied ability functions as if the name was replaced with “this card”. In all other situations, the reference or target is to any card that fits that name.

Modifier Targeting

Modifiers that target abilities on the cards they are on, or the contents of cards they are on, can target those cards in the location in which the modifier activated.

Modifiers that target abilities on specific card types can only modify abilities on cards in play or a set-aside area, unless otherwise specified in the modifier.

Effect Targeting

The default locations of targets for effects are as follows:

- Activate an Ability, Interrupt, Negate, Prevent: Abilities on cards in play or a set-aside area
- Activate an Artifact: In hand or Artifact pile
- Add to Battle, Band: In hand or a territory
- Begin a New Phase: Current phase
- Change Hand Size, Restrict: A player
- Choose Opponent: Character owned by opponent in a territory
- Draw: Top of deck
- End the Battle: Current battle
- Equip: Enhancements in hand and characters in play
- Hold: Characters in hand, play or a set-aside area, Artifacts in hand or Artifact pile, Enhancements in hand
- Paralyze: In a territory
- Play: In hand
- Present: Character owned by the presenting player in their hand or a territory
- Redirect: Cards or abilities on cards in battle
- Repeat: Previous abilities on the card
- Rescue: Lost Souls in opponent's Land of Bondage or humans in play
- Resurrect: In a discard pile
- Set-Aside: In play
- Side Battle: In play or hand
- Toss: Enhancements as they are played and characters in battle
- Transfer: In territory
- Withdraw: In the Field of Battle
- Look, Reveal, Search, Taunt: No default target
- All Other Effects*: In play or a set-aside area
  *Banish, Bounce, Capture, Convert, Copy, Discard, Exchange, First Strike, Gain, Heal, Ignore, Immune and Protect, Increase and Decrease, Place, Poison and Disease, Release, Reserve, Shuffle, Site Access, Take and Give, Topdeck and Underdeck, and Use Other Enhancements

If an effect targets a card in a location that belongs to a player, and does not specify that it target's a specific player's location, or "a", "any" or "all" of that location, then the target must be in the location belonging to the player carrying out the effect.

Targeting the next or last card played targets those cards based on when they were played in relation to the initial activation of targeting effect, regardless of the current location of those cards, but can only target cards played in the current phase. "Next" is the first qualifying card

played after the targeting effect activates, and “last” is the most recent qualifying card played before the targeting effect activates. Effects that use “next” and “last” cannot update targets.

An ability that has multiple effects that act on targets on the same cards performs those effects sequentially, not simultaneously. If an earlier effect renders the target an invalid target for a later effect, the later effect does nothing.

If an effect (except a draw or play effect) targets one or more cards in a deck to move to another location (except a location in play), reveal the card(s) before removing them from the deck. If any are Lost Souls, put them in their owner's Land of Bondage. The remaining targets (if any) are moved to the new location. If all of the targets are removed from the deck, the effect is considered to have fully completed.

The following scenarios have special rules about cards being valid targets for instant effects:

- Lost Souls are only valid targets if the ability specifically states it targets Lost Souls.
- Captured characters are only valid targets if the ability uses “captured” or some variation thereof to describe the target. Captured characters can also be targeted as Lost Souls, if applicable.
- Face down cards are only valid targets if the ability specifically states it targets face down cards or inactive Artifacts.

Cards that fall under any of the above scenarios are also valid targets if an ability targets all cards in a location in that scenario or if an ability targets all cards of their card type.

When a card moves to another location, any cards in or on (placed, equipped, activated, held, etc.) that card generally remain in or on that card and follow it to that location. The exceptions are:

- If the card with the ability moving the underlying card specifies anything about some of the cards in or on the underlying card, that takes precedence over all other rules about handling such cards, but is still subject to any targeting limitations like a protect ability.
- If an occupied Site is removed from play, any Lost Soul(s) that were in the Site remain in play.
- If a card is captured or rescued, all cards on that card are discarded.
- If the underlying card is moved to a location that is not on the playing surface (hand, deck, discard pile, etc.), and the cards in or on that card cannot follow to that location, they usually revert to their owner’s instance of that location, per the rules on returning to face value. If the cards are trying to go to a hand that is at the hand limit (or hits the hand limit before all following cards are accounted for), they are handled differently depending on the card type: Artifacts are returned to the Artifact pile face down, characters are returned to territory, and all other cards are discarded.

If an ability has conditions and durations such that its ongoing effects end and activate repeatedly (such as an ability that targets “each upkeep”), the player controlling that ability can opt to keep the same target(s) each time the ongoing effects activate without having to restate them each time. If any of the targets are removed between activations, the player can select replacement targets for them, but they are not required to select any.

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

All effects select their targets when they initially activate. If an effect allows a player to select a dynamic number of targets, the number does not update if the effect is interrupted and reactivates. Ongoing effects that automatically target update their targets as new ones become available while they remain ongoing, but do not retarget their current targets unless they are replayed or the ongoing effect is reactivating.

If an effect specifies more targets than there are valid targets, the effect can still be carried out by targeting all of the valid targets.

If a card has an option between mandatory effects, the player selecting between those effects cannot select an option without a valid target unless none of them have a valid target. If one of those effects includes a search, the searchable location is a valid target as long as it has at least one card, regardless of a valid target for the search.

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

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

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

Duration

Many special abilities have a component that lasts for longer than a simple instant effect, requiring an upper bound on how long the special ability persists. If none of the following apply, the upper bound is the end of the phase.

Some effects have their own duration limitations that override any other duration listed below.

If a special ability targets a card and defines a duration based on the result of that targeting, the special ability persists until that result is changed. This provides an upper bound on any other duration.

If a special ability specifies a specific time for the duration, such as this turn, 1 round, etc., the special ability persists until that time has elapsed.

If a special ability specifies that it remains active “while this card remains in play”, or some similar phrasing about the card leaving where it was played, the special ability persists until the card leaves where it was played.

If the card is a territory class character played in a territory, the special ability persists until the character leaves territory.

If the card is a Site (except a rainbow Site), Artifact, Fortress or Lost Soul, the special ability persists until the card leaves where it was played or the Artifact is deactivated.

If a special ability or identifier specifies a duration that is not covered above, the special ability requires another duration as the upper bound. If none of the above durations are present, the upper bound is the end of the phase.

If more than one of the above apply, the upper bound is any duration specifically noted as an upper bound, or the duration that would last the longest if there is no specific upper bound, so the upper bound can change as the game progresses. A special ability with multiple durations persists until the upper bound has elapsed, but its effectiveness may vary as the shorter durations change.

Ability Activation Order

When one or more characters are played in battle, the abilities on all of the characters activate as a group, rather than individually, in the order below. If any ability plays other cards, including other characters, only the abilities up to and including the current step activate at that time, and any that fall in a future step are delayed until that step.

1. Verify the rescuing/taunting/attacking/blocking/defending status of the characters in battle and the players involved in the battle.
2. Activate all abilities in the order written on the card EXCEPT those with effects that move a character to a battle.
3. Activate all gained abilities in the order gained EXCEPT those with effects that move a character to a battle.
4. Activate all abilities on any equipped weapons EXCEPT those with effects that move a character to a battle.
5. Activate all abilities with effects that move a character into the same side of battle.
6. Verify the begins a battle/blocked status of the characters that are/were in battle and the players involved in the battle.
7. Activate all abilities with effects that move a character into the opposite side of battle.
8. Activate all abilities with side battle effects.
9. Activate all pending abilities with triggered effects, following the order laid out under Action Priority in the Glossary.

Return to Table of Contents

Modifier Listing

Cannot be Interrupted

Last Updated: 6/21/2021 (v7.1.0)
Released: 7/26/2011

How to Play

- The ***cannot be interrupted*** modifier modifies an ability, making it so that the modified ability cannot be affected by any ***interrupt*** or ***negate*** effect activated after the card the modified ability is on is played. The modified ability can still be targeted by the ***interrupt*** or ***negate*** effect.
- An ability cannot be modified by ***cannot be interrupted*** retroactively; it has ***cannot be interrupted*** when the card it is on is played or not at all. A ***cannot be interrupted*** modifier on a card that is met by actions performed during the playing of that card is considered to be modifying the abilities of that card when it is played.

Clarifications

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

Return to Table of Contents

Cannot be Negated

Last Updated: 6/21/2021 (v7.1.0)
Released: 7/26/2011

How to Play

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

Special Conditions

- All abilities on Dominants are ***cannot be negated***.

Clarifications

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

Return to Table of Contents

Cannot be Prevented

Last Updated: 1/27/2020 (v7.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

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

Return to Table of Contents

Instead

Last Updated: 3/10/2025 (v10.0.0)
Released: 7/26/2011

How to Play

- The ***instead*** modifier allows an ability to replace an effect or event with a new effect.
- The ***instead*** modifier indicates an effect which replaces an activated effect or event. It does not undo the effect, as with a ***prevent*** or ***negate***, but instead replaces the outcome such that the original effect never took place, and the new effect activates instead.
- Most instances of the ***instead*** modifier are written as "If X happens, do Y instead". The trigger occurs when "X" happens, and replaces "X" with the new effect, "Y". "X" is considered to not have been activated at all, and "Y" happens in its place.
- Other instances of the ***instead*** modifier are written as "Do X. Opponent may do Y instead.". When you attempt to do "X", the opponent has the option to replace it with "Y". If they do, "X" is considered to not have been activated at all, and "Y" happens in its place.
- If an ***instead*** modifier does not indicate a new target or targets for the new effects, then the new effect is applied to same cards targeted by the original effect.
- The replacing effect is affected by ***instead*** when the card it is on is played.
- The replaced effect cannot be affected by ***instead*** retroactively; the ***instead*** modifier must trigger during the activation of the replaced effect.

Special Conditions

- When the triggering event occurs, the triggered effect with the ***instead*** activates immediately, inserting itself before any additional abilities or effects complete. Rules for handling scenarios where the triggering event also causes Special Initiative are described in Special Initiative.
- An ***instead*** may have conditions that indicate only some of the cards have the new effect applied. For example, if a card says "… blue Heroes that would be discarded are returned to territory instead", and a mixture of Heroes are ***discarded*** from battle, the blue Heroes have the ***withdraw*** effect applied, while other Heroes have the ***discard*** effect applied.
- If a card is ***immune*** to or ***protected*** from the new effect, the original effect is still applied. If a card is ***immune*** to or ***protected*** from the original effect, the card is not affected at all. Example: "… blue Heroes that would be discarded are returned to territory instead", with two other active effects: "Protect N.T. Heroes from withdraw abilities" and "Protect O.T. Heroes from discard abilities". Because the blue N.T. Heroes are ***protected*** from ***withdraw***, they are ***discarded*** as normal. Because the blue O.T. Heroes are ***protected*** from ***discard***, they are unaffected, and there is nothing to replace with the ***withdraw*** effect.
- If the new effect is ***prevented***, or otherwise cannot be completed in its entirety, then the original effect is still applied. If the new effect activates and is later ***negated***, the act of ***insteading*** does not get undone, as the new effect was still applied initially through ***instead***.
- If a single card uses ***instead*** to apply two or more effects to the same group of cards, the combination of applied effects satisfies the cost for that card. Example: if ***Herod's Temple (Di)*** would ***discard*** more than one card from deck, and at least one is a Lost Soul put in play "instead", the combined total of ***discarded*** cards and Lost Souls put in play count toward the total required by Herod's Temple. However, if the card ***discarded*** from hand has a different effect applied "instead" by a different card, the ability is not properly resolved.

Clarifications

- Abilities that describe a potential end of battle condition (ex: “If defeated”, “If character defeats”, “If rescue attempt fails”, “Regardless of battle outcome”, etc.) and a triggered effect that targets the cards affected by the potential end of battle condition have an implied ***instead*** in which the triggered effect replaces the potential end of battle condition if the condition is met.
- The replacing effect can be negated, as it is modified by ***instead*** and not part of the ***instead*** itself.

