

COLLECTORS  
EDITION

# **K**edemption<sup>®</sup>



RULEBOOK

3rd Edition  
Revised

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# Introduction

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

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

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

## Our Mission

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

Enjoy the fun and master the strategies!  
Rob Anderson, Designer

## Game Overview

**Rescues:** Your Hero (cross icon card) rescues a Lost Soul if the Hero crosses the Field of Battle to reach the Lost Soul in your opponent's Land of Bondage. Sometimes a Hero is unopposed, but usually your Hero must defeat an opposing Evil Character (dragon icon card) in the Field of Battle. The Evil Character is defeated if one of these happens:

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

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

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

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

## NEW PLAYERS

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

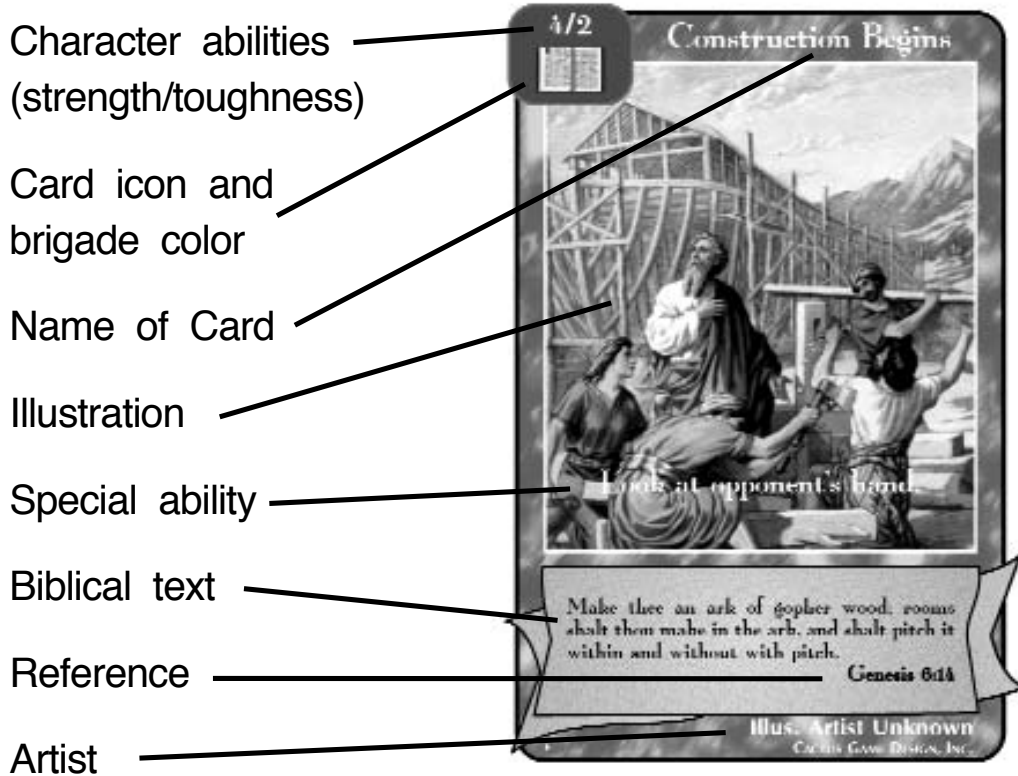
This rulebook introduces many card titles, game terms and definitions. Game terms are italicized throughout the rulebook. They can be found in the **GLOSSARY OF TERMS**. Card titles are in italicized and bold font.

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

**Additional Redemption® Resources**  
that can be found at our downloads page at  
[www.cactusgamedesign.com](http://www.cactusgamedesign.com)

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

## Anatomy of a Card



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## Beginning a Game

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

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

Each *player* draws eight (8) cards to form a starting hand.

### Rules for drawing cards:

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

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

## DIAGRAM OF A TURN

- 1. Draw Phase** - You draw three (3) cards and add them to your hand.
- 2. Upkeep Phase** - You must change *counters* if needed.
- 3. Preparation Phase** – You may perform any number of these actions in any order. Actions may be repeated unless a limit is stipulated:
  - a) Place a *character* (cross or dragon icon) into your *territory*.
  - b) Place an *artifact* face down in your *artifact pile*.
  - c) *Activate* an *artifact* by placing an *artifact* face up on

your *artifact pile* (limit once per *turn*).

- d) Place a *site* into your *territory*.
- e) Place a *Lost Soul* into a *site*.
- f) *Set aside* a *character*.
- g) Return a *character* from your *set-aside area* and place it back into your *territory*.
- h) Place a *weapon-class enhancement* on a *warrior-class character* in your *territory*.
- i) Place a *fortress* on the table as described on the *fortress*. At this time its *special ability* becomes active.
- j) Place or remove a card in a *fortress* as described on the *fortress*.

**4. Battle Phase** - Follow these steps in order:

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

**5. Discard Phase** – You may perform any number of these actions in any order. Actions may be repeated:

- a) Place a *character* (cross or dragon icon) into your *territory*.
- b) Place an *artifact* face down in your *artifact pile*.
- c) Place a *site* into your *territory*.
- d) *Set aside* a *character*.
- e) Place a *weapon-class enhancement* on a *warrior-class character* in your *territory*.
- f) Place a *fortress* on the table. At this time its *special abil-*

*ity* becomes active.

When you have performed all of these actions that you wish, you must decrease your hand to eight (8) cards or less. *Discard* cards from your hand if necessary. This ends your *turn*.

