

Handbook Addendum - 5/11/01

Rules Advisory List

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Addendum for Highlander: The Card Game - Version 2001.3.20.

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This Handbook Addendum, along with the associated Rulebook and the original Handbook, replaces and supercedes all official or sanctioned documents and rulings, including Rulebooks, Erratas, FAQs, and Databases, about the rules and text of Highlander the Card Game released before this Handbook and its addended material.

Unlike the Rulebook, this Handbook and its addendum are not designed to be read straight through. If you have not read the Rulebook, you should probably do so to gain at least a basic understanding of the game. This Handbook is a reference tool best utilized when questions arise during Deck Construction, Game Play, and Tournaments. The most recent errata'd card text is included for all of the cards that are legal to use when playing the game.

There are several stylistic conventions used in this document. This is to make things consistent throughout the document, and more importantly, to make it easier for the player to quickly recognize important terms and concepts. These words and phrases all have their own entries that you might need to read as well to fully understand an entry.

- S All errata'd card text is listed in **Bold Red**.
- S A defined term, such as *cannot* or *prevention* is printed in italics
- S Game terms, such *Ability*, *Endurance*, *Special*, etc., are capitalized. These are different from defined terms in that they represent specific objects in the game, where defined terms describe an action taken during the game.
- S Card names and Persona names are in **bold**
- S Any examples follow the entry. If there are multiple examples, they are numbered.
- S Any card identified as *Persona Specific* or *Immortal Specific* is list as **Card Title: Persona or Weapon Name**, the Title and Name being separated by a colon (:), as well as any Sub-Titles necessary.

This addendum document is officially sanctioned by Thunder Castle Games as of 5/11/01. It is advised that you check with your tournament judge to make sure they have a copy of these rules, as well as the Handbook and On-Line Rulebook, and make sure that they are in effect.

9mm [AT] - S2 - **Kinman** - 1H - OBJECT

When played, place up to 9 Basic *Attacks* from your hand under **9mm**. If you do not play any attacks or *Special cards* during your turn, you may play one attack from under each **9mm** as a 1-point Ranged Attack even if you have two *Hand Icons* in play or you are disarmed.

Armory and Rearming - **The Armory**: *Situation* does not cause a player to re-arm if it is played while that player is disarmed. It merely *prevents* players from being disarmed while it is in play. While **The Armory** is in play, you may not play cards which may disarm your opponent.

Example 1: Player A is disarmed. Player B plays **The Armory**. Player A is still disarmed.

Example 2: **The Armory** is in play. Player B has **Master's Disarm: Fasil** in his Hand, but cannot play it because **The Armory** states that you may not be disarmed while it is in play.

Arms and Tactics: "Break Glass" - If your opponent has several cards in play that *prevent* you from playing a certain type of card, you may use the **Arms and Tactics: "Break Glass"** (that allows you to ignore *prevent* effects, or "break glass" ceilings) to ignore ALL cards and effects that *prevent* you from playing any types of cards.

Example 1: **Honor Bound, Intimidate: Slan Quince**, and **Catwalk** are all in play, and you are disarmed. You may use a single **Arms and Tactics: "Break Glass"** to ignore the *prevent* effects of **Honor Bound, Intimidate: Slan Quince**, and **Catwalk**, but you are still disarmed and cannot play *Attacks* or *Blocks*.

Example 2: Your opponent plays **Intimidate: Kalas** on his turn, which *prevents* you from making an *Exertion*. You may not use **Arms and Tactics: "Break Glass"** to allow you to make an *Exertion* that turn, as **Arms and Tactics: "Break Glass"** only works against effects that *prevent* you from playing cards.

Attacks - Damage - Unless an Attack states otherwise, it will do 2 damage if *successful*. Any additional damage done by the Attack is added on to this base amount.

Example: Player A plays 3 consecutive **Flurry Strikes**. Each **Flurry Strike** does an additional point of damage for each other **Flurry Strike** played that turn. If *successful*, each **Flurry Strike** will do 4 points of damage; 2 + 1 + 1. The **Flurry Strike** doing the damage is not counted when calculating its damage. (This is a correction to the Example in the Handbook)

Combination [all editions] - **Connor, Duncan, Gen Katana, Kalas, Kastagir, Khan, Kurgan, Luther, Nakano, Nefertiri, Kinman, Richie, Silas** - EVENT

You may play an additional Attack this turn. If you make more than 1 Attack this turn, this Attack may be Hidden.