Return to Table of Contents

Limit

Last Updated: 2/18/2022 (v8.0.0)
Released: 1/3/2018 (v5.0.0)

How to Play

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

Special Conditions

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

Clarifications

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

Return to Table of Contents

Regardless

Last Updated: 2/18/2022 (v8.0.0)
Released: 8/10/2015 (v3.0.0)

How to Play

- The ***regardless*** modifier modifies an ability or effect, making it so that the modified ability or effect can include among its possible targets any cards that normally could not be targeted due to the condition that is mentioned.
- Most instances of the ***regardless*** modifier are written as "regardless of X abilities", where "X" is a condition or effect that would normally stop targeting. For example, the phrase "regardless of protect abilities" allows the modified ability to target any card that is ***immune*** or ***protected***, even though it normally cannot.
- Other instances of the ***regardless*** modifier are written as "regardless of brigade", where it modifies an ability where brigade is a limitation on targets, such as ***play an Enhancement*** or ***add to battle*** (for Enhancements).
- An ability or effect cannot be modified by ***regardless*** retroactively; it is ***regardless*** when the card it is on is played or not at all.
- The modification from ***regardless*** lasts until the end of the current phase.

Clarifications

- When it appears as part of a ***use other Enhancements*** ability, the phrase "regardless of brigade" is redundant and is not a ***regardless*** modifier.
- The phrase "regardless of battle outcome" defines an alternate condition for a card, and is normally an ***instead*** modifier, not a ***regardless*** modifier.

Return to Table of Contents

Effect Listing

Activate an Ability

Last Updated: 3/1/2023 (v8.3.0)
Released: 1/27/2020 (v7.0.0)

How to Play

- An ***activate an ability*** effect activates an ability at a time it can not normally be activated.
- An ***activate an ability*** effect targets the ability to be activated.
- Unless otherwise specified, targets must be on cards in play or a set-aside area.
- All ***activate an ability*** effects are instant.

Clarifications

- Negating an ***activate an ability*** effect does not negate the activated ability. To negate the activated ability, the negate must target the activated ability.

Return to Table of Contents

Activate an Artifact

Last Updated: 11/11/2026 (v11.1.0)
Released: 7/26/2011

How to Play

- An ***activate an Artifact*** effect activates an Artifact in a location they control during a phase other than the Preparation Phase or an additional time during the Preparation Phase.
- An ***activate an Artifact*** effect targets the Artifact that is activated.
- Unless otherwise specified, targets must be in the Artifact pile or hand of the player carrying out the ***activate an Artifact*** effect. If the target is in the Artifact pile, it must be inactive.
- Unless otherwise specified, the target is activated on the Artifact pile or any legal location for that Artifact.
- Unless otherwise specified, there is a limit of one activated Artifact on each legal location. If an ***activate an Artifact*** effect activates an Artifact in a location that was already at its limit for active Artifacts, an Artifact already there is deactivated before the new Artifact is activated.
- All ***activate an Artifact*** effects are instant.

Special Conditions

- If an Artifact is activated on a card rather than on the Artifact pile, it returns to the Artifact pile when deactivated.
- If an ***activate an Artifact*** effect activates an Artifact, Covenant or Curse in a location with a ***hold*** effect that targets Artifacts, Covenants or Curses, that Artifact, Covenant or Curse must be a valid target of the ***hold*** effect to be a valid target of the ***activate an Artifact*** effect.

Return to Table of Contents

Add to Battle

Last Updated: 11/11/2026 (v11.1.0)
Released: 8/23/2016 (v4.0.0)

How to Play

- An ***add to battle*** effect moves cards into the current battle and activates their special abilities.
- An ***add to battle*** effect targets the cards that are to be moved into battle.
- A player can only carry out an ***add to battle*** effect to add cards to the side of battle they control.
- The targets of the ***add to battle*** effect are moved into battle under control of the player carrying out the ***add to battle*** effect, on their side of the battle. If that player does not have permanent control of the card, then they have temporary control until the card leaves battle.
- An ***add to battle*** effect only targets characters, Enhancements (including Covenants or Curses as Enhancements) and Sites.
- Unless otherwise specified, targets must be in a territory or the hand of the player carrying out the ***add to battle*** effect.
- Unless otherwise specified, targets must be of matching alignment to the card with the ***add to battle*** effect.
- All ***add to battle*** effects are instant.

Special Conditions

- Special rules about characters entering battle are described in Enters Battle.
- If an ***add to battle*** effect is ***negated***, the characters it moved into battle from a hand or territory return to the territory of the player with permanent control.
- When an ***add to battle*** effect adds multiple cards into battle, the cards are added as one group. The abilities on the characters in that group activate as described in the Ability Activation Order. The abilities on the other cards in the group activate in an order of their controller's choosing.

Clarifications

- The phrase "add [something] to battle" is a ***band*** effect if it exclusively adds one or more characters to a side of the battle where at least one other character of matching alignment is always present. That is not based on the specific usage of the effect - if there is any scenario where such an ability can move one or more characters to a side of the battle where no other characters are present, that is an ***add to battle*** effect, not a ***band*** effect.
- Cards cannot be added to a battle that has not begun or a battle that is in battle resolution.

Return to Table of Contents

Band

Last Updated: 11/20/2023 (v9.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

- Special rules about characters entering battle are described in Enters Battle.
- If a ***band*** effect is ***negated***, the characters it moved into battle from a hand or territory return to the territory of the player with permanent control.
- When a ***band*** effect moves multiple characters into battle, the characters are moved in as one group, and their abilities activate as described in the Ability Activation Order.

Clarifications

- Characters in the Field of Battle are not valid targets for ***band*** effects, since they are already in a battle assisting a character.
- The phrase “add to battle” when used to exclusively move a character to a side of the battle where at least one other character of matching alignment is always present is a ***band*** effect.
- ***Copy*** and ***convert*** effects that change a non-character card into a character are not ***band*** effects.
- Abilities that move a second character into the battle should be played as if they move an additional character into the battle.
- The phrases “band with” and “join the battle” both mean “band to”.

Return to Table of Contents

Banish

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

How to Play

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

Clarifications

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

Return to Table of Contents

Begin a New Phase

Last Updated:
Released: 3/10/2025 (v10.0.0)

How to Play

- A ***begin a new phase*** effect restarts the current phase of the turn or returns to a previous phase of the turn.
- During all phases except the Battle Phase, the phase restart is immediate.
- During the Battle Phase, if the Field of Battle is empty and the battle is not already in battle resolution, the phase restart is immediate, skipping or suspending battle resolution for all battles. If the Field of Battle is not empty or the current battle is already in battle resolution, battle resolution must be completed for all battles before the phase restart.
- A ***begin a new phase*** effect targets the current phase.
- All ***begin a new phase*** effects are instant.

Special Conditions

- Unless a ***begin a new phase*** effect specifies that the previous phase resumes, the game progresses to the next phase of the turn at the end of the new phase.
- A ***begin a new phase*** effect that begins a new battle is optional, since the Battle Phase begins with the active player putting a character in battle and the ***begin a new phase*** effect does not target a character.

Clarifications

- The phrase “restart the current phase” is a ***begin a new phase*** effect.
- The phrase “begin a new turn” is a ***begin a new phase*** effect that returns to the Draw Phase, rather than restarting the current phase.
- The phrase “begin a new rescue attempt” is a ***begin a new phase*** effect, but the restarted Battle Phase must begin as a rescue attempt and not a battle challenge.

Return to Table of Contents

Bounce

Last Updated: 11/11/2026 (v11.1.0)
Released: 1/27/2020 (v7.0.0)

How to Play

- A ***bounce*** effect moves a card from the playing surface to its owner's hand.
- A ***bounce*** effect targets the cards that are to be returned to hand.
- A ***bounce*** effect that targets "all Enhancements" (or "all good Enhancements" or "all evil Enhancements") from battle targets all Enhancements played on the same side of the battle as the card with the ***bounce*** effect.
- Unless otherwise specified, targets must be in play or a set-aside area.
- All ***bounce*** effects are instant.

Special Conditions

- The phrases "Return [card/card type] to hand" or "Remove [card/card type] to owner's hand" mean "Bounce [card/card type]".

Return to Table of Contents

Cannot be Ignored

See Immune and Protect
("Cannot be ignored" means "protect character from withdraw effects", since ignore was merged with withdraw)

Capture

Last Updated: 3/10/2025 (v10.0.0)
Released: 7/26/2011

How to Play

- A ***capture*** effect transforms a character into a captured character and moves it to a different location where it is held captive. Heroes become captured Heroes and Evil Characters become captured Evil Characters.
- Permanent control of captured characters transfers to the player that receives the captured characters.
- When a character is ***captured***, all cards ***equipped*** to, cards ***placed*** on and Artifacts activated on that character are ***discarded***.
- A ***capture*** effect targets the characters that are to be ***captured***.
- Unless otherwise specified, targets must be in play or a set-aside area.
- Unless otherwise specified, targets are moved to the Land of Bondage of the player carrying out the ***capture*** effect.
- All ***capture*** effects are instant.

Clarifications

- The phrase “treat as a Lost Soul” is a clarification of the game rule that applies to captured characters that are in a Land of Bondage, not an ability.
- The phrase “take prisoner” means “capture”.
- If a ***capture*** effect captures the target to a location, that location must exist or the ***capture*** effect cannot target anything. If the location exists but the card cannot be captured to it, the ***capture*** effect captures the target to the default location.

Return to Table of Contents

Change Hand Size

Last Updated: 5/7/2019 (v6.0.0)
Released: 8/10/2015 (v3.0.0)

How to Play

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

Clarifications

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

Return to Table of Contents

Choose Opponent

Last Updated: 11/11/2026 (v11.1.0)
Released: 7/26/2011

How to Play

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

Clarifications

- If a ***choose opponent*** effect used before the initial character is presented is negated, the defender has the opportunity to ***present*** a new character unless they control a character on their side of battle.
- If a ***choose opponent*** effect targets a character to be opposite a specific character, by name or some other descriptor, that specific character must be in battle or the effect does nothing.

Return to Table of Contents

Convert

Last Updated: 11/11/2026 (v11.1.0)
Released: 7/26/2011

How to Play

- A ***convert*** effect changes one or more characteristics of a card. These changes may include alignment, type, or brigade.
- A converted card generally retains its special abilities and identifiers. The only characteristics changed or gained are those specified by the ***convert*** effect.
- Special abilities on a card can only activate while the card matches the original alignment of the card. Special abilities on cards that do not match the original alignment can never activate. For dual icon cards, the original alignment is the original alignment of the active identity, so the ability could still activate if the card swaps identities.
- Special abilities on territory class characters in a territory that have been converted to a different alignment end on the conversion. If the territory class character is converted back to its original alignment (or reverts back to its original alignment when the duration of a convert ends), the special ability is active again, but instant abilities will not reactivate.
- Converted characters retain their identifier(s) unless the identifier is alignment specific. *Heretic*, *magician, Pharisee, false prophet, Sadducee* and *thief* on Evil Characters do not ***convert*** when they become a Hero. *Disciple, martyr*, *missionary* and *prophet* on Heroes do not ***convert*** when they become an Evil Character. *Angel* on Heroes becomes *demon* when they ***convert*** to an Evil Character.
- A ***convert*** effect targets the cards that are to be ***converted***.
- A ***convert*** effect is permanent, unless a duration is specified. If a duration is specified, the converted character reverts to the characteristics that were changed by the ***convert*** effect when the duration is reached. The reversion is not a ***convert*** effect, and any characteristics that were not changed by the ***convert*** effect retain any changes that may have been made while ***converted***.
- Unless otherwise specified, targets must be in play or a set-aside area.
- Unless a non-human target is specified, targets must be human.
- Unless otherwise specified, targets are ***converted*** to the opposite alignment of their current alignment.
- Unless otherwise specified, targets are ***converted*** to any brigade that is a legal brigade for the new alignment of the card. If a ***convert*** effect does not change the alignment of the card, then the new alignment is the same as the current alignment.
- All ***convert*** effects are instant.

Special Conditions

- If a warrior equipped with a weapon is ***converted***, the weapon is automatically ***converted*** with the character. It ***converts*** to a matching brigade and remains on the character.
- If the active identity of a dual icon card has a ***convert*** effect that ***converts*** itself to the name or type of the inactive identity, the ***convert*** effect swaps the active identity of the card. If a ***convert*** effect on a card ***converts*** a dual icon card to the name of its inactive identity, the ***convert*** effect swaps the active identity of the card. Other ***convert*** effects, even to the type of the inactive identity, do not swap the active identity of another card. While the card matches the original alignment of the active identity, the special ability can activate.
- If a ***convert*** effect on a card ***converts*** another card "to meek", the card must have an inactive identity that is meek, and the ***convert*** effect swaps the active identity of the card.
- If the active identity of a dual icon card is ***converted*** by a ***convert*** effect that does not swap its active identity, it retains the characteristics of the active identity that are not changed and does not swap identities. While the card no longer matches the original alignment of the active identity, the special ability can not activate.