## 1. Draw Phase

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

## 2. Upkeep Phase

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

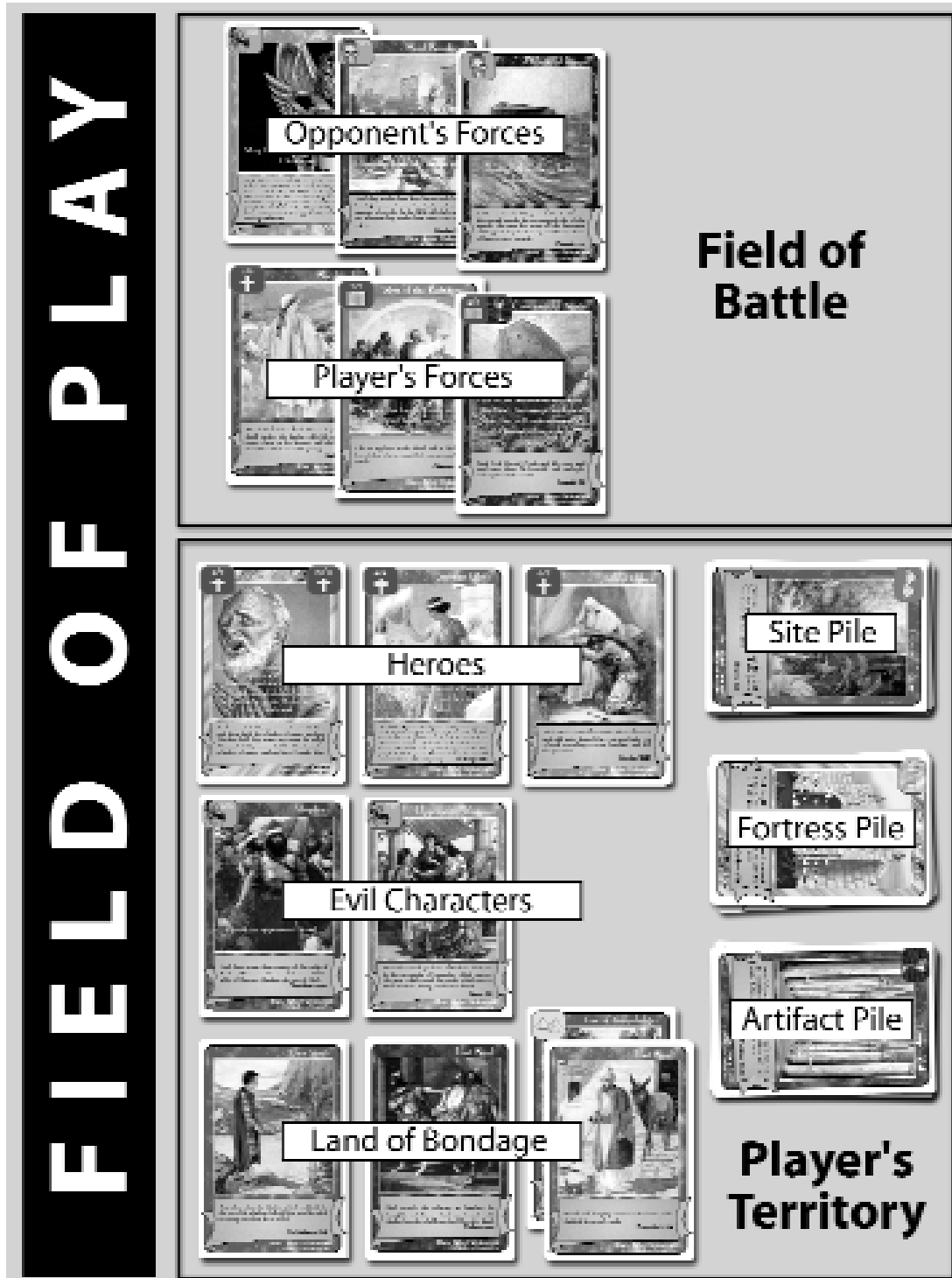
## 3. Preparation Phase

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

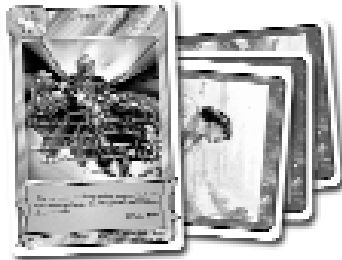
**Characters:** You may place any number of *characters* (*Heroes* or *Evil Characters*) into your *territory*. *Characters* put into play remain *in play* for the rest of the game unless *defeated in battle* or removed from play by a *special ability*.

You may not have *character* cards with the name of the same person in your *territory*, *set-aside area* or in the *Field of Battle* at the same time.

# Player's Card Arrangement



## OUT OF PLAY



**Land of Redemption**



**Draw Pile**



**Discard Pile**



**Set-Aside Area**

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

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

**Sites:** You may place any number of *sites* into your *territory*.

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

**Artifacts:** You may place any number of *artifacts* face down in your *artifact pile*.

**Artifact Activation:** Only one *artifact* in the *artifact pile* may be active at a time. Once per *turn*, you may select one *artifact* to be *activated* and flip it face up on your *artifact pile*. The face up *artifact* becomes active and cannot be

changed until your next *turn*. To change the *activated artifact*, you select a new *artifact* and place it face up on the *artifact pile* and return the other *artifact* face down in the *artifact pile*. If you choose to have no *artifacts activated*, you may turn the top *artifact* face down.