Controlling An Opponent's Cards In Play - Only cards that are in play can be controlled. When a player takes control of an opponent's card that is already in play, he also takes control of any cards that are played "on" that card, such as **Hidden Resources, Watcher: Revealed**, and **Security Guard**, or any cards underneath that card, such as **Dojo** and **Four Horsemen: Situation**. Players may take control of an opponent's *Signature* cards, but may not take control of an opponent's Pre-Game cards even though they are "in play". While you are controlling a card, it is considered to be "your card" until it leaves play, and is subject to effects that affect "your cards".

Example 1: **Kronos** has **End of Time** in play. **Kane** plays **Shapeshift** and trades **Nexus** with **End of Time**, even though **End of Time** is *Signature*. **Kane** may use **End of Time** as his own.

Example 2: Player A has a **Thunder Castle Games** card in play. Player B may not use **Impulse** to take control of that card.

Example 3: Player A has **Garfield** in his Discard pile. Player B may not use **Impulse** to take control of that card.

Example 4: **Kane** has a **Masters Cannot Be Countered (MCBC) Premium** in play, and plays his opponent's *Master* card from the top of his deck. That *Master* card cannot be countered because it is considered to be **Kane's** card until it leaves play

Damage - reducing to zero - When damage is "reduced to zero", this occurs after all additions to damage, as long as the effect that is reducing damage to 0 is in play. An attack that does a base 0 damage may be modified upwards.

Example 1: Player A completes the **Blood of Kings** plot, which reduces his opponent's next 3 *successful Attacks* to zero. **The Kurgan** plays a **Thrust**, which does 2 points of damage plus an additional point of damage for its card text PLUS an additional point of damage for **The Kurgan's** Persona Power. The Attack still does zero damage when damage is resolved.

Example 2: **Duncan** has the **Kurgan Quickening** (+1 damage) in play. He plays **Leg Sweep**, which does a base 0 damage. If the Leg Sweep is *successful*, it will do 1 damage.

Disarming & Breaking Weapons - During the course of the game, you may become Disarmed, or your weapon may be broken. If your weapon is broken, you are considered to be Disarmed. While disarmed, you may not play *Attacks* or *Blocks*. At the beginning of your turn, in your 'May Do' phase, you have a 1 in 6 chance of recovering your weapon. You do not have this chance if your weapon was broken. Being disarmed is not considered to be *prevention*.

Disarming and Weapons of Choice - If your opponent has disarmed you, he then chooses which *Weapon of Choice* has been Disarmed. It is then turned over and has no effect on game play and you cannot play any *Weapon Specific* cards for that *Weapon of Choice*. Even though you may have another *Weapon of Choice* that is not disarmed, you

may still roll a die at the beginning of each turn and on a one (1) will regain your disarmed weapon. Also, as long as you have one *Weapon of Choice* in play, you can still attack and block normally (unless a card says otherwise, i.e., **Shield**). This includes using **Parrying Blade: Weapon of Choice**. You may only rearm with a weapon that you started the game with.

Example: Player A has **Claymore** in play and is disarmed. During his Sweep Phase, he rolls a 1 and rearms. He must rearm with the **Claymore**; he cannot rearm with another *Weapon of Choice* or the default one-handed weapon.

Discipline (all versions) - Discipline only works when you are *prevented* from playing *Attacks* or *Special cards* (as appropriate) specifically by a card in play.

Example 1: Player A plays **Fast Talk: Hugh Fitzcairn**. Player B has **Discipline** in her Hand, which explicitly gives permission to play **Discipline** if she is *prevented* from playing a *Special card* from her Hand or "any cards". She may now play cards as normal, since **Fast Talk**, a *Special card*, is *preventing* her from playing "any cards" and **Discipline/Special** gives permission to play itself in this case.

Example 2: Player A has **Safe Haven: Situation** in play. Player B plays **Discipline** (*Attacks*). Player B may now play *Attacks*, but is still *prevented* from playing any *Special cards* which may do damage to Player A.

Example 3: **Slan Quince** plays **Intimidate**. His opponent plays **Discipline: Special** in her hand. She plays it and is now allowed to attack since **Intimidate**, a *Special card*, is *preventing* her from playing "any card" (in this case, an Attack).

Duplicating a Card's Effects - If you are duplicating a card's effects, you do not need to meet any of the requirements for that card to achieve duplication. However, if the card duplicated has other requirements to achieve its effect, those effects must be met. Any card or effect that modifies the card being duplicated is also duplicated.

Example 1: Player A plays **Police: Remove Situation in conjunction** with 3 **Excessive Force**. **Nakano** duplicates the **Police**, and the effects of **Excessive Force** which modified the **Police** are also duplicated.