- If a ***convert*** effect changes the alignment of a character in battle, then that character returns to the territory of the player with permanent control as a response to the ***convert*** effect.
- If a ***convert*** effect allows a player to select the brigade of the card being ***converted***, then that player must select an existing brigade for that card type.
- If a ***convert*** effect changes a card to an Artifact, it includes an ***activate an Artifact*** effect for that Artifact unless the ability specifies it is inactive, or the Artifact cannot be activated.
- If a ***convert*** effect would not change either the brigade(s) or alignment of the card being ***converted***, then the card is not a valid target for the ***convert*** effect. Converting a multi-brigade card to single-brigade, even if the single-brigade is one of the multi-brigades, is changing the brigades of the card.

Clarifications

- Multi-brigade is not a specific brigade and cannot be used as a resultant brigade.
- The words “repent” and “fall” mean “convert”.

Return to Table of Contents

Copy

Last Updated: 9/1/2022 (v8.2.0)
Released: 7/26/2011

How to Play

- A ***copy*** effect causes one card to copy the special ability and/or attributes of another card.
- A ***copy*** effect that copies a special ability adds the special ability of the target to the copying card.
- A ***copy*** effect that copies a card copies all attributes and the special ability of the target, unless it specifies attributes or abilities to copy, in which case it only copies those attributes and abilities. The attributes of the target replace the attributes of the copying card, and the special ability of the target replaces the special ability of the copying card.
- The ***copied*** special ability activates as the last part of completing the ***copy*** effect.
- All ***copy*** effects end when the card they are on resets to face value, regardless of a specified or default duration that would otherwise apply.
- Unless otherwise specified, ***copy*** effects on a card played in battle last until the card with the ***copy*** effect leaves the Field of Battle.
- Unless otherwise specified, ***copy*** effects on a card played outside of battle last until the end of the phase in which they are activated.
- A ***copy*** effect targets the card or special ability that is copied.
- Unless otherwise specified, targets must be in play or a set-aside area.
- All ***copy*** effects are ongoing.

Special Conditions

- A ***copy*** effect cannot target a special ability that contains a ***copy*** effect. Since a ***copy*** effect that targets a card replaces itself with the target's special ability, it can be targeted by a later ***copy*** effect since it no longer contains a ***copy*** effect.
- If a ***copy*** effect copies the special ability of a Lost Soul, activate the copied ability as if the Lost Soul was drawn and put in play.

Clarifications

- If a ***copy*** effect targets a special ability and not a card, it does not copy any identifiers on the card with the copied special ability, including those that impact the ability, like unity and variables (X). The copy of the special ability activates without those identifiers.

Return to Table of Contents

Create a Token

Last Updated: 3/13/2026 (v11.0.0)
Released: 6/11/2018 (v5.1.0)

How to Play

- A ***create a token*** effect creates a token of a specified card type and puts it in a location.
- A card with a ***create a token*** effect may have a "Token" identifier that describes the attributes of the created token beyond the card type. The identifier only applies to the creation of a token, not to any other targeting of a token on that card.
- If an attribute of the token is described as matching a card, and that card has more than one of that attribute, the player carrying out the ***create a token*** effect selects one of that attribute for the created token.
- The title of the created token always ends with "Token". If the "Token" identifier is preceded by anything enclosed in quotation marks, the token's title is those words followed by "Token". Otherwise, the token's title is "[Card Type] Token", based on the card type used in the ***create a token*** effect.
- If applicable, the strength, toughness, brigade, gender and role will be listed in the "Token" identifier. Other identifiers may also be listed.
- If the "Token" identifier lists a testament for the token, the token inherits the reference from the creating card and has the testament as an identifier.
- A ***create a token*** effect is permanent, unless a duration is specified. If a duration is specified, the token ceases to exist when the duration is reached.
- Unless otherwise specified, tokens are generic.
- Unless otherwise specified, tokens are created as meek.
- Unless otherwise specified, tokens have the same reference as the card with the ***create a token*** effect that created them.
- Unless otherwise specified, tokens are created in the territory of the player carrying out the ***create a token*** effect.
- Unless otherwise specified, tokens are created under the control of the player that controls the location where they are created.
- ***Create a token*** effects are instant.

Clarifications

- Tokens are owned by the player that carried out the ***create a token*** effect.

Return to Table of Contents

Decrease

See Increase and Decrease

Discard

Last Updated: 2/18/2022 (v8.0.0)
Released: 7/26/2011

How to Play

- A ***discard*** effect moves a card from its current location to its owner's discard pile.
- If multiple cards are ***discarded*** by a single ***discard*** effect, ***reveal*** the cards before putting them in the discard pile.
- A ***discard*** effect targets the cards that are to be ***discarded***.
- Unless otherwise specified, targets must be in play or a set-aside area.
- All ***discard*** effects are instant.

Clarifications

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

Return to Table of Contents

Disease

See Poison and Disease

Draw

Last Updated: 5/1/2018 (v6.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

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

Return to Table of Contents

End the Battle

Last Updated: 1/3/2018 (v5.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

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

Return to Table of Contents

Equip

Last Updated: 11/11/2026 (v11.1.0)
Released: 1/3/2018 (v5.0.0)

How to Play

- An ***equip*** effect puts a weapon on a character.
- An ***equip*** effect only plays the ***equipped*** weapon and activates its special ability if the weapon was not in battle prior to the ***equip*** and the character it is ***equipped*** to is in battle. If the character the weapon is ***equipped*** to is in a territory or a set-aside area, or if the weapon was already in battle and is ***equipped*** to a character in battle, the weapon is not played and the special ability does not activate.
- The target character must be able to use the target weapon.
- An ***equip*** effect targets the weapon that is ***equipped***, as well as the character it is ***equipped*** to.
- Unless otherwise specified, the target character must be in play.
- Unless otherwise specified, the target weapon must be in the player's hand.
- Unless otherwise specified, the target character must be warrior class and not already ***equipped*** with a weapon.
- Unless otherwise specified, the target weapon remains ***equipped*** to the target character indefinitely.
- All ***equip*** effects are instant.

Clarifications

- The words "held", "holding", "carrying" and "place", when referring to weapons on (or going on) characters, are either ***equip*** effects or the ***equipped*** status.
- Once a weapon is ***equipped*** by an ***equip*** effect to a character, it functions as any other weapon that is ***equipped*** due to the game action of ***equipping*** a weapon to a character (such as during Preparation or Discard Phase, or during battle resolution if the weapon was played as a regular Enhancement during battle). This includes the concept of an ***equipped*** weapon being ***discarded*** when a character is ***captured***.

Return to Table of Contents

Exchange

Last Updated: 11/20/2023 (v9.0.0)
Released: 7/26/2011

How to Play

- An ***exchange*** effect switches the locations of two or more cards.
- In addition to switching locations, if either of the cards is targeted by other abilities or game rules when the ***exchange*** is carried out, the targets of those other abilities or game rules are also switched.
- If an ***exchange*** effect ***exchanges*** a card that one player permanently controls with a card that another player permanently controls, the permanent control of each ***exchanged*** card is switched.
- An ***exchange*** effect is permanent, unless a duration is specified. If a duration is specified, when the duration is reached the Permanent Controller List is updated.
- An ***exchange*** effect targets the cards that are to be ***exchanged***.
- Unless otherwise specified, targets must be in play or a set-aside area.
- All ***exchange*** effects are instant.

Special Conditions

- An ***exchange*** effect requires targets on both ends of the ***exchange***. If a valid target for one end of the ***exchange*** is not found, the effect does nothing.
- The phrase “exchange 2 Lost Souls” means “exchange a Lost Soul for a Lost Soul”.

Return to Table of Contents

First Strike

Last Updated: 8/10/2015 (v3.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

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

Return to Table of Contents

Gain

Last Updated: 11/11/2026 (v11.1.0)
Released: 1/3/2018 (v5.0.0)

How to Play

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

Special Conditions

- If a character in battle ***gains*** an ability or modifier, that ability or modifier activates immediately.
- Abilities and modifiers ***gained*** by territory class characters do not activate in territory.
- If a ***gain*** effect would not change the character to be enhanced, then the character is not a valid target for the ***gain*** effect. Since a character either is or is not each brigade or identifier, a character gaining a brigade or identifier it already has the does not change the character. A character can have any number of abilities, including multiple of the same ability, so a character gaining an ability it already has does change the character.

Clarifications

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

Return to Table of Contents

Give

See Take and Give

Heal

Last Updated: 5/7/2019 (v6.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

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

Return to Table of Contents

Hold

Last Updated: 11/11/2026 (v11.1.0)
Released: 7/26/2011

How to Play

- A ***hold*** effect allows a player to put qualifying cards on the card with the ***hold*** effect when it is not at its maximum capacity and allows a player to return cards already put there with the ***hold*** effect.
- Many ***hold*** effects are manually triggered effects that can only be used during the Preparation Phase of the player with permanent control of the card. A ***hold*** effect used in this manner can only target each card once during each Preparation Phase.
- Characters returned from being ***held*** are returned to the territory of the player with permanent control of the card.
- Artifacts returned from being ***held*** are returned to the Artifact pile of the player with permanent control of the card.
- Enhancements returned from being ***held*** are returned to the hand of the player with permanent control of the card.
- A ***hold*** effect targets the cards to be put on or removed from the card bearing the ***hold*** effect.
- Unless otherwise specified, character targets must be in hand, play or a set-aside area.
- Unless otherwise specified, Artifact, Covenant and Curse targets must be in hand or Artifact pile.
- Unless otherwise specified, Enhancement targets must be in hand.
- All ***hold*** effects are instant.

Special Conditions

- If a ***hold*** effect allows a card to ***hold*** an Artifact, Covenant or Curse, putting an Artifact, Covenant or Curse there triggers an ***activate an Artifact*** effect for that Artifact, Covenant or Curse.
- If a ***hold*** effect allows a card to be ***held*** face down, the card is flipped face down when being held from play or a set-aside area, or just held from hand face down without being revealed.

Clarifications

- If an ability on a card explains how to ***place***, ***exchange***, or ***take*** cards then that ability takes precedence over any ***hold*** effect on that card and a ***hold*** effect on that card should be disregarded.
- If a Fortress with a ***hold*** effect does not describe how cards are both added and removed, then the controller may add or remove cards during their Preparation Phase.
- A ***hold*** effect on an Artifact cannot be manually triggered in the Preparation Phase unless the Artifact has been activated in that Preparation Phase.

Return to Table of Contents

Ignore

See Withdraw

Immune and Protect

Last Updated: 2/18/2022 (v8.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

- An ***immune*** or ***protect*** effect only protects the card, not the ability on the card. An ***immune*** or ***protected*** card can be ***interrupted***, ***prevented*** or ***negated***.
- The phrase "protect X from [player or players]" means "protect X from cards used by [player or players]".

- The phrase “protect X from rescue” means “protect X from rescue by cards”, unless it lists a category or categories of cards it is ***protected*** from.
- For all other effects, “protect X from Y (abilities)” means “protect X from Y effects of abilities”.
- If a card is ***immune*** to or ***protected*** from at least one brigade of a multi-brigade card, it is ***immune*** to or ***protected*** from the entire card.
- The phrases “cannot be” and “may not be” and “prevented from being” mean “protected from”. Note: “may not be” indicates a ***protect*** effect when it appears as its own phrase but not when it appears as part of a longer phrase such as “may not be blocked by”.
- The phrases “cannot be negated”, “cannot be prevented” and “cannot be interrupted” are not ***protect*** effects, but rather modifiers.

Return to Table of Contents

Increase and Decrease

Last Updated: 8/10/2015 (v3.0.0)
Released: 7/26/2011

How to Play

- An ***increase*** or ***decrease*** effect changes the strength and/or toughness of characters or Enhancements by increasing, decreasing, or setting a specified amount for either or both the strength and toughness.
- ***Increase*** or ***decrease*** effects on Artifacts, Covenants or Curses active as an Artifact, tied to a ***place*** effect, or with a specified duration are ongoing unless otherwise stated on the card - for instance, an Artifact that ***increases*** "on activation" does so as an instant effect with every activation.
- All other ***increase*** or ***decrease*** effects are instant.
- When the duration or ability of an ongoing ***increase*** or ***decrease*** ends, so does the ***increase*** or ***decrease*** effect on the target's strength and/or toughness.
- Ongoing ***increase*** or ***decrease*** effects that are designated by a "*" or "X" on the card are dynamically conditional, meaning that the amount of the ***increase*** or ***decrease*** updates with the condition defining the "*" or "X" while the effect is ongoing and active.
- Unless otherwise specified, ongoing ***increase*** or ***decrease*** effects last until the end of the phase in which they are activated.
- Instant ***increase*** or ***decrease*** effects that are designated by a "*" or "X" on the card are statically conditional, meaning that the amount of the ***increase*** or ***decrease*** is determined when the effect activates based on the condition defining the "*" or "X"; it does not update as the condition changes.
- Changes from instant ***increase*** or ***decrease*** effects are permanent.
- If the toughness of a character is ***decreased*** to a value of 0 or less, that character is ***discarded***.
- An ***increase*** or ***decrease*** effect targets the cards whose strength and/or toughness are changed.
- Unless otherwise specified, targets must be in play or a set-aside area.