Some *artifacts* have a limited number of times you can use them. When these come to an end, you must *discard* them immediately. Once such an *artifact* is *activated*, it must be counted as having been used. This is true even if other events duplicate the *effect* of the *artifact* or if the artifact is negated during the *turn*.

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

Some *artifacts* affect all *players*. These include (1) ***Altar of Incense*** (i.e. it *protects* all Old Testament *Heroes* from *discard* by a *special ability*, not just the *Heroes* of the *player* who *activated* it), (2) ***King’s Sword***, (3) ***Priestly Breastplate***, (4) ***Holy of Holies***, (5) ***Crown of Thorns***, (6) ***Cross Beams of the Cross***, (7) ***Household Idols***, and (8) ***Asherah Pole***.

Others are read only from their *owner’s* perspective. *Artifacts* that have a limit on how many times they can be used or include the word “*owner*” or “*holder*” are not used against their *owner*. These include (1) ***Temple Veil***, (2) ***Gifts of the Magi***, (3) ***Priestly Crown***, (4) ***Thirty Pieces of Silver***,

(5) *Holy Grail*, (6) *Ark of the Covenant*, (7) *Miraculous Handkerchiefs*, (8) *Unholy Writ*, (9) *Chariot of Fire*, (10) *Tables of the Law*, (11) *Elijah's Mantle*, (12) *David's Harp* and (13) *Ram's Horn*.

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

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

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

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

## 4. Battle Phase

If there is a *Lost Soul* in an *opponent's Land of Bondage*, you may make a *rescue attempt*, provided your *Hero* has access to the *Lost Soul*. (See **Access to a Site**). If there is no *Lost Soul* in an *opponent's Land of Bondage* that your *Hero* can access, you may make a *battle challenge* or skip to your *Discard Phase*.

**Access to a Site:** To rescue a *Lost Soul* in a *site*, a *Hero* must have access to the *site*. If a *Hero* does not have access to a *Lost Soul*, then the *battle* is a *battle challenge*. A *Hero* has access to a *site* if:

- a) The *Hero's icon box* contains a matching *brigade* color in the icon box of the *site*, or
- b) A *special ability* gives the *Hero* access to the *site*, or
- c) An unoccupied *site* is placed in *battle* with the *Hero* and the *icon box* on the unoccupied *site* contains a matching *brigade* color in the *icon box* of the occupied *site*. The unoccupied *site* can be added at any time during the *battle*, but it must come from the *player's territory*. If the *Hero* is *defeated in battle*, the *site* returns to the *owner's territory*. The *special ability* on a multi-colored *site* is active only when the *site* is in *battle* and being used to give a *Hero* access to a *site*.

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

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

place ***Parmenas*** into *battle*, and if your *opponent* has more cards in *hand* than you do, you may *draw* two cards from your *draw pile*.

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

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

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

**B) BLOCK** - Your *opponent* must decide whether to *block*

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

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

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

NOTE: If a “*draw* a card” or “*discard* top card from *draw pile*” *special ability* is *negated*, the *drawn* card or *discarded* card should be placed back on top of the *draw pile*. Do not shuffle the *draw pile*.

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

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

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

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

If your *opponent* does not *block* your *battle challenge*, then your *Hero* must *withdraw* from the *Field of Battle* back to

your *territory* without playing any *enhancements*.

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

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

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

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

If you have *initiative*, you may play an *enhancement*. The *brigade* color of the *enhancement* must match the *brigade* color of the *character* using the *enhancement*. Multi-colored good *enhancements* may be used by any *Hero*, and multi-colored evil *enhancements* may be used by any *Evil Character*. You can only play (*activate*) *enhancements* on *characters* that are in the *Field of Battle*. (See **EXCEPTIONS TO ENHANCEMENTS PLAYED IN THE FIELD OF BATTLE**). The *effects* of the *abilities* (\*/\*) on the *enhancement* are always used to increase the *abilities* (\*/\*) of the *character* upon which the *enhancement* is played.

Example: (Assume you have the *initiative* to play all cards in this example). You are making a *rescue attempt* with **Asahel**, a red *brigade Hero* with *abilities* of 5/4. You play **Hope**, a red *brigade enhancement*, which increases **Asahel's abilities** by 2/2 for a total of 7/6. You then play **Arrow of Deliverance** to increase **Asahel's abilities** by 4/2 for a total of 11/8. Only **Asahel** is benefiting from the *abilities* (\*/\*) on these *enhancements*.

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

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

Example 2: (Assume your *opponent* has the *initiative* to play all cards in this example). Your *opponent* is *blocking* your *rescue attempt* with **Prince of Persia**, a pale green

*brigade Evil Character.* Your *opponent* plays (*activates*) **Confusion** which has no *abilities* (\*/\*), but it does have the *special ability*, “*Owner may look through one opponent’s draw pile, discard one card and shuffle remaining cards.*” Your *opponent* searches through your *draw pile* and *discards* a card. The *special ability* on **Confusion** does not directly help **Prince of Persia**. However, it must be played (*activated*) on an *Evil Character* that is in the *Field of Battle*.

### INITIATIVE TABLE

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

### SITUATION DESCRIPTIONS:

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

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

Example: You are making a *rescue attempt* with **Seth**, a blue *brigade Hero* with *abilities* of 5/4. He is in *battle* with **Laban**, a gray *brigade Evil Character* with *abilities* of 9/9.