Example 2: **Ceirdwyn** has **Flashback: Ceirdwyn** in play. Her opponent plays **Watcher: Treatment** and **Princes of the Universe**. **Ceirdwyn** duplicates the **Princes of the Universe** using her **Flashback** and gains 1 *Ability* for **Princes of the Universe**.

Example 3: **Nakano's** opponent plays **Watcher: Treatment** and **Princes of the Universe**, gaining 3 *Ability*.

Nakano discards a *Special* to duplicate the effects of **Watcher: Treatment** and gains 2 *Ability*, not 3. **Princes of the Universe's** effect is not duplicated because it does not modify **Watcher: Treatment**.

Example 4: **Nakano's** opponent legally plays **Unholy Alliance: Ambush (pt. 3)**, and discards **Unholy Alliance: Alliance and Unholy Alliance: Discovery**. **Nakano** can duplicate **Unholy Alliance: Ambush (pt. 3)** on his next turn, but unless he also discards an **Unholy Alliance: Alliance** and **Discovery**, it has no effect.

Empathy (PROMO) - 3 - [Generic] - SITUATION

If you are forced to discard cards from your hand by your opponent you may discard **Empathy** to force your opponent to discard the same number of cards from his hand at the beginning of his next turn.

Focused Strike - Your opponent cannot *Power Block* this Attack using any card or effect.

Example: **Duncan** plays an **Upper Left Attack** in conjunction with Focused Strike, and makes an *Exertion* to make that Attack a *Power Blow*. **Luther** plays an Upper Center *Block*, but cannot make it a *Power Block* even though he may normally do so without an *Exertion*. (This is a correction to the Example in the Handbook)

Four Horsemen and *Persona Specific* cards - While Four Horsemen is in play, ALL *Persona Specific* cards, whether or not they belong to the Persona you are playing, are placed underneath **Four Horsemen**.

Example: **Richie Ryan** has **Four Horsemen** in play. During his turn, he plays **Trip: Duncan** and **Master's Attack: Richie**. On his next turn during his Sweep Phase, both cards are placed underneath **Four Horsemen**.

Illegal Cards - The following cards are banned from tournament play:

Face of Death: Fasil (misprint from Methos Collection)

Quickening: Duncan with the text of a Duncan +1 Premium (misprint from Duncan Collection)

Duncan: Premium with the text of a Duncan Quickening (misprint from Duncan Collection)

Players may not use cards in their deck not printed by Thunder Castle Games made specifically for Highlander: The Card Game, nor may players use marked cards. Players may use marked Pre-Game cards (such as signed Persona cards) if allowed by the tournament judge. **The Eyes Have It** plot is legal for tournament play ONLY if it is announced in advance that it will be legal for that tournament, and that all players in the tournament understand what the text of **The Eyes Have It** says (i.e., you trade **The Eyes Have It** permanently for a single card in your opponent's *Discard Pile*; you keep the card from his *Discard Pile* and he keeps **The Eyes Have It** plot).

Immortal Research: Methos and "*in conjunction*" cards - When playing a card from your opponent's Hand using **Immortal Research**, you may play cards from your own Hand, make an *Exertion*, or perform any other action *in conjunction* with that card.

Example: **Methos** plays **Immortal Research** in his *Attack Phase*, and wants to play his opponent's **Head Shot: Event**. He may do so, playing an Upper attack from his own hand to do so. He may even Exert for an Upper attack, as this is permitted by the rules.

Impressive Move [ME] - 2 - [Generic] - EVENT

Play during your attack phase. Your opponent cannot draw any cards during his next turn.

Improvised Weapon [ME] - OOO/OSO/OOO - 3 - [Generic] - SPECIAL ATTACK: RANGED

This Attack does no damage. If this Attack is *successful* your opponent must take the top 3 cards from his *Endurance* and place them in his *Discard Pile*. You may play this Attack even if disarmed.

Improvised Weapon: Objects and **Head Shots** - While you have **Improvised Weapon: Objects** in play, you are not only *prevented* from playing the **Head Shot: Event**, you also may not make any attack a Head Shot, including the various **Master's Head Shot Attacks** and the **Destruction** Plot from Movie Edition.

Incense of Pain - When you gain *ability*, add the amount of *Ability* to the number of **Incense of Pain** objects in play, and multiply by 3. That is the number of cards that are discarded from the top of your *Endurance*. This card has no restriction number, and is not Reserved or *Signature*.