Special Conditions

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

Clarifications

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

Return to Table of Contents

Interrupt

Last Updated: 11/20/2023 (v9.0.0)
Released: 7/26/2011

How to Play

- An ***interrupt*** effect temporarily undoes and suspends active or completed abilities, or completing effects of abilities, while activating other abilities or effects before the suspended abilities reactivate.
- ***Interrupting*** an ability does not undo the activation of that ability or its effects, or the targeting of the effects of that ability. It only undoes effects of the ability that occurred in the current phase, and pauses any checking of conditions for the ability. ***Interrupted*** abilities are pending reactivation.
- ***Interrupting*** an ability ***interrupts*** all active, completing, or completed effects of that ability, unless the ***interrupt*** specifies a type of effect it ***interrupts***, in which case it only ***interrupts*** the specified effects.
- ***Interrupt*** effects are always paired with one or more other effects. Once the specified abilities are ***interrupted*** the paired effects activate. The interrupt effect completes when all of the paired effects (and abilities resulting from the paired effects) have activated. At that point the temporarily suspended abilities attempt to reactivate.
- The paired effects of an ***interrupt*** effect are the effects that follow it on the same card. If those effects cause cards to be played in a manner that activates their abilities (such as ***band*** or ***play an Enhancement***), the effects of the played cards become paired effects of the ***interrupt***.
- After an ***interrupt*** effect completes, the suspended abilities that were ***interrupted*** attempt to reactivate in the same order they were originally activated. Each suspended ability will reactivate unless any of the following conditions are met:
    1. The ability was ***negated***, ***prevented*** or ***redirected*** while it was ***interrupted***.
    2. The card on which the ability exists moved from in play to out of play, moved between out of play locations, or changed card type while the ability was ***interrupted***.
    3. The ability is on an Enhancement that was in battle while the ability was ***interrupted***, but does not have a character in battle that can use it.
- If an ability reactivates after an ***interrupt*** and an effect of that ability targets all of something, the targets for the effect are updated. Any new possible targets that are available when the ability with the effect is ready to reactivate are added as targets. The ability then reactivates.
- When an ability reactivates, only the ***interrupted*** effects reactivate, in the order they occur in the ability.
- An ***interrupt*** effect targets the cards and abilities that it ***interrupts***. The card and the ability are targeted separately – if either cannot be targeted (such as a protected card or a card without an ability), the other can still be targeted.
- Unless otherwise specified, the targets must be on cards in play or a set-aside area.
- All ***interrupt*** effects are instant.

Special Conditions

- The phrase “interrupt the battle” includes interrupting the following abilities on cards that are in the current battle and cards that were played in the current battle:
    1. all active abilities
    2. abilities with effects that are defeating one of the characters you control in battle
    3. abilities on the last card played in current battle if it was played by your opponent
- If an ***interrupt*** effect is ***interrupted*** and reactivates, it does not update its targets.

Return to Table of Contents

Look

Last Updated: 3/1/2023 (v8.3.0)
Released: 8/10/2015 (v3.0.0)

How to Play

- A ***look*** effect makes cards visible to a player who cannot usually see them.
- If there are a specific number of cards to be ***looked*** at from a location, only those cards are targeted.
- A ***look*** effect does not change the location of the targets, just their visibility.
- Only the player carrying out the ***look*** effect can see the target cards.
- ***Look*** effects are often paired with other effects that allow the player carrying out the ***look*** effect to act upon one or all the targets. The paired effects activate in the order written on the card, so dual icon cards are targeted by the first paired effect that can target either face value identity.
- When the paired effects are complete, or when the player carrying out the ***look*** effect decides to stop ***looking*** at the targets if there are no paired effects, any targets not removed by the paired effects remain in their location and return to their default non-visible state and the ***look*** effect completes.
- A ***look*** effect targets the cards that are to become visible to the player carrying out the ***look*** effect.
- All ***look*** effects are instant.

Clarifications

- Any effect that targets a specific card in an opponent's hand includes a ***look*** effect of that hand, unless the opponent selects the targets.

Return to Table of Contents

Negate

Last Updated: 9/1/2022 (v8.2.0)
Released: 7/26/2011

How to Play

- A ***negate*** effect undoes active or completed abilities, or completing effects of abilities, and keeps the ability and its effects from ever completing.
- A ***negate*** effect ***interrupts*** all specified abilities and ***prevents*** them from reactivating. A ***negate*** effect also ***prevents*** targeted abilities from ever being able to activate.
- ***Negating*** an ability ***negates*** all effects of that ability, unless the ***negate*** specifies a type of effect it ***negates***, in which case it only ***negates*** the specified effects.
- ***Negate*** effects target the cards and abilities that they ***negate***. The card and the ability are targeted separately – if either cannot be targeted (such as a protected card or a card without an ability), the other can still be targeted.
- Unless otherwise specified, the targets must be cards and abilities on cards in play or a set-aside area.
- A ***negate*** effect that undoes abilities that are active or completed, or completing effects of abilities, is instant, as an ***interrupt***.
- A ***negate*** effect that ***prevents*** uncompleted abilities from activating is ongoing, as a ***prevent***.

Special Conditions

- A ***negate*** effect cannot negate itself.
- If a ***negate*** effect targets an ability that changed the locations of one or more cards, only those cards that remain in second location are returned to the original location. Cards that moved from the second location prior to the ***negate*** remain in their new location. This includes Lost Souls, which often don't reach the second location by game rule.
- If a ***negate*** effect targets one or more abilities, it ***negates*** those abilities simultaneously, such that the abilities appear to be ***negated*** from most recent to least recent. If a ***negate*** effect targets multiple abilities that changed the locations of one or more cards, any of those cards that remain in the last location return to the location they were in prior to the first ***negated*** ability.
- A ***negate*** effect that targets "abilities" or "all abilities" (as opposed to "special abilities") on a card will ***negate*** the star ability of that card, if applicable.

Clarifications

- Phrases that are constructed as "Negate a/an/all [card type/card name](s)" are equivalent to "Negate all abilities on a/an/all [card type/card name](s)".
- The phrase "has no effect" means "negate".

Return to Table of Contents

Paralyze

Last Updated: 11/11/2026 (v11.1.0)
Released: 10/10/2012

How to Play

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

Special Conditions

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

Clarifications

- The phrase “cannot enter battle” indicates a ***paralyze*** effect.
- The phrase “Cannot be blocked by [characters]” means “While [character(s) that cannot be blocked] is/are in battle, paralyze [characters]”.

Return to Table of Contents

Place

Last Updated: 11/11/2026 (v11.1.0)
Released: 7/26/2011

How to Play

- A ***place*** effect moves a card to a specific location.
- A ***place*** effect often puts a card in a location where it otherwise cannot be ***placed***, or provides a benefit to the player carrying out the ***place*** effect. The benefit is often an ability paired with the ***place*** effect that lasts while the ***placed*** card remains ***placed***.
- A ***place*** effect does not activate the ability on the ***placed*** card.
- ***Placed*** cards can still be affected as usual by game rules and abilities while they remain ***placed***.
- A ***place*** effect targets the cards that are to be ***placed*** and the underlying card they are being ***placed*** on.
- Unless otherwise specified, targets must be in play or a set-aside area.
- Unless otherwise specified, ***placed*** cards remain where they are ***placed*** indefinitely. If a duration is specified, the ***placed*** card is ***discarded*** once the duration has been reached.
- Unless otherwise specified, ***placed*** cards are ***placed*** face up.
- All ***place*** effects are instant.

Special Conditions

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

Clarifications

- "Place on [a card]" and "Place in [a territory]" mean "Place this card on [a card]" and "Place this card in [a territory]".
- An ongoing ability paired with a ***place*** effect has an implied condition of "while the placed card remains in the placed location".

Return to Table of Contents

Play an Enhancement

Last Updated: 11/11/2026 (v11.1.0)
Released: 7/26/2011

How to Play

- A ***play an Enhancement*** effect allows a player to play an Enhancement outside of the normal rules for initiative.
- A ***play an Enhancement*** effect takes an Enhancement from a location and moves it to a character controlled by the player carrying out the ***play an Enhancement*** effect. The player carrying out the effect selects the character, and the selected character must be able to use the Enhancement.
- A ***play an Enhancement*** effect does not complete until the abilities on its target have activated.
- A ***play an Enhancement*** effect targets the Enhancement that is played.
- When an Enhancement is ***played*** into battle, the player controlling that side of the battle controls the Enhancement. If that player does not have permanent control of the Enhancement, then they have temporary control until the Enhancement leaves battle.
- Unless otherwise specified, targets must be in the hand of the player carrying out the ***play an Enhancement*** effect.
- During the Battle Phase, targets must be used by a character in battle and controlled by the player carrying out the ***play an Enhancement*** effect unless the ability specifies a character in a territory to use the Enhancement.
- Unless otherwise specified, other than during the Battle Phase, targets must be used by a character controlled by and in the territory of the player carrying out the ***play an Enhancement*** effect.
- All ***play an Enhancement*** effects are instant.

Special Conditions

- ***Use other Enhancements*** effects work with ***play an Enhancement*** effects the same way they work when playing Enhancements according to initiative rules.
- If a ***play an Enhancement*** effect targets a card that is ***placed*** on a character, it is moved from being ***placed*** to a character that can use it.

Clarifications

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

Return to Table of Contents

Poison and Disease

Last Updated: 1/27/2020 (v7.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

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

Return to Table of Contents

Present

Last Updated: 11/11/2026 (v11.1.0)
Released: 10/10/2012

How to Play

- A ***present*** effect moves a character into a battle in which a player controls one side but has no characters on that side.
- A ***present*** effect is always paired with an effect that forces characters to leave battle.
- ***Present*** effects are often on cards played by the opponent of the player who may use the ***present*** effect.
- A ***present*** effect targets the characters that are to be moved into battle.
- Unless otherwise specified, targets must be owned by the presenting player in a territory or their hand.
- All ***present*** effects are instant.

Special Conditions

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

Clarifications

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

Return to Table of Contents

Prevent

Last Updated: 2/18/2022 (v8.0.0)
Released: 7/26/2011

How to Play

- A ***prevent*** effect stops an ability, or effects of the ability, from activating or reactivating.
- If an ability is ***prevented***, its activation cannot begin. If an ability is ***prevented*** while it is pending reactivation, it cannot reactivate. An ability that has activated (but is not pending) or has completed cannot be ***prevented***.
- If an instant ability is ***prevented***, and the ***prevent*** is later ***negated***, the instant ability does not activate.
- If an ongoing ability is ***prevented***, and the ***prevent*** is later ***negated***, the ongoing ability activates at that time, but may not be able to declare its targets if they are selected by the player.
- ***Preventing*** an ability ***prevents*** all effects of that ability, unless the ***prevent*** specifies a type of effect it ***prevents***, in which case it only ***prevents*** the specified effects.
- A ***prevent*** effect targets the cards and abilities that it ***prevents***. The card and the ability are targeted separately – if either cannot be targeted (such as a protected card or a card without an ability), the other can still be targeted.
- ***Prevent*** effects are an exception to the rule that states targets must be declared when an effect is activated because when a ***prevent*** effect is activated the cards it is intended to target are generally not valid targets. The targets of a ***prevent*** effect are targeted as they become valid targets. The delayed targeting nature of a ***prevent*** effect is what makes it ongoing. Once an ability has been targeted by a ***prevent*** effect, the affect of ***preventing*** it happens instantaneously.
- Unless otherwise specified, ***prevent*** effects that have an unlimited number of targets last until the end of the phase in which they are activated. Unless otherwise specified, ***prevent*** effects that have a limited number of targets last until the end of the phase in which they are activated or until they reach their limit on the number of targets (whichever comes first).
- Unless otherwise specified, the targets must be on cards in play or a set-aside area.
- All ***prevent*** effects are ongoing.