*Seth's strength* is 5 while *Laban* has *toughness* of 9. *Laban* is not being *defeated*. *Laban's strength* is 9 while *Seth* has *toughness* of 4. *Seth* is being *defeated*. Therefore, you have the *initiative* to play a good *enhancement* on *Seth* to increase his *abilities*. When your *Hero* is losing, you may not *pass initiative* to your *opponent*. You must play a card or the *battle* is resolved.

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

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

Example: You are making a *rescue attempt* with *Tabitha*, a red *brigade Hero* with *abilities* of 5/4 and the *special ability*, "The first time *Tabitha* is about to be *discarded*, return *Hero* to *owner's territory* instead." Your *opponent* *blocks* with *Philetus*, a brown *brigade Evil Character* with *abilities* of 5/6. It's your *initiative*, and you play *The Harvest*, a red *brigade enhancement* with *abilities* of 3/4 and the *special ability*, "*Holder* may *draw* a card." *Tabitha* is increased to 8/8, and you *draw* the top card from your *draw pile* and put it into your hand. Since *Philetus* is losing, your *opponent* has *initiative* and plays *Lewd Men*, a brown

*brigade enhancement* with *abilities* of 0/3 and the *special ability*, “*Repel* all female *Heroes*.” The result is that *strength* and *toughness* are not compared. **Tabitha** returns to *territory* and the *rescue attempt* fails.

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

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

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

**Stalemate by Numbers:** The *battle* is currently a *stalemate* by *numbers* when neither the *Hero(es)* nor the *Evil Character(s)* is strong enough to *defeat* the opposing *character(s)*.

You have *initiative* and can play any good *enhancement* of matching *brigade*. If you choose not to play an *enhancement*, you must *pass initiative* to your *opponent*. Your *opponent* may play an *enhancement*. If your *opponent* chooses not to play an *enhancement*, he must *pass initiative* back to you. If your *opponent* *passes initiative* back to you, then you must play an *enhancement* or the *Battle Phase* resolves.

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

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

Example: You are making a *rescue attempt* with **Mary of Bethany**, a gold *brigade Hero* with *abilities* of 7/5 and the *special ability* to “*band to Martha*”. You *band* in **Martha**, a green *brigade Hero* with *abilities* of 5/4. Your *opponent* *blocks* with the **Beast from the Earth**. This is a brown *brigade Evil Character* with *abilities* of 5/7 and the *special ability* that he is “*immune to all female Heroes*.” **Mary of Bethany** and **Martha** have a combined *strength* of 12

points. ***Beast from the Earth*** has a *toughness* of 7 points. By the *numbers*, your *Heroes* would be winning the *battle*, and your *opponent* would have the *initiative* to play the first *enhancement*. However, ***Beast from the Earth*** is *immune* to all *female Heroes*. Since ***Mary of Bethany*** and ***Martha*** are both *female Heroes*, ***Beast from the Earth*** is not being *defeated* even though his *toughness* is less than the combined *strength* of the *Heroes*. This is a *stalemate* by *immunity*. Neither the *Heroes* nor the *Evil Character* are being *defeated*. Since your *opponent* played the last card (***Beast from the Earth***), you have the *initiative* to play the first *enhancement* card.

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

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

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

you may *pass initiative* to your *opponent* in a *mutual destruction* situation. If your *opponent* passes *initiative* back to you, then you must play a card or the *Battle Phase* ends.

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

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

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

**Winning by Numbers:** The *Hero* is winning the *battle* by *numbers* when two conditions are met. First, the total *strength* (\*/) of the *Hero(es)* in *battle* is equal to or greater than the *toughness* (/\*) of the *blocking Evil Character(s)*.

Second, the *toughness* (/\*) of the *Hero(es)* is greater than the total *strength* (\*/) of the *blocking Evil Character(s)*. Your *opponent* has *initiative* and can play any *evil enhancement* of matching *brigade*.

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

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

Example: You are rescuing with ***Servant Angel***, a silver *brigade Hero* with *abilities* of 5/6 and the *special ability*, “*Holder may draw a card.*” After you play ***Servant Angel*** into the *Field of Battle*, you immediately draw a card. Your *opponent* then *blocks* with ***Shechem***, a pale green *brigade Evil Character* with *abilities* of 6/7. Since ***Servant Angel*** is

losing, you have *initiative* and play ***Sixth Seal***, a silver *brigade enhancement* with *abilities* of 2/2 and the *special ability*, “*Hero ignores pale green brigade.*” ***Servant Angel*** will pass by ***Shechem*** as though ***Shechem*** is not there and will make a successful rescue. Your *opponent* must *negate* the “*ignore*” *special ability* or the *rescue* will succeed, and each character will be returned to his *owner’s territory*.

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

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

## PLAYING ENHANCEMENTS IN BATTLE

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

Example: You are making a *rescue attempt* with **Mark**, a blue *brigade Hero* with *abilities* of 6/5. Your *opponent* *blocks* with **Saph**, a 10/10 gray *brigade Evil Character* with the *special ability*, “May *band* to one *warrior class* *Philistine Evil Character*.” Your *opponent* chooses to *band* and pulls **Lahmi**, a 10/10 gold *brigade Evil Character*, from your *territory*. This means that he uses your own **Lahmi** to fight against you. Your *opponent’s* forces have combined *abilities* of 20/20. Since **Mark** is losing, you have *initiative*. You play **Belt of Truth**, a 3/4 multi-color *power enhancement*, to increase **Mark** to 9/9. You then play **Courage** that has the *special ability*, “*Holder* may add an additional *Hero* from his *territory* or hand to the *battle*”. You then *band* in **Hosea**, a 5/4 purple *brigade Hero*. Your forces now have combined *abilities* of 14/13. You continue to have *initiative* because your forces are still losing. You play **Saul’s Spear**, a 4/2 purple *brigade enhancement*, on **Hosea**. Your forces have combined *abilities* of 18/16. You then play **Reach of Desperation**, a purple *brigade enhancement* with *abilities* of 4/3, increasing your combined forces to 22/19. At this point it is a *mutual destruction* situation. *Initiative* would now *pass* to your *opponent* except that **Reach of Desperation** also has a *special ability*, “*Holder* may *interrupt* the *battle*, draw 3 cards from the top of *owner’s draw pile*, and play