Joe Dawson [WC] - [Generic] - SITUATION

Discard **Joe Dawson** to duplicate the effects of any *Watcher Event* played on your opponent's last turn. Or, you may discard **Joe Dawson** to remove **James Horton** from play.

Kanwulf and **Persona Power** - **Kanwulf** may use a single aspect of his **Persona Power** several times within the limits of his **Persona** text.

Example: **Kanwulf** discards 3 defenses from his hand. As per his **Persona Power**, he plays 3 additional non-*Special Attacks* that turn.

Kanwulf and **War Axe** - **War Axe** is considered to be a one-handed weapon with a 1-hand icon when used by **Kanwulf** for all intents and purposes, both during pre-game and set up and during the course of the game.

Losing Attacks - If you "lose" an attack, you lose your first available attack.

Example: Player A has **Rapier** in play and plays **Dodge**, which causes him to lose an attack. He loses his first attack, but can still play a non-*Special Attack* as per **Rapier**. He may NOT play a *Special Attack* if **Rapier** is his only means of playing an additional attack that turn.

Losing the Game and Checking for 0 Ability - Checking for 0 *ability* at the beginning of the attack phase cannot normally be skipped - only effects that specifically say to skip checking for 0 *ability* to see if the game ends will allow this.

Example: Player A is reduced to 0 *Ability* on his last *Ability Adjustment Phase*. On his next turn he plays **Holy Ground (Discard 4)** during his *Defense Phase*. Although this card causes him to skip his *attack phase* this turn, it does not specifically say to skip checking for 0 *Ability* at the beginning of his *attack phase*. The game ends.

Master's Attack: Richie and duplicating *Attacks* - When duplicating an opponent's Attack, **Master's Attack: Richie** takes on all characteristics of that Attack once it is played, including whether or not it is a *Special Attack*. **Richie** may still play **Master's Attack** from an *Exertion* to duplicate a *Special Attack* because it does not become a *Special Attack* until after it is played. When duplicating one of several of an opponent's multiple *Attacks*, **Richie** must declare which Attack is being duplicated as **Master's Attack** is played. If **Richie** is duplicating a Hidden Attack from one of several Hidden *Attacks* that his opponent has played, he should write down on a piece of paper which Attack is being duplicated as he plays **Master's Attack**.

Master's Disarm: Fasil and Disarm cards - **Master's Disarm: Fasil** refers to any "Disarm" card. You can play another **Master's Disarm**, and can play **Disarm: Events**.

Example: **Richie Ryan** has **Master's Disarm: Fasil**, **Master's Disarm: Kurgan**, and **Disarm: Event** in his Hand. He plays **Master's Disarm: Fasil** in conjunction with **Disarm: Event** for a 3 in 6 chance at disarming his opponent. He can also play **Master's Disarm: Kurgan** in conjunction with **Master's Disarm: Fasil** for a 4 in 6 chance.

Master's Dodge [SE/ME] - DDD/DDD/DDD - **Connor, Duncan** - DODGE
[no text]

Master's Tactician [4H] - S3 - **Xavier** - SITUATION

At the beginning of each of your turns choose any *Situation* in play. This card duplicates the text, title, and effects of the chosen *Situation* as long as the chosen *Situation* remains in play.

Monkey [4H] - [Generic] - SITUATION

You may play another **Monkey** this turn. Your opponent must discard a number of cards equal to the number of **Monkeys** in play at the end of your turn.

nullify - Example is no longer relevant with revision to Monkey.

"one in play" - If a card says that you can only have one in play, you cannot play another such card and then choose to remove one or the other of these cards. Playing the second card would be illegal (but is not "*prevention*").

Example 1: **Simple Mind** is in play. Its owner cannot play a second *Situation* and then remove that *Situation* from play, because the initial play of the second *Situation* is illegal.

Example 2: **Silas** has **Quality Blade: War Axe** in play. He cannot play a second **Quality Blade**, because **Quality Blade: War Axe** states "You may only have one **Quality Blade** in play."

Parrying Blade: Weapon of Choice with a "generic" weapon - Even though you are assumed to have a one-handed weapon if you do not play with a *Weapon of Choice*, this "generic" weapon is not itself a *Weapon of Choice*. Therefore, you can not choose to use a **Parrying Blade: Weapon of Choice** by itself.

Pre-Game Cards and "in play" - Pre-Game cards are always considered to be in play unless removed from play.