Special Conditions

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

Clarifications

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

Return to Table of Contents

Protect

See [Immune and Protect]

Redirect

Last Updated: 1/3/2018 (v5.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

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

Return to Table of Contents

Release

Last Updated: 11/11/2026 (v11.1.0)
Released: 11/30/2011

How to Play

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

Special Conditions

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

Clarifications

- When used to target captured characters, the phrase "return to [owner's] territory" is a ***release*** effect.

Return to Table of Contents

Remove from the Game

See Banish

Repeat

Last Updated:
Released: 3/13/2026 (v11.0.0)

How to Play

- A ***repeat*** effect repeats previous abilities on a card some number of times.
- A ***repeat*** effect repeats all abilities that preceded it on the card, so the player can use the abilities multiple times. This includes repeating the same effect, or selecting different options when there is a choice between multiple effects.
- A ***repeat*** effect only activates once per activation of the special ability. Once all of the repetitions of the previous abilities have activated, the special ability completes.
- The number of repetitions a ***repeat*** effect performs is locked when the first repetition begins. If the number of repetitions is based on a variable or a condition, the status of that variable may change during the repetitions but will not increase or decrease the number to be performed.
- ***Repeat*** effects target all abilities in the same special ability that preceded the ***repeat*** effect.
- All ***repeat*** effects are instant.

Special Conditions

- Each ***repeated*** ability activates 1 more time than the number of repetitions, since a ***repeat*** effect counts the repetitions after the initial activation and not the initial activation itself. So “repeat 3 times” results in 4 total activations – 1 initial activation and 3 repetitions.

Clarifications

- The phrase “do this twice” is a ***repeat*** effect that means “repeat 1 time”.

Return to Table of Contents

Rescue

Last Updated: 3/10/2025 (v10.0.0)
Released: 3/4/2014

How to Play

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

Special Conditions

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

Return to Table of Contents

Reserve

Last Updated:
Released: 5/7/2019 (v6.0.0)

How to Play

- A ***reserve*** effect moves cards from their current location to their owners' Reserve.
- A ***reserve*** effect targets the cards that are to be ***reserved***.
- Unless otherwise specified, targets must be in play or a set-aside area.
- All ***reserve*** effects are instant.

Return to Table of Contents

Restrict

Last Updated: 8/10/2015 (v3.0.0)
Released: 7/26/2011

How to Play

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

Clarifications

- The phrases “player may not”, “no player may” and “no [ability] card may be played” mean “restrict”.
- The phrase “Restrict [card type]” is short for “Restrict players from playing [card type]”.
- The phrase “Limit X per territory” is a ***restrict*** effect.
- “Skip [a phase]” is a ***restrict*** effect that keeps all players from performing any action in the skipped phase.

Return to Table of Contents

Resurrect

Last Updated: 4/11/2022 (v8.1.0)
Released: 5/10/2017 (v4.1.0)

How to Play

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

Clarifications

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

Return to Table of Contents

Return to Hand

See Bounce

Reveal

Last Updated: 3/1/2023 (v8.3.0)
Released: 7/26/2011

How to Play

- A ***reveal*** effect makes cards that are hidden from at least one player visible to all players.
- If there are a specific number of cards to be ***revealed*** from a location, only those cards are targeted.
- A ***reveal*** effect does not change the location of the targets, just their visibility.
- When ***revealing*** cards, a player must give all other players ample time to observe the ***revealed*** cards before performing additional actions.
- ***Reveal*** effects are often paired with other effects that allow the player carrying out the ***reveal*** effect to act upon one or all the targets. The paired effects activate in the order written on the card, so dual icon cards are targeted by the first paired effect that can target either face value identity.
- When the paired effects are complete, or when all players decide to stop looking at the targets if there are no paired effects, any targets not removed by the paired effects remain in their location and return to their default non-visible state and the ***reveal*** effect completes.
- A ***reveal*** effect targets the cards that are to be ***revealed***.
- All ***reveal*** effects are instant.

Special Conditions

- If a ***reveal*** effect targets "until [something] is revealed", the number of targets is variable, so the effect ***reveals*** cards from that location until all of the specified cards are ***revealed***.
- If a ***reveal*** effect targets more cards than there in a pile (either by a strict number or "until [something] is revealed"), the paired effects can still be used on the targets that are ***revealed***.

Clarifications

- If the act of carrying out an effect results in a ***reveal*** by game rule, that does not make the ability with that effect a ***reveal*** ability. If the act of carrying out an effect does not result in a ***reveal*** by game rule, that player cannot ***reveal*** the target cards to show they meet the criteria for another ability.

Return to Table of Contents

Search

Last Updated: 3/10/2025 (v10.0.0)
Released: 7/26/2011

How to Play

- A ***search*** effect makes one or more decks, discard piles, Reserves, banish piles, or Artifact piles visible to one or more players, so the players can perform an action with a specific card or set of cards.
- When a deck is ***searched***, shuffle the deck after the ***search***, even if no target is found.
- If a ***search*** effect states what to ***search*** for but does not specify what to do with that card, then the card is ***taken*** into the player's hand.
- A ***search*** effect targets the set of cards that are to be ***searched***, and the cards that are ***searched*** for to be removed from that set of cards.
- All ***search*** effects are instant.

Special Conditions

- The card(s) that are targeted to be removed from the ***searched*** set of cards must be ***revealed*** before performing any other action with them.
- Regardless of whether a ***search*** is mandatory or optional, a player has the choice to fail any ***search*** on a card they control, and is not required to select a valid target, even if one exists. A player does not have the choice to fail a ***search*** on a card they do not control, and is required to select a valid target unless one does not exist, but they can opt not to perform an optional search. If a ***search*** is mandatory, or an optional ***search*** is performed, the player controlling the search ability is considered to have "used" a ***search*** effect, even if no targets were found.
- If a ***search*** effect targets multiple cards to remove from one or more sets of cards to search, the searching player cannot elect to fail to find some of the targets to remove without failing to find all of the targets to remove. A ***search*** effect can partially fail if the targets do not exist or the existing targets cannot be moved to the new location.

Clarifications

- Phrases like "search [location] for X and [do something with that card]" means whatever is done with the card overrides the default of going to hand, rather than a separate action after the card is in hand.
- An ability that targets a card in a deck, discard pile, Reserve, banish pile or Artifact pile that is not in a specific location in that pile, includes a ***search*** effect of the pile for the target.

Return to Table of Contents

Set-Aside

Last Updated: 3/13/2026 (v11.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

- If more than one card is set aside by one ***set-aside*** effect with a specified duration, and one of the cards is prematurely removed from set-aside, the other cards remain for the duration. However, if there is a paired ability attached to the ***set-aside***, it ends immediately, as the condition of setting aside all the cards for the specified duration was not met.
- Abilities on cards in set-aside areas are not active unless the card indicates it is played to the set-aside area or the card is active on or held by a card that was played to the set-aside area.
- Cards returning to a hand from set-aside cannot cause the number of cards in that hand to exceed the hand limit. If the returning cards would cause a hand to exceed the hand limit, the player that carried out the ***set-aside*** effect that targeted them selects a number of cards equal to the difference between the hand limit and the current number of cards in that hand. The selected cards are returned to that hand and the rest are discarded.

Return to Table of Contents

Shuffle

Last Updated: 2/18/2022 (v8.0.0)
Released: 10/10/2012

How to Play

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

Special Conditions

- If a ***shuffle*** effect would not change the location of a card, then the card is not a valid target for the ***shuffle*** effect.
- If a ***shuffle*** effect targets all cards in a location and that location is empty, the deck belonging to the same player as that location is still shuffled.

Clarifications

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

Return to Table of Contents

Side Battle

Last Updated: 3/1/2023 (v8.3.0)
Released: 7/26/2011

How to Play

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

Special Conditions

- Each player is only allowed to initiate one side battle per turn. If a player has already initiated a side battle in the current turn, that player is ***restricted*** from initiating another side battle.
- A ***side battle*** effect requires targets for both sides of the side battle. If a valid target for one side of the side battle is not found, the effect does nothing.
- Cards in a suspended battle can be targeted and can be affected during the side battle.

Clarifications

- Any effect that causes a character to oppose a character of matching alignment is a ***side battle*** effect.
- If a character in the suspended battle is defeated by an ability played in a side battle, the player controlling it is not granted Special Initiative for the defeating ability as it would if the ability were played in the same battle as

the character. This is because by the time the side battle resolves, the only abilities that can be targeted for ***interrupt*** are abilities in the main battle, which are not directly causing the removal of the defeated character.

Return to Table of Contents

Site Access

Last Updated: 10/10/2012
Released: 7/26/2011

How to Play

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

Clarifications

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

Return to Table of Contents

Take and Give

Last Updated: 5/7/2019 (v6.0.0)
Released: 7/26/2011

How to Play

- A ***take*** effect shifts control of cards a player does not currently control to that player. A ***give*** effect shifts control of cards from the giving player to another player.
- Cards that are targeted by a ***take*** or ***give*** effect are moved from their previous location and put in a location the player receiving the cards controls. Permanent control of the ***taken*** or ***given*** cards transfers to the player receiving the cards.
- A ***take*** or ***give*** effect is permanent, unless a duration is specified. If a duration is specified, when the duration is reached the Permanent Controller List is updated.
- A ***take*** or ***give*** effect targets the cards that are to be ***taken*** or ***given***.
- Unless otherwise specified, targets must be in play or a set-aside area.
- Unless otherwise specified, targets are moved to the hand of the player obtaining control of the cards.
- All ***take*** and ***give*** effects are instant.

Special Conditions

- A ***take*** or ***give*** effect takes precedence over the "cards are only in their owner's hands" aspect of face value. That aspect of face value is suspended while the card is in the receiving player's hand. All other aspects of face value remain intact.

Clarifications

- A ***take*** effect used by a player cannot target cards in that player's territory, set-aside area, hand, or the side of a battle that player controls. A ***give*** effect can only target a card that is permanently controlled by the player using the ***give*** effect.
- A similar ability can change the player that controls a card by relocating it to a location controlled by a different player, indirectly changing the controller of the card. Such abilities do not have ***take*** effects. Those abilities move first and then implicitly transfer control. The ***take*** effect takes control first and then implicitly moves the card.
- Any cards that follow a card that is ***taken*** or ***given*** to a hand are returned to their owners' hands, as the following cards were not ***taken*** or ***given*** and do not have anything taking precedence over the "cards are only in their owner's hands" aspect of face value.
- The phrase "add [it] to hand" is a ***take*** effect.

Return to Table of Contents

Taunt

Last Updated: 1/3/2018 (v5.0.0)
Released: 10/10/2012

How to Play

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

Return to Table of Contents

Topdeck and Underdeck

Last Updated: 8/10/2015 (v3.0.0)
Released: 10/10/2012

How to Play

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

Special Conditions

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

Clarifications

- "Place/put on deck" and "return to top of deck" are ***topdeck*** effects.
- "Place/put under deck" and "return to bottom of deck" are ***underdeck*** effects.

Return to Table of Contents

Toss

Last Updated: 9/1/2022 (v8.2.0)
Released: 3/4/2013

How to Play

- A ***toss*** effect utilizes a played Enhancement in a different way than usual; instead of activating the numbers or abilities of the Enhancement, the Enhancement is ***discarded*** to ***decrease*** an opposing character.
- The opposing character is ***decreased*** X/X, where X is the strength of the ***discarded*** Enhancement at face value. The ***decrease*** is instant.
- A ***toss*** effect targets the Enhancements as they are played and an opposing character to be ***decreased*** for each targeted Enhancement.
- ***Toss*** effects that target variations on the "next Enhancement" or "all Enhancements" are ongoing.
- All other ***toss*** effects are instant. Instant ***toss*** effects allow a player to play an Enhancement to be ***tossed***.

Special Conditions

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

Clarifications

- Since the ***toss*** effect targets both the Enhancement and the character, ***negating*** (or ***protecting*** from) the ***tossed*** Enhancement does not undo (or stop) the ***decrease***. The ***negate*** needs to target (or the ***protect*** needs to be from) the card with the ***toss*** effect.

Return to Table of Contents

Transfer

Last Updated: 1/3/2018 (v5.0.0)
Released: 8/23/2016 (v4.0.0)

How to Play

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

Return to Table of Contents

Underdeck

See Topdeck and Underdeck

Use Other Enhancements

Last Updated: 11/20/2023 (v9.0.0)
Released: 7/26/2011

How to Play

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

Special Conditions

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

Clarifications

- When it appears as part of a ***play*** or ***add to battle*** ability, the phrase “regardless of brigade” is a ***regardless*** modifier. Otherwise, the phrase “regardless of brigade” indicates a ***use other Enhancements*** effect.