the next *enhancement* card.” You draw three cards and play ***River Flowing from the Temple*** on ***Hosea***. This has a *special ability*. You “May add a *Hero* from your hand to the *battle*.” You *band* in ***Gabriel***, a 10/10 silver *brigade Hero* with a *special ability*. You can “Look through one *opponent’s draw pile* and *discard* one evil *enhancement*.” You *discard* one of your *opponent’s enhancements* from his *deck*. Your forces now have combined *abilities* of 32/29. *Initiative* now goes to your *opponent* who begins playing *enhancements*, and the *Battle Phase* continues until the *player* with *initiative* chooses not to or can’t play any more cards. This is the end of the *battle*. (See **BATTLE RESOLUTION**).

## **DOMINANTS PLAYED DURING THE BATTLE PHASE**

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

Example: You are making a *rescue attempt* with ***Jude***, a red *brigade Hero* with *abilities* of 8/8. Your *opponent blocks*

with **Stone Throwers**, a crimson *brigade Evil Character* with *abilities* of 6/6. You are winning, and your *opponent* has *initiative*.

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

- a) **Christian Martyr** (grim reaper icon) – Your *opponent* could play **Christian Martyr** to *discard Jude*. If only one *Hero* is in *battle*, then playing **Christian Martyr** is a successful *block*.
- b) **Burial** (grim reaper icon) – If **Jude** has access to only one *Lost Soul*, your *opponent* could play **Burial** to *discard* the *Lost Soul*. Now **Jude** is in a *battle challenge* because there is no available *Lost Soul* for **Jude** to *rescue*.
- c) **Son of God** (lamb icon) – If **Jude** has access to only one *Lost Soul*, your *opponent* could play **Son of God** to *rescue* it. Now **Jude** is in a *battle challenge* because there is no available *Lost Soul* for **Jude** to *rescue*.

## BATTLE RESOLUTION

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

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

- a) The *Evil Character's strength* is greater than or equal to the *Hero's toughness*, and the *Hero's strength* is less than the *Evil Character's toughness*. The *Hero* is *discarded*, and the

- Evil Character* withdraws to your *opponent's* territory.
- b) Your *opponent's* *Evil Character* repels the *Hero*. Each *Hero* and *Evil Character* withdraws to his owner's territory.
  - c) All *Heroes* were removed from *battle*. Each surviving *Evil Character* is returned to his owner's territory.

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

**HERO WINS** - Your *Hero* wins if one of these conditions is met:

- a) The *Hero's* *strength* is greater than or equal to the *Evil Character's* *toughness*, and the *Evil Character's* *strength* is less than the *Hero's* *toughness*. The *Evil Character* is *discarded*, and your *Hero* *withdraws* to your territory.
- b) The *Hero* *ignores* the *Evil Character*. The *Hero* and the *Evil Character* each *withdraw* to his owner's territory.
- c) All *blocking* *Evil Characters* were removed from *battle*. Surviving *Heroes* return to their owners' territories.

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

NOTE: Your *opponent* cannot surrender to you a *Lost Soul* to which your *Hero(es)* does not have access due to a *site* or a *special ability* printed on the *Lost Soul*.

**MUTUAL DESTRUCTION** – There are two possible scenarios for a **mutual destruction**:

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

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

**STALEMATE** - The *rescue attempt* ends in a *stalemate* if neither the *Hero(es)* nor the *Evil Character(s)* have enough *strength* to *defeat* the other. Both the *Hero(es)* and the *Evil Character(s)* *withdraw* to their respective *territories*. All *enhancements* played during the *Battle Phase* (except *set-aside* or *weapon-class enhancements*, or cards *placed* on other cards during *battle*) are *discarded*. No *Lost Soul* is *rescued*. This is considered a *defeat* of the *Hero* since the *Hero* was unable to make a successful *rescue*.

## **SIDE BATTLES:**

Certain cards cause two *characters* to fight each other in what is referred as a *side battle*. An example is ***Troops Discharged*** a *gold brigade evil enhancement* that reads, "Select two Evil Characters in play to fight each other." This immediately requires two *characters* to fight a new *battle*. The original *battle* is temporarily suspended until the *side battle* is completed. The *side battle* is still part of the same Battle Phase because the main *battle* has not yet concluded. After the *side battle* is resolved, all surviving *characters* return to their previous locations. Non surviving *characters* and their *enhancements* are discarded. Surviving *characters* that return to the main *battle* bring their *enhancements* to the main *battle*. Any ongoing effects of *special abilities* are applied (e.g., *immunity*) to the main *battle* unless that *special ability* was exhausted in the *side battle* (e.g., a draw a card). Rules for *initiative* in the original *battle* resume. Only one *side battle* may be initiated by a *player* each *turn*.

## **EXCEPTIONS TO ENHANCEMENTS PLAYED IN THE FIELD OF BATTLE**

There are three types of *enhancements* that you can play on a *character* not necessarily in the *Field of Battle*. These are *healing enhancements*, *set-aside enhancements*, and *weapon-class enhancements*.

**HEALING ENHANCEMENTS** - A *healing enhancement* has the word "heal" in its *special ability*. "Heal" *special abilities* save a *character* from being *discarded* and/or remove the *effect* of all *poisons* and *diseases* on a *character*. You may play a *healing enhancement* at any time and its *special ability* *activates* even if played outside of *battle*. You may play a *healing enhancement* on any of your *characters* of matching *brigade* in *play* (including a *character* that is being *discarded*). You may direct the *effect* of the *healing*

*enhancement* at any *character in play* that is currently *poisoned, diseased, or being discarded*. Be sure you follow the wording on the *special ability* of the *healing* card. If you play a *healing enhancement* in *battle* according to *initiative*, you may *heal a poisoned or diseased Hero in battle, territory, or a set-aside area* and the *healed Hero* remains in its current location. If you play a *healing enhancement* at any other time, or you *heal a character* that is about to be *discarded*, then the *healed character* is immediately returned to its *owner's territory*.

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

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

**SET-ASIDE ENHANCEMENTS** - A *set-aside enhancement* has the phrase "set a (type of *character*) aside" in its *special ability*. A *set-aside enhancement* can be played on a *character* of matching *brigade* in your *territory* during your *Preparation Phase* or *Discard Phase*. Its *special ability* *activates* even though it is played outside of *battle*. You may also play them in *battle* according to the rules of *initiative*. You can direct the *effect* of the *set-aside* card to any *character* you own and currently *control*. You may *set aside* a *character* with multiple *set-aside* cards if they are played at the same time.

Example: You have **Gideon**, a gold *brigade Hero*, in your *territory*. You play (activate) **Prayer and Fasting** on **Gideon** whom you *set aside* to pray and fast. This increases his *abilities* by 1/1 for each *turn* he is *set aside*.

A *player* may not *set aside* an *opponent's character* unless:

- a) The *special ability* of the *enhancement* specifically states that the *opponent's character* may be targeted **and**
- b) The *set-aside* card is *activated* on a *character* in the *Field of Battle*.

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

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

*Warrior-Class Characters* (*Heroes* or *Evil Characters*) have a *weapon* symbol (the other 1/2 of the puzzle piece showing the other 1/2 of the shield) below the *icon box*.

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

- a) Played during *battle* as a regular *enhancement* and used by **any character** of matching *brigade* following the regular rules of *initiative*, OR
- b) Placed on a *warrior-class character* of matching

*brigade* during the Preparation Phase or Discard Phase.

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

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

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

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

## 5. Discard Phase

You may perform as many of these actions as often as you choose:

- a) Place a *character* (cross or dragon icon) into your *territory*.
- b) Place an *artifact* face down into your *artifact pile*.

- c) Place a *site* into your *territory*.
- d) *Set aside* a *character*.
- e) Place a *weapon-class enhancement* on a *warrior-class character* in your *territory*.
- f) Place a *fortress on the table*. At this time its *special ability* becomes active.

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

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

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

## WINNING THE GAME

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

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

## GLOSSARY OF TERMS

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

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

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

### Order for Activating Special Abilities

1. First, complete all special abilities in the order written on the card EXCEPT those that add a character to the battle. Note: that some special abilities can happen together even though they may be separated by a period. (Ex: *Authority of Christ* reads, “Discard all Evil Characters in play. May not be interrupted, negated, or prevented.” These two things happen together).  
If the card is a character with either a gained ability or a weapon-class enhancement, then gained abilities activate in the order gained. Finally, the special abilities on the carried weapon-class enhancement activate.
2. Then complete banding abilities.
3. Then complete choose blocker abilities.

**Angel:** One possible role of a character (see **Character's role and gender**) is *angel*. *Angels* are non-human Heroes often depicted with wings. Some examples of *angels* are *Michael*, *Gabriel*, *Guardian Angel*, *Seraphim*, and *Warrior in Training*.

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



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

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

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

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

**Battle Challenge:** A *battle challenge* may be given when

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

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

**Battle Resolution:** As is described on pages 29-31 there are four outcomes to a battle: a) Evil Character wins, b) Hero wins, c) mutual destruction or d) stalemate. However, beyond the outcome of the battle you must also determine the outcomes of the battle challenge or rescue attempt. Here is the order to follow:

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

**Beast:** One possible role of a character (see **Character's role and gender**) is *beast*. *Beasts* are non-human Evil Characters of demonic origin and non-human shape. All *beasts*

are demons (but not all demons are *beasts*). Some examples of *beasts* are ***Locust from the Pit***, ***Beast from the Earth***, ***Bear***, and ***Frog Demons***.

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

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

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

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

**Cannot be prevented:** means that the special ability activates when the card is played, regardless of any negate or prevent ability that is already affecting battle. However, a *cannot be prevented* ability can be interrupted or negated after it is played.

**Cannot be interrupted:** is the opposite. These special abilities can be prevented before they are played. But if they are not prevented before they are played, nothing can interrupt or negate them after they are played.

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

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

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

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

**Control:** You *control* a character when you are using it. You can *control* a character that you do not own. This hap-

pens when you band to an opponent's character and use it in battle. You also *control* a character when your opponent forces you to use a character that you do not own.