Return to Table of Contents

Withdraw

Last Updated: 3/13/2026 (v11.0.0)
Released: 7/26/2011

How to Play

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

Clarifications

- "Retreat" and "return to territory" are treated as "withdraw" when used to target cards in the Field of Battle.
- The words "ignore" and "repel" mean "withdraw".
- "[Character(s)] ignore(s) [other characters]" on cards outside of battle is a triggered withdraw, meaning "If [character(s)] enter(s) battle, withdraw [other characters]".
- "[Character(s)] ignore(s) [other characters]" on Enhancements in battle is a conditional withdraw, meaning "If used by [character(s)], withdraw [other characters]".
- Any other ignore, whether it is on a character or doesn't specify which characters are ignoring, is just a withdraw with no conditions or triggers.

Return to Table of Contents

Glossary of Terms

A

Action Priority

Action Priority is the order in which players can take actions that can happen while no effects or actions are resolving. Any game action that is neither a part nor a result of Action Priority creates an Action Priority scenario that must be completed before further game actions can be taken.

Action Priority goes through 3 levels:

1) each player can use any pending triggered effects they control,
2) then each player can play a Dominant,
3) then each player can use a manually triggered effect they control.

At each level, players follow an order specified below. Each player can either perform an action at that level or pass the opportunity to the next player. Action Priority moves down a level when every player has passed the opportunity at that level. The Action Priority scenario completes when every player has passed the opportunity at level 3.

Performing an action at level 1 does not reset the player order to the active player. Performing an action at level 2 or 3 resets Action Priority to level 1.

Unless the situation is described below, the active player initially has Action Priority during each phase of their turn. Then Action Priority is given to inactive players in turn order.

If a player plays a Dominant at level 2, when Action Priority returns to level 2, the player that played the Dominant initially has Action Priority. Level 2 of Action Priority follows the player order from that player through each other player.

During the Battle Phase, the active player initially has Action Priority, regardless of initiative. Then Action Priority is given to the opponent of the active player, then passed to all other inactive players in turn order.

In Teams, during the Battle Phase, the active player initially has Action Priority, regardless of initiative. Then Action Priority is given to the opponent of the active player, then the active player's teammate, then the opponent's teammate.

Activate

Activate can mean four things:

- A player can activate an Artifact by putting it face up on their Artifact pile or another location that allows an activated Artifact to be put there, or by declaring that a face-up

Artifact remains active.

- The special ability of a card activates when the card is played, unless it is a non-territory class character or rainbow Site being put in territory.
- When the special ability on a card activates, the abilities on a card activate in the order printed on the card or order gained, unless changed by the Ability Activation Order. The modifiers on a card also activate when the special ability on that card activates, but they activate prior to the abilities, unless the target of an ability can impact the modifiers.
- Effects of an ability activate depending on the method of activation – immediate, manually triggered or triggered.

Players are restricted from activating one or more instant effects in the special ability on the same card more than 4 times in a turn.

Active Identity

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

Active Player

The active player is the player whose turn it is.

Advantage

A player has advantage if they have more cards in the specified location or with the specified attribute. Advantage does not count Lost Souls or Redeemed Souls, except in the case of "Lost Soul advantage" and "Redeemed Soul advantage", respectively. Unless otherwise specified, the players involved in the advantage comparison are the player(s) it names and the player controlling the card with the advantage comparison. If the players involved in the advantage comparison have the same number of cards, neither player has advantage.

For cards in play and set-aside areas, a player has the cards they own and control (including those that are face down). For cards in other locations, the owner of those locations has the cards in it, regardless of their ownership of the individual cards in that location.

If the advantage looks at attributes of the cards, it counts cards with those attributes in play, set-aside areas and Lands of Redemption.

"Board advantage" counts cards in play, set-aside areas and Lands of Redemption. "Play advantage" counts cards in play.

After Battle

After battle effects are triggered effects that happen during battle resolution. Any cards targeted by after battle effects must be valid targets in their state after battle, regardless of their state during the battle.

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

Alignment

There are three card alignments in Redemption®: good, evil, and neutral. All cards are at least one of the alignments, and some may be multiple alignments as described in Dual-Alignment.

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

Alone

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

Artifact

An Artifact is a card having a continuing effect in the game. A grail or serpent icon in the icon box shows the card is an Artifact. All Artifacts are face down in the Artifact pile while inactive. An Artifact is activated when it is put face up on the Artifact pile or another location where Artifacts may be activated, and remains active while it remains face up. See duration for how long abilities on Artifacts last. Unless otherwise specified, abilities on Artifacts are used when the Artifact is activated.

If a player controls an active Artifact and that Artifact is deactivated or otherwise rendered inactive (such as being discarded or shuffled), that player is restricted from activating that Artifact (including other copies of that Artifact, since they are unique) for the rest of the turn. This includes deactivations during a player’s Preparation Phase, so any previously active Artifacts must be reactivated, moved or swapped, since they cannot be reactivated if deactivated. If the ability that activated an Artifact is negated, the Artifact is not considered to have been activated that turn and can be activated, but its ability cannot activate unless it was previously negated that turn.

Artifact Pile

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

Attack

When the active player begins a battle against another player, the active player attacks that player. The player they are attacking is being attacked, the defender, and their opponent. See Defend. Only the characters that begin the battle attack. A player may only be attacked once per Battle Phase.

An ability that is triggered by a character entering battle to attack (or a player being attacked) can be triggered multiple times, but the player can only use the effect based off one of those triggers, not all of them. A modifier that is triggered by a character entering battle to attack (or a player being attacked) can be triggered multiple times, as the triggered modifier is not delayed like the triggered effect. Since the attack is limited to beginning the battle, these triggers can only trigger once per battle.

Once a player has made a successful rescue attempt, they are restricted from attacking any player until each other player has had a turn.

Attacking

A character is attacking if it is in battle and controlled by the attacking player, regardless of the presence of an opposing character in the battle. A player is attacking from the beginning of the battle they begin until the end of battle resolution of that battle.

No characters are attacking in a side battle.

Attribute

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

B

Banish Pile

The banish pile is the location in which banished cards reside. Cards in the banish pile are viewable by any player provided no effects are resolving. The banish pile is kept face-down under a player's discard pile, perpendicular to the discard pile.

Battle

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

The alignments of the sides of a battle are determined when the battle begins. Evil Characters cannot enter battle on the good side and Heroes cannot enter battle on the evil side. In taunt battle challenges, the attacker controls the evil side and the defender controls the good side. In rescue attempts and non-taunt battle challenges, the attacker controls the good side and the defender controls the evil side. In side battles, the alignments are determined by the ability that began the side battle.

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

Battle Challenge

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

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

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

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

Battle Phase

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

Battle Resolution

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

- Evil Character wins
- Hero wins

- Mutual destruction
- Stalemate

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

1. Add the numbers of the Enhancements in battle to the characters that used them. If this results in 0 or less toughness for any characters, discard those characters.
2. Determine the outcome of the battle. Discard all characters that are being discarded based on the strength and toughness comparison. Discard all Enhancements that no longer have a character that can use them in battle.
3. Activate all effects that trigger based on the result of the battle.
4. If the battle was ever a rescue attempt and it has not already been successful, determine the result of the rescue attempt. If the battle was never a rescue attempt and only a battle challenge, determine the result of the battle challenge. Determine the result of the block. If the rescue attempt is successful, the defender surrenders a Lost Soul.
5. Activate all effects and game rules that trigger after battle, or based on the success/failure of the rescue attempt, battle challenge or block.
6. If any characters that remain in battle came from another battle, they return to that battle and retain any Enhancements used by them.
7. Any warrior class characters in battle not currently equipped with a weapon class Enhancement may be equipped with an unequipped weapon class Enhancement in battle - current controller's choice. Discard all Enhancements in battle that are not placed or equipped. Any characters and Sites that remain in battle are returned to the territory of the player that has permanent control.

Bearer

The bearer of a card is the card another card is placed on or equipped to. During battle, the bearer of an Enhancement is the character that used it.

Begins a Battle

A character begins a battle if ALL of the following conditions are met:

- The character enters battle under the control of the active player
- No player has had the option to use Action Priority since the first character attacked this battle
- No characters have entered the current battle under the control of the defending player since the first character attacked

Multiple characters may begin a battle. In a side battle, the initial characters enter battle at the same time, so no characters begin the battle. A lone character begins a battle when a character begins a battle and is alone when the triggered effect activates.

An ability that is triggered by a character beginning a battle can be triggered multiple times, but the player can only use the effect based off one of those triggers, not all of them. A

modifier that is triggered by a character beginning a battle can be triggered multiple times, as the triggered modifier is not delayed like the triggered effect.

Begins a Rescue

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

Black Brigade

Black is descriptive of calamity and Hell.

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

Block

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

An Evil Character blocks if ALL of the following are conditions are met:

- The character enters battle under the control of the defending player
- The battle was begun by a Hero
- No player has had the option to use Action Priority since the first character blocked this battle
- No characters have entered battle under the control of the attacking player since the first character attacked this battle

When an Evil Character blocks, it blocks the Heroes that are currently in battle.

An ability that is triggered by a character entering battle to block (or being blocked) can be triggered multiple times, but the player can only use the effect based off one of those triggers, not all of them. A modifier that is triggered by a character blocking (or being blocked) can be triggered multiple times, as the triggered modifier is not delayed like the triggered effect.

A block is successful if:

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

A block has failed if:

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

Characters are all defeated.

Blocking

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

Blue Brigade

Blue is descriptive of Heavenly character.

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

Brigade

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

The good brigades are as follows:
- Blue, Clay, Gold, Green, Purple, Red, Silver, Teal, and White

The evil brigades are as follows:
- Black, Brown, Crimson, Gold, Gray, Orange, and Pale Green

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

Single-Brigade

A single-brigade card has only one brigade in the icon box. A dual icon card is single-brigade if the targeted identity only has one brigade.

Multi-Brigade

A multi-brigade card has more than one brigade in the icon box. A dual icon card is multi-brigade if the targeted identity has more than one brigade.

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

Rainbow

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

Brown Brigade

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

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

C

Captured Character

Captured characters are Heroes or Evil Characters that have been captured. Captured humans are neutral cards, while captured non-humans retain the alignment they had prior to being captured. Captured humans are Lost Souls as well as captured characters while they are in a Land of Bondage. Captured non-humans are not Lost Souls in any location.

Captured characters remain characters, but are no longer Heroes or Evil Characters. They are captured Heroes or captured Evil Characters, depending on their alignment prior to being captured. Captured characters also retain their identifiers, reference and brigades. Players are restricted from activating Artifacts on captured characters. Captured characters do not have a special ability, so they are meek.

Special rules about targeting captured characters are described in Targeting. The limitations on targeting do not extend to seeing them, so captured characters can be seen or counted by abilities or identifiers that look for their identifiers and/or brigades.

Card Type

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

- Cards with no icon are Lost Souls
- Lamb icons are good Dominants
- Grim Reaper icons are evil Dominants
- Grail icons are Artifacts
- Serpent icons are Artifacts
- Fortress icons are Fortresses
- Pyramid icons are Sites

- Cross icons are Heroes
- Bible icons are good Enhancements
- Dragon icons are Evil Characters
- Skull icons are evil Enhancements

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

Carry Out an Effect

A player carries out an effect when they perform that effect, even if they are not using the ability with that effect. If an effect is prevented or affected by an instead modifier, it is not performed and therefore not carried out. Multiple players can carry out the same effect, if an ability instructs multiple players to do something.

While an effect can be carried out if it specifies more targets than there are valid targets, an effect is only fully carried out if there are at least as many valid targets as specified targets.

If a condition checks that a player does (or did) an effect, the player that carried out the effect is the one that does (or did) it, not the player that used the ability.

Character

Redemption® has three types of characters: Heroes, Evil Characters, and captured characters.

City

A City is both a Site and a Fortress, and can be targeted as either (while at face value) until it is played as one or the other. A City that is played as a Site can no longer be targeted as a Fortress. A City that is played as a Fortress can no longer be targeted as a Site. A City can always be targeted as a City.

Clay Brigade

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

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

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

Contents

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

A card only has contents if at least one card is contained there. If there are no contained cards, contents does not exist, as opposed to existing but being empty.