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

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

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

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

**Defeat:** *Defeat* is caused when a character's toughness is less than or equal to an opposing character's strength. A *defeat* also occurs when a character is stopped from achieving his goal in battle. A Hero(es) is *defeated* when the  
 42 Hero(es) in battle is discarded, repelled or otherwise fails to

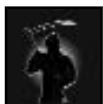
make a successful rescue such as in a stalemate. The Evil Character(s) is *defeated* when the Evil Character(s) in battle is discarded, ignored or otherwise fails to stop the Hero from making a successful rescue such as in a mutual destruction by numbers.

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

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

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

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



**Dominant:** A lamb or grim reaper illustration located in the icon box identifies a *dominant*. A *dominant* can be played regardless of initiative or turn.

**Draw Phase:** The *Draw Phase* is the step that begins a turn. On each player's first turn, skip the *draw phase*. In regular turns thereafter, three cards are drawn. All cards are taken from the top of each player's draw pile. If all the cards are *drawn*, the player is still able to play, but he is not able to *draw* additional cards.

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

**Enhancement:** *Enhancements* have abilities and/or special abilities that affect game play. Abilities on *enhancements* are combined with the character's abilities. *Enhancements* are generally used in the Battle Phase. However, healing *enhancements*, set-aside *enhancements*, and weapon-class *enhancements* can be played outside of battle. Good *enhancements* have a Bible icon and are used by Heroes. Evil *enhancements* have a skull icon and are used by Evil Characters. An *enhancement* must be of the same color brigade as the character upon which it is played.

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

**Evil Card:** When a special ability or deck building rule refers to an *evil card* it means Evil Character (dragon icon), evil enhancement (skull icon), evil dominant (reaper icon), or evil fortress (fortress with dark rainbow colors).



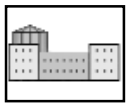
**Evil Character:** *Evil Characters* are cards with a dragon in the icon box. *Evil Characters* block rescue

attempts and battle challenges.

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

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

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



**Fortress:** *Fortresses* represent specific locations within the game. You place these cards on the playing surface as described on the *fortress*. *Fortresses* remain in play until they are removed by a special ability. They are identified by the *fortress* icon box. You may add or remove cards in a *fortress* as described in the special ability on the *fortress*.

**Giant:** One possible role of a character (see **Character's role and gender**) is *giant*. *Giants* are human Evil Characters of extraordinary size. Some examples of giants are *Ish-bibenob*, *Saph*, and *Lahmi*.

**Good Card:** When a special ability or deck building rule refers to a *good card* it means Hero (cross icon), good enhancement (Bible icon), good dominant (lamb icon), covenant (Bible and grail icon), or good fortress (fortress with bright rainbow colors).

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



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

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

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

**Icon Box:** The *icon box* is located in the upper left corner of the card.

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

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

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

**Initiative:** A player with *initiative* may play the next enhancement. *Initiative* is always given to the player who is losing the current battle. The losing player cannot pass *initiative*. When there is a stalemate or a mutual destruction, the player who did not play the last card has *initiative*, but he must pass *initiative* if he does not play a card.

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

**Land of Bondage:** *Land of Bondage* is an area in the Field of Play. The *Land of Bondage* can hold Lost Souls, occupied sites, captured Heroes and captured Evil Characters.

**Land of Redemption:**® Land of Redemption® is the area of sanctuary. It is not in the Field of Play. After a rescue the Lost Soul goes to the *Land of Redemption*®. A player wins the game by being the first to rescue a preset number of Lost Souls and successfully holding them in his *Land of Redemption*®.

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

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

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

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

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

**N.T.:** New Testament.

**Numbers:** These are the numerical abilities (\*/\*) in the icon box. (See **Abilities**).

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

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

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

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

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

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

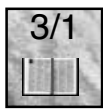
**Place:** When a special ability instructs a player to *place* a card on a second card, the *placed* card remains with the second card until the second card is discarded, returned to the draw pile or hand, or until the *placed* card is removed by a special ability.

**Player:** A *player* is anyone who is playing the game and

almost always refers to the person who is taking the current turn.

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

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



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

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

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

## ***Gabriel***, and ***Balaam***.

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

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

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

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

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

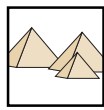
**Rescue Attempt:** A *rescue attempt* is the effort to recover a Lost Soul from the Land of Bondage. A *rescue attempt* is initiated when a Hero is placed in the Field of Battle. A player is allowed one *rescue attempt* per turn unless a card states otherwise.

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

**Set-aside area:** The *set-aside area* is a location outside the Field of Play where characters are removed from play for a number of turns by a special ability. (See **PLAYER'S CARD ARRANGEMENT** in the rules section).

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

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



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

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

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

**Stalemate:** A *stalemate* is a state of battle or outcome of a battle. It occurs when neither character has strength greater

than or equal to the opposing character's toughness. (See **STALEMATE** under **BATTLE PHASE**).

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

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

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

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

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



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



**Weapon-Class Enhancement:** This is a special kind of enhancement marked by a shield icon below its icon box. *Weapon-class enhancements* may be played outside of battle but only onto warrior class characters. The special ability on a *weapon-class enhancement* only activates in battle.

**Withdraw:** The *withdraw* special ability either allows a character to exit battle unharmed or it forces an opposing character to leave the battle unharmed. Once a character *withdraws* from battle, the character may not reenter battle during the same turn.

## DECK BUILDING RULES

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

### TYPE I Deck Building Rules

(Type I also conforms to standard rules of play)

Your *deck* must contain a minimum of fifty (50) cards.

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

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

Maximum of **1** of each in a *deck*:

- ▶ Multi-colored *enhancement*, *Hero*, or *Evil Character*
- ▶ *Dominant* (*lamb icon* or *grim reaper icon* card)

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

- ▶ card that has a *special ability* (text over the picture).

Example: A fifty-six (56) card *deck* may contain only one *Authority of Christ*, one *Repentance*, etc. A one-hundred

(100) card *deck* may contain no more than two ***Authority of Christ***, two ***Repentance*** cards, etc. A one-hundred fifty (150) card *deck* may contain no more than three of any individual *special ability* card.

Maximum of **3** of each in a *deck*:

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

Other rules:

▶ The number of *sites* may not exceed the number of *Lost Souls* in a *deck*.

▶ There is no maximum of cards to a *deck* as long as it contains the appropriate number of *Lost Souls*; one *Lost Soul* for every six cards over fifty (50). The double ***Lost Souls*** card counts as one *Lost Soul* for *deck* building purposes.

▶ Unique characters with special abilities that have the same name and brigade are limited to a maximum of 1 each per 50 cards in a *deck*. For example, you can have one David (green brigade) and one David (red brigade) but not two David cards in the green brigade (even if their special abilities vary) in a *deck* that is smaller than 100 cards.

▶ Generic characters with special abilities that have the same name and card art are limited to a maximum of 1 each per 50 cards in a *deck*. If the card art is different, you may select a maximum of 1 each per 50 cards in a *deck* from each variant. For example, you can have one of each of the black brigade Sadducees (4 Variants) cards in a *deck* that is smaller than 100 cards, provided they each have different card art.

## TYPE II Deck Building Rules

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

Deck Total	Lost Souls required	Deck Total	Lost Souls required
100-105	14	120-126	17
106-112	15	127-133	18
113-119	16	134-140	19

A deck may contain no more than five (5) of any card.

A deck may contain up to three (3) of any Fortress, Artifact, or Covenant.

Maximum of **1** of each in a deck:

- ▶ Multi-colored *enhancements*, *Heroes*, or *Evil Characters*
- ▶ *Dominant* (*lamb icon* or *grim reaper icon* card)

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

- ▶ *Lost Soul* card that has a *special ability*
- ▶ *Site* with a *special ability*

Other Rules:

- ▶ The number of your *good cards* and the number of your *evil cards* MUST be equal.
- ▶ The number of *sites* may not exceed the number of *Lost Souls* in a *deck*.
- ▶ There is no maximum of cards to a *deck* as long as it contains the appropriate number of *Lost Souls*. (See table). The double ***Lost Souls*** card counts as one *Lost Soul* for *deck* building purposes.

NOTE: Type 2 games are played to 7 *Lost Souls* and use the Rescuer's Choice and Experience Credit optional rules as standard.

## OPTIONAL ADVANCED RULES

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

### 1) Name-on-Name Bonus

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

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

### 2) Experience Credit

Each time a *character* successfully *rescues* a *Lost Soul* or successfully *blocks*, the *character* receives a 1/1 counter. In this way a *character* grows stronger with experience.

NOTE: Type II Tournament Rules are always played under the Experience Credit rule.

### 3) Rescuer's Choice

Before a *player* begins a *rescue attempt*, he must announce which *Lost Soul* he is trying to *rescue*. That is the only *Lost Soul* he is eligible to *rescue*. If that particular *Lost Soul* is taken *out of play* prior to the end of the *battle* (by ***Burial***, ***Son of God*** or ***New Jerusalem***), then the *rescuer* will not rescue a *Lost Soul* even if his forces win the *battle*.

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

### Resolving Special Ability Combinations

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

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

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

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

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

EXAMPLE: ***The Strong Angel*** (paper) does *prevent Prince of Tyrus' immunity* (rock), but does not *prevent Gibeonite Trickery* (scissors).

EXAMPLE: A *capture ability* used by ***Simon the Magician***

(scissors) does work against *The Strong Angel* (paper) but cannot target *Lydia* (rock).

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

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

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

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

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

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

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

EXAMPLE (scissors vs. scissors): *Holy of Holies* (paper and scissors) does not *prevent Michael's special ability* (scissors), but it does *prevent The Strong Angel's special ability* (paper).

EXAMPLE (scissors vs. scissors): An *Evil Character*

enhanced with ***Tower*** (paper and scissors) does not *negate Michael's special ability* (scissors), but it does *interrupt The Strong Angel's special ability* (paper).

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

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

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

EXAMPLE (rock vs. rock): ***Mary Magdalene*** (rock) makes a *rescue attempt* and is *blocked by Prince of this World* (rock). The result is *mutual immunity*, and the *battle* would end in a *stalemate*, assuming no other cards were played. Remember that rules of *initiative* apply when playing any *character* or *enhancement*, including an *enhancement* with an *interrupt special ability*. Some cards can keep other cards from entering *battle*. If a card does not enter *battle*, its *ability* does not *activate*.

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

EXAMPLE: ***Household Idols*** causes good *banding* cards to have no *effect* (be *ignored*). Neither ***Elders of Jerusalem*** (scissors), nor a *Hero* enhanced with ***Gathering of Angels*** (scissors), nor ***Jacob*** (other) can enter *battle* if ***Household Idols*** (paper and rock) is *activated*. If a card has no *effect* (or

is being *ignored* or *repelled*), it cannot enter *battle* to *activate* its *special ability*.

**Concerning Target for Special Abilities:**

When you choose a target for a special ability that target cannot change.

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

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

If a non-dominant ability is activated and an available, legal target is selected, then that target cannot change. If the ability is interrupted, and the target is removed, then a second target cannot be selected.



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