Control

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

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

The player who controls a card is the controller of that card.

Counters

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

Covenant

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

Crimson Brigade

Crimson is descriptive of persecution and sin.

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

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

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

Curse

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

D

Deck

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

Defeat

A Hero is defeated when:

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

An Evil Character is defeated when:

- The Evil Character is removed from battle because of an ability (except for mutual destruction by mutual removal or an evil exchange ability).
- The battle ends with the Evil Character being discarded by the numbers of the Hero(es) in battle.

Defend

The player that is being attacked is the defender. See Attack. The attacker is their opponent.

The first action the defender takes after being attacked does not have be presenting a character. The opportunity to present a character only passes when a character enters the defender's side of battle or the battle enters battle resolution. If the first character to enter the defender's side of battle was moved in by a choose opponent effect and that choose opponent effect is negated, the defender can present a character unless they control a character on their side of battle.

Defending

A character is defending if it is in battle and controlled by the defending player, regardless of the presence of an opposing character in the battle. A player is defending from the beginning of the battle their opponent began until the end of battle resolution of that battle.

No characters are defending in a side battle.

Different

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

Discard Phase

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

- Put a character in territory
- Equip a weapon class Enhancement to a warrior class character in territory
- Put a Site in territory
- Play a Fortress (in territory unless otherwise specified on the card)
- Put an Artifact face down in the Artifact pile
- Play an Enhancement with a set-aside or heal ability, or that is territory class (limit 1 territory class Enhancement played via game rule each turn, limit includes those played in the Preparation Phase)
- Discard a card from hand

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

Discard Pile

The discard pile is kept face up in a player's Out of Play area. The discard pile contains cards that have been used or otherwise discarded during the game. Cards in the discard pile are

viewable by any player provided no effects are resolving. The discard pile must be in a single pile, so only one card is visible on top of the pile. The discard pile cannot be fanned out so multiple cards are visible when the discard pile cannot be viewed.

Dominant

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

Dominants are discarded after they are played, unless their ability states otherwise. Dominants on the playing surface are discarded when their ability ends.

The priority to play a Dominant is laid out under Action Priority.

Draw Phase

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

Draw Pile

See Deck.

Dual-Alignment

Dual-alignment cards have two different alignments at face value. Dual-alignment cards are also dual icon cards.

If one of the alignments of a dual-alignment card is neutral, the card counts as the other alignment for deck building. If a dual-alignment card is both good and evil, it counts as neutral for deck building.

Dual Icon

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

While at face value, a dual icon card can be targeted by a face value identity that meets the requirements of the targeting ability or as a dual icon card. If there is an exception in the targeting ability, the exception excludes cards before targeting either identity. Once put on the playing surface, a dual icon card can only be targeted by the active identity or as a dual icon card. Targeting a card as a dual icon card can be in general or the name of a dual icon card with its identities (such as City, Covenant or Curse), and can use all or part of either or both identities.

Duplicate Card

No player may control duplicates of a unique character or cause them to fight each other. This includes unique characters in play, in battle, in a side battle, face down, or in a set-aside area.

Players are restricted from performing abilities or game actions that would result in a player controlling multiple copies of the same unique card. If a player does end up controlling multiple copies of a unique card, all copies of that card except the original copy are discarded regardless of protect or immune abilities.

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

Unique character cards with the same card title and the same card icon are considered duplicates for deck building purposes. Some character cards have different card titles, but are the same unique character, and are also considered duplicates for deck building purposes. The list of characters with different card titles can be found in ORDIR under “Duplicate Card”. A player may only control one of the same unique character on the playing surface at any time.

If an ability or modifier references a character by name (except when referencing the card it is on, as described in targeting), it can be applied to any character that meets at least one the following criteria:

- The character has the referenced name as the full card title
- The character includes the entirety of the referenced name in the card title and represents a person or being with the referenced name
- The character is the same character as any characters that satisfy either bullet above

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

During Battle

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

E

Enhancement

Enhancements have numbers and/or special abilities that affect game play. 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 played on or equipped to a character that can use the Enhancement, usually by matching one of the character's brigades.

Enhancements are generally played in the Battle Phase. However, territory class Enhancements and Enhancements with heal or set-aside abilities can be played outside of battle. Weapon class Enhancements can be equipped outside of battle.

Numbers on an Enhancement support the character that used it, but do not change the numbers of the character. Negative numbers do not decrease the character's numbers, and the check for 0 or less toughness that could result in discard does not happen until battle resolution.

End of Battle

See After Battle.

Enters Battle

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

A unique character can only enter the Field of Battle once per turn. If the ability that moved a unique character into battle is negated, the character is not considered to have entered battle that turn and can enter battle, but its ability cannot activate unless it was previously negated that turn.

A generic character can enter the Field of Battle multiple times per turn.

Evil Card

When an ability, modifier 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.

F

Face Down

Face down cards are cards in territories, battle, and set-aside areas that are face down either due to an ability, or are inactive Artifacts in an Artifact pile. Face down cards have no numbers, brigade, titles, identifiers or references while they are face down. The only known attribute of a face down card is the card type. When a face down card enters battle, it is immediately flipped face up, unless otherwise specified by the ability that flipped it face down. Special rules about targeting face down cards are described in Targeting.

Face Value

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

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

Failed Block

See Block.

Failed Rescue Attempt

See Rescue Attempt.

Field of Battle

The Field of Battle is the area within the Field of Play where characters battle each other.

Field of Play

The Field of Play is one of the locations on the playing surface. Areas of the Field of Play include the Field of Battle, territory, Artifact piles, and Land of Bondage. The Field of Play does not include the decks, discard piles, banish piles, Reserves, set-aside areas, Lands of Redemption and the players' hands.

Fortress

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

You play a Fortress by putting it in your territory (or set-aside area if that is specified on the Fortress). See duration for how long abilities on Fortresses last. Many, but not all, Fortresses allow you to hold cards in that Fortress according to the abilities on the Fortress.

G

Generic Card

Generic characters represent non-specific groups or characters in the Bible or Church History. All characters are either unique or generic. A list of criteria for unique characters is found in Unique Card; all characters that do not meet those criteria are generic. All Enhancements, Lost Souls, and Sites are considered generic. Cities used as Sites are also considered generic. A player may control as many versions of each generic card as they would like. Special rules about generic characters entering battle are described in Enters Battle.

The list of generic characters can be found in ORDIR under "Generic Character".

Gold Brigade

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

(Good)

Gold is the material of the New Jerusalem.

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

(Evil)

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

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

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

Good Card

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

Gray Brigade

Gray describes people that are neither hot, nor cold.

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

Green Brigade

Green is descriptive of spiritual life.

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

H

Hand

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

At no time may the cards in a player's hand exceed 16. If an ability puts cards in a hand (such as draw or bounce), the player carrying out the ability is restricted from selecting more targets than can be moved into each hand.

If a player attempts to carry out an action required by an ability or game rule on one or more cards in their hand but cannot complete that action (usually due to a lack of targets), they must reveal their hand. If a player attempts to carry out an action required by an ability or game rule on one or more cards in their hand and the action has requirements on the target, they must reveal the targeted card(s) before performing the action.

If an effect is resolving that causes a player to view another location, their hand is not viewable until that effect completes.

Harm

A card is harmed when it is targeted by an ability on a card of opposite alignment (a good card targeted by an ability on an evil card, or an evil card targeted by an ability on a good card) or when it is targeted by an ability on a neutral card an opponent controls. "Negative effect" is sometimes used in place of or in conjunction with harm, but they mean the same thing.

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

Has (or Have)

A player "has" the cards that they own and control. See Your and Their.

Hero

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

Holder

When an ability of a card refers to the holder, it means the player that controlled the card when the ability activated. If an opponent moves a character you otherwise control to their side of battle, they become the holder of that character for the remainder of the battle.



Icon Box

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

Identifier

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

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

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

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

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

their father.
- All identifier determinations are made on a character-to-character basis.

In Play

"In play" means within the Field of Play. Cards that are considered in play include cards in territories and cards in any main battle or side battle that hasn't been set aside by an ability.

Initiative

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

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



Land of Bondage

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

Land of Redemption

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

Location

A location is where cards reside. A location exists even if no cards currently reside there. Many locations are part of a larger location. The following are the locations in Redemption®:

In Play
Territory
- Land of Bondage
- Artifact Pile

Field of Battle
- Battle (current)

Out of Play
Land of Redemption
Set-Aside Area
Hand
Deck
Discard Pile
Banish Pile
Reserve

Lone

See Alone.

Lost Soul

Lost Souls represent people who neither follow God or His people (as Heroes do) nor directly oppose God or His people (as Evil Characters do) but rather need to be saved from sin and death. Lost Souls are always put in the Land of Bondage of the player who controls the card, unless an ability says otherwise. See duration for how long abilities on Lost Souls last. When a Lost Soul is rescued, it becomes a Redeemed Soul in the rescuing player's Land of Redemption and is no longer a Lost Soul. Special rules about targeting Lost Souls are described in Targeting.

M

Matching

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

A card cannot be targeted as matching itself. Another copy of the same card can be targeted as matching the first one, assuming it meets the criteria to be matching.

Meek

A card is meek if it does not have a special ability. A dual icon card is meek if it has a meek identity at face value or if it is played as the meek identity. If a meek card gains an ability, it is no longer meek, but will return to being meek when it loses the ability, either through the duration ending or the card being return to face value.

Tokens and captured characters are meek by default. Characters that have used their limited use abilities (such as those that are "once per game"), cards that are being negated, and characters that have been converted but the ability cannot activate by rule are not meek.

Mutual Destruction

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

- The total strength of all characters and Enhancements on each side of the battle is greater than or equal to the total toughness of all characters and Enhancements on the opposing

side. If a rescue attempt ends in this situation, all characters in battle are discarded, and the rescue attempt is successful.
- An ability removes all characters on both sides of the battle from the battle. If a battle that was a rescue ends in this situation, the rescue attempt fails.

N

Name (a Card/Card Type)

Cards are considered to have the same name if adding, removing, or exchanging articles (a, an, the), prepositions (with, of, etc.) and punctuation (commas, apostrophes, etc.), or changing numbers between numerals and words (1 vs. one, etc.), or changing words between singular or plural, results in the names being identical.

When a special ability directs a player to name a card, they can name any card that exists in the game, except a Lost Soul. The named card is only named for the special ability of that card, and the ability or modifier that references the named card is considered to use the named card in place of "the named [card]", "that [card]" and similar wording for the rest of the special ability. The usage of the named card in the special ability allows the ability or modifier to reference cards as described under duplicate card.

Negative Effect

See Harm.

Neutral Card

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

Not in Battle

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

Numbers

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

O

Occupied

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

On Return

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

Opponent

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

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

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

Opposed and Opposing

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

Orange Brigade

Orange is descriptive of the fire of hell.

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

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

Out of Play

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

Owner

When a reference is made to the owner of a card, it means the player from whose deck or Reserve the card originated. Changing control of a card does not change the ownership of that card.

P

Pale Green Brigade

Pale green is descriptive of death.

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

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

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

Pass

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

Permanent Control

If a player has permanent control of a card, then they can treat that card as if it came from their deck. By default, a player has permanent control of all cards on the playing surface that they own. A player also has permanent control of all cards in their hand. A player may obtain permanent control of a card controlled by another player with a take or give effect that targets that card, or by using an exchange effect that exchanges a card that player controls with a card another player controls. If a player has control of a card on the playing surface (including Land of Redemption and set-aside area) and they do not have temporary control of the card, they have permanent control of the card. See Control.

Permanent Controller List

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

Phase

A phase is a division within a turn, with different actions being able to be performed in each phase. There are 5 phase in a turn - Draw Phase, Upkeep Phase, Preparation Phase, Battle Phase and Discard Phase.

If a card uses “Each [type of phase]”, it means “Each of your [type of phase]”.

Play

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

- An Enhancement is played when it is used by a character, unless it is being used by a character in battle because the previous character to use it has been removed from battle.
- A character or rainbow Site is played by putting it in battle or a territory.
- A token is played when it is created.
- A card of any other card type is played by putting it face up on the playing surface from a hand, a deck, a Reserve, a banish pile, an Artifact pile or a discard pile due to an ability or game action. These card types are also played whenever they change control while remaining face up on the playing surface.

Playing a card activates its special ability, unless it is a non-territory class character or rainbow Site being put in territory.

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

Played Against

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

Played By

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

Player

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

Playing Surface

The playing surface is where the game is taking place. This is sometimes called the "board".

The playing surface includes all cards in play, set-aside areas and Lands of Redemption. The playing surface does not include the decks, discard piles, banish piles, Reserves and the players' hands.

Pre-Game Phase

The pre-game phase encompasses the events that occur during the opening draw at the beginning of the game, before the first turn begins. Here is the order to follow:

1. Each player draws their opening of 8 cards and replaces any Lost Souls. A random method (coin flip, dice roll, etc.) is used to determine which player will select the player who takes the first turn. The winner of the random method selects a player to take the first turn, and that player goes first for each step of the Pre-Game Phase as well.
2. After selecting a player to take the first turn, BEFORE the Lost Souls abilities activate, starting with the selected player and continuing clockwise until each player has had an opportunity, players may reveal any number of star cards from their hand to use the star ability.
3. After each player has used any star abilities they want to activate, starting with the selected player and continuing clockwise until each player activates the Lost Souls they control, players activate the abilities on the Lost Souls they control.
4. After all Lost Souls have been activated, the selected player begins the first turn.

Dominants cannot be played and manually triggered effects cannot be used during the Pre-Game Phase. Triggered effects can be used during the Pre-Game Phase. The Pre-Game Phase moves directly to the first player's Draw Phase.

Preparation Phase

The Preparation Phase is the third phase of a player's turn, succeeding the Upkeep Phase and preceding the Battle Phase. During the Preparation Phase, the player can:

- Put a character in territory
- Equip a weapon class Enhancement to a warrior class character in territory
- Put a Site in territory
- Put a Lost Soul into a Site
- Play a Fortress (in territory unless otherwise specified on the card)
- Add or remove cards from a Fortress depending on the hold ability of the Fortress
- Put an Artifact face down in the Artifact pile
- Activate an Artifact on your Artifact pile (limit once per turn)
- Activate an Artifact in a location other than your Artifact pile, depending on holds or activate an Artifact abilities (limit once per turn for each available Artifact slot)
- Reactivate in the same location, move location, or swap location of Artifacts that were active from a previous turn (counts towards the activation limit for each of those locations this turn)
- Deactivate an active Artifact you control that was not activated by a Preparation Phase action this turn by returning it to your Artifact pile face down
- Play an Enhancement with a set-aside or heal ability, or that is territory class (limit 1 territory class Enhancement played via game rule each turn)
- Return a card in set-aside area

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

Purple Brigade

Purple is descriptive of royalty.

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

Put (in a Location or Site)

A card is put in a location or Site when it moves from outside of that location or Site into that location or Site.



Random

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

Red Brigade

Red is descriptive of military might.

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

Redeemed Soul

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

Redeemed Souls do not have any identifiers or brigades.

Removed from Battle

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

Rescue

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

Rescue Attempt

A rescue attempt is the effort to recover a Lost Soul from the Land of Bondage by battle. A rescue attempt battle is initiated when a Hero is put in the Field of Battle. The battle is considered a rescue attempt if a Hero has access to a Lost Soul at any point in the battle. A player is allowed one rescue attempt per turn unless a card states otherwise. However, once a player has made a successful rescue attempt, they are restricted from attacking any player until each other player has had a turn.

If a rescue attempt is successful, one or more cards (usually a Lost Soul) are moved to the rescuer's Land of Redemption or the rescue is insteaded. A rescue attempt is successful if the Hero(es) win the battle and have access to a Lost Soul, or if a card played in battle causes either result of a successful rescue to occur.

If a rescue attempt becomes successful in the middle of the battle, it continues as a battle challenge and no more Lost Souls can be rescued by cards played in battle for the remainder of the battle, including during battle resolution. Effects and game rules that trigger on a successful rescue attempt to resolve at this point. Effects and game rules that trigger after a successful rescue attempt to resolve as usual during battle resolution.

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

Rescuer

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

Rescuer's Choice

This is an optional rule, where during battle resolution, if the rescue attempt was successful, the attacking player selects the Lost Soul to be surrendered instead of the defending player. NOTE: Type II Tournament Categories are always played under the Rescuer's Choice rule.

Rescuing

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

Reserve

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

All players are restricted from removing cards from any Reserve until the end of the first round of the game. Cards can be added to the Reserve and the Reserve can be looked at (or seen via other abilities) during that round.

Round

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

S

Select (a Card or an Attribute)

When a special ability directs a player to select a card, they can select any card on the playing surface, except a Lost Soul. The ability or modifier that targets the selected card only targets the selected card, not any others that may share the same title. If the special ability directs the player to select an attribute (such as a brigade), then the player can select any legal value for that attribute.

Set-Aside Area

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

Share (an Attribute)

When comparing attributes of cards, two or more cards share an attribute if that attribute is at least partially the same across the cards, based on the active identity of cards on the playing surface and the face value of cards at face value. If any of the cards has more than one of the compared attribute (such as a multi-brigade card), only one of that attribute has to be shared between the cards for it to be considered a shared attribute.

Silver Brigade

Silver is descriptive of God's word.

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

Site

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

Sites are identified by pyramids in the icon box. Rainbow Sites are a special class of Sites, denoted by the rainbow-colored icon box. Abilities on Sites (except rainbow Sites) activate when the Site is put in play. Abilities on rainbow Sites activate upon entering battle. See duration for how long abilities on Sites last.

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

Special Initiative

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

When this occurs, suspend the effect causing the removal and additional abilities or effects waiting to activate (currently active ongoing abilities remain active). The player controlling the character(s) being removed has the opportunity to play an Enhancement that will interrupt or negate both the effect causing the removal (or that triggered the corresponding game rule) and the ability containing that effect. If the card with the removing effect was already removed from play due to one of its effects, it may still be targeted during Special Initiative as if it had not removed itself from play.

If an active effect (such as prevent or toss) would stop the interrupt or negate effect on the Enhancement from activating, the Enhancement cannot be played during Special Initiative.

If the interrupt or negate effect on the Enhancement played during Special Initiative is negated or otherwise undone (such as by an instead), that does trigger a separate instance of Special Initiative.

If the removing effect is interrupted but the paired effects of the interrupt do not stop it from reactivating, the removing effect completes and there is not another instance of Special Initiative. If the paired effects of the interrupt did stop the removing effect from reactivating, but the paired effects are later negated, the reactivation of the removing effect does not trigger another instance of Special Initiative.

If there is an ability with an instead modifier that would replace the removing effect, Special Initiative happens before the ability with the instead modifier.

Stalemate

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

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

Star Icon

A star icon (represented by the Star of David) is present in the special ability box on some cards and denotes the star ability of that card. If a card is drawn by game rule (in the opening hand or the draw 3 at the start of a turn), after replacing any Lost Souls, you may elect to activate any star abilities on cards from that draw by revealing the star cards you wish to use and carrying out the star abilities in an order of your choice. Star abilities happen before activating the Lost Soul abilities from that draw.

Cards with a star ability are star cards. Star abilities can target the card they are on in the location the star ability was activated as well as the default location for any effect of the star ability. If a star card has multiple identities, the star ability applies to the entire card, not just one identity.

The interaction between a star ability and a unity condition is described in Unity.

Strength

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

Successful Block

See Block.

Successful in Battle

A character is successful in battle if they participate in a successful block, successful rescue attempt or successful battle challenge.

Successful Rescue Attempt

See Rescue Attempt.

Surviving Character

A surviving character refers to any character that is still in battle after step 4 of Battle Resolution.

T

Target

In Redemption®, the target(s) of an effect are the card(s), abilities, or player(s) that the effect performs the action on. Information on how targeting happens is described in Targeting.

Taunting

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

Teal Brigade

Teal is descriptive of priests.

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

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

Temporary Control

A player has temporary control of a card they do not permanently control when it is played on a side of battle they control, and they retain temporary control while the card remains in battle. The player does not have temporary control of cards that follow such a card into battle but are not played (placed cards, activated Artifacts, etc.).

A player can only have temporary control of cards in battle they do not permanently control, and after battle the cards return to either the permanent controller or the owner, depending on the end location. See Control.

Territory

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

Territory Class Character

A territory class character is a special kind of character distinguished by a tan icon with a tent and palm trees below the icon box. The abilities on a territory class character activate each time they are put in a territory in addition to the standard activation on entering battle. Territory class character abilities that are active outside of battle are active while the character remains in the territory.

Territory Class Enhancement

A territory class Enhancement is a special kind of Enhancement distinguished by a tan icon with a tent and palm trees below the icon box. A player may play one territory class Enhancement on a character they control in territory during their turn, in their Preparation or Discard Phase. Territory class Enhancements played in territory are discarded when their abilities are complete, unless otherwise specified.

During battle, territory class Enhancements may be played as regular Enhancements.

Their

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

Token

A token is a generic representation of a card type. A token is treated like any other card of that type. If a token is moved to a hand, deck, discard pile, banish pile or Reserve, it ceases to exist. Tokens are meek unless they are created having an ability or they gain an ability.

When a token is created in a location, it is put in that location.

Toughness

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

If a character has a toughness of 0 or less, such as a dynamic toughness (X) that is 0 or by a decrease ability, the character is discarded.

Turn

A turn begins with the Draw Phase and progresses through the Upkeep Phase, Preparation Phase and Battle Phase before ending with the Discard Phase. A player announces they are finished at the end of their turn.

“This turn” means “the current turn”, even if it was played on a different turn. Cards that say “per turn” or “for X turns” mean “for each of your turns” or “for X of your turns”. Turns are counted for the player that controls the target of the ability, not the player that controls the ability. If an ability targets cards from multiple players, turns are counted separately for each player.

The phrase “until end of turn” means “until end of a turn”.

U

Unique Card

Many cards have the identifier unique. A character is unique if it meets any of the following criteria. If a character does not meet any of the following criteria, the character is considered generic for all gameplay and deckbuilding rules:

1. The card has the “Unique” identifier, or has been given errata to make it unique.
2. The card title is a name or names of specific person(s) or being(s).
3. The card title contains the name or names of person(s) or being(s) as a reference point to represent a) a familial relationship, or b) a relationship to a quantity of persons or beings specified in the card title. A relationship to a single person is specified by the card title being singular.
4. The card title begins with “The”.
5. The card represents a supernatural leader or ruler of an army or realm (physical or spiritual).
6. A reprinted version of the card is unique per any of the above definitions.

All Dominants, Fortresses and Artifacts are considered unique. Curses and Covenants when used as an Artifact are considered unique. Cities when used as a Fortress are considered unique. Players may only control one of each unique card in their territory, set-aside area, or their side of battle. Different cards that represent the same character are also considered unique with each other, even if aspects such as the title, brigade, numbers, special ability, card art or reference are different. The list of such characters with different titles can be found in ORDIR under “Duplicate Card”. The rules that apply to such character can be found under Duplicate Card.

Special rules about unique characters entering battle are described in Enters Battle.

Unity

Unity is an identifier on some cards that appears in the format "Unity: X (Y)" and means "If all of your X are Y". If a card has the unity identifier, the special ability and abilities in identifiers (such as holds, activate, and taunt) can only activate if the unity condition is met. Unity is not met if there is not at least one card that fits in X. If unity ceases to be met after an ability is activated, the special ability deactivates and no abilities or modifiers on the card can be used until unity is met again. If an ability on a card with unity breaks its own unity, the instant abilities on the card will complete before any ongoing abilities deactivate.

Unity does not apply to star abilities.

Upkeep Phase

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

Use an Ability

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

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

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

Used By

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

- the Enhancement is equipped to a character that enters battle
- the Enhancement was placed on the character with a triggered play effect
- the Enhancement is moved from a location or being held onto the character unless:
    - the Enhancement is a weapon being equipped to a character in a territory OR
    - the Enhancement is being placed by an ability
- the Enhancement was used by a character that has been removed from battle and can be used by another character on the same side of the battle

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

V

Version

Two unique characters are versions of each other if they represent the same person, either because they have the same card name or are listed as duplicate cards. Two generic characters are versions of each other if they have the same name.

W

Warrior (Class Character)

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

Weapon (Class Enhancement)

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

Equipping a weapon does not necessarily play the weapon and activate its special ability. See Equip, Play and Used By. Once equipped, weapons are treated as equipped cards and remain with the characters equipped with them.

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

While in Battle

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

White Brigade

White is descriptive of glory and majesty.

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

Y

Your

Several cards in Redemption® refer to cards that are “your” cards (e.g., your priest, your Heroes, your demons, your warrior class Evil Character). For a card to be considered “your”

card, you must be the owner of the card as well as have control of the card. “Your” ability is an ability on “your” card.