Prevention - If a card or effect forbids you from playing a card or performing an action that you would normally be allowed to do, such as saying that you cannot do something, or you may only play some cards and excluding others, or you cannot play a card unless you do [X], you are being *prevented* from doing that action. An exception to this rule is that a *Defense* that you play does not *prevent* you from playing an Attack. Also, if you lose *Attacks* or have no *Attack Phase*, you are not *prevented* from attacking; you simply do not have the opportunity to attack. Being Prone or Disarmed is not considered to be *prevention*.

Example 1: Your next Attack cannot be blocked or dodged is a *prevent* action.

Example 2: **Master's Advance** states that you must Discard a Dodge to play a Dodge, thereby *preventing* you from playing a Dodge.

Example 3: Player A plays **Fast Talk: Hugh Fitzcairn**. Player B plays **Discipline: Special**, which specifically allows it to play itself if you are *prevented* from playing Edge cards.

Example 4: **Slaughterhouse** is in play. Player A plays an **Upper Center Attack**. Player B plays an **Upper Guard** and has only *Upper Attacks* in his Hand. Even though he cannot attack to areas covered by the Guard, he is not *prevented* from playing an Attack. On his next turn, Player A cannot play a *Special card* due to **Slaughterhouse**.

Example 5: **Pedestrian (Hidden Attack)** is in play, which states that you may only play *Hidden Attacks*. This *prevents* you from playing *Attacks* that are not *Hidden*.

Example 6: **Distraction** says that you lose an *Attack*. You are not *prevented* from attacking.

Example 7: **Kronos** says that his opponent cannot play more *Attacks* than he did. He is therefore *preventing* you from playing additional *Attacks* beyond the number of *Attacks* that **Kronos** played.

Example 8: **Chessex** and **Holy Ground (Discard 4)** both tell you to skip your *Attack Phase*. You are not *prevented* from attacking, you simply do not have the opportunity to attack.

Removing Cards from the game and Darius: Event - If **Darius: Event** is removed from the game, the card that it brings into the game is removed normally (as per the on-line rulebook). The owner of the **Darius** removed chooses which card **Darius** is removing. If **Darius** is removed from the game, and that player has a **Masters Cannot Be Countered or Removed From The Game (MCBC) Premium** in play, AND the player chooses a *Master* card allowed by **Darius**, the *Master* card is not removed from the deck, but the card cannot be played unless it is played *in conjunction* with another **Darius**.

Example 1: Player A has 3 **Darius** cards in his deck, which allow him to include **Master's Attack: Duncan**, **Disguise: Kurgan**, and **Battle Rage: Annie Devlin**. Player B plays **Amnesia** and removes a **Darius** from Player A's Discard pile from the game. Player A must choose any one of his 3 **Darius**'d cards and remove it from the game along with **Darius**.

Example 2: In Example 1, Player A has an **MCBC Premium** in play and chooses **Master's Attack: Duncan** as the card **Darius** brought into his deck. **Darius** is removed from the deck, but **Master's Attack: Duncan** is not. Player A may still play **Master's Attack: Duncan** as long as it is played *in conjunction* with one of his remaining **Darius**.

Richie Ryan [SE] - Richie - PERSONA

You may use one non-*Signature Immortal Specific* card from each *Persona*. You may include up to five *Master* cards.

Safe House [4H] - [Generic] - SITUATION

Place all *Allies* in your hand under this card when it enters play. Instead of playing a *Special card* on your turn you may play an *Ally* from under this card as if from your hand. If your opponent removes this card from play, place all cards under it into play during your next turn.

Scorn [SE] - [Generic] - SITUATION

While this card is in play, target player loses 2 *Ability*. This card is removed from play after your opponent's next 2 turns.

Shield (AT) - *Weapon of Choice*

You may use the **Shield** if you are using another one-handed (1 *Hand Icon*) *Weapon of Choice* in play. Play this card before the game begins. You can only attack as if disarmed if the only *Weapon of Choice* you are armed with is **Shield**. Any basic block you play may remain in play as a *Guard* and is considered to be a *Standing Defense*. At the beginning of your turn, you must discard the top card of your *Endurance* for each *Guard* you have in play.

Shield and playing *Basic Blocks* as *Guards* - When you play a *Basic Block* while you have **Shield** in play, you must declare as you play the *Block* if you will keep it in play as a *Guard*. You may still play *Basic Blocks* if you are *prevented* from playing *Guards* (i.e. **Ruins**), although you may not declare them as *Guards* in this case. You cannot normally have more than one *Guard* in play.

Signature Cards - *Signature* cards are similar to *Reserved* cards in that only the *Immortal* named on the card (*Immortal Specific* name) may include that card in their deck. However, *Signature* cards can not be used or included by any *Persona* other than the one named on the card BY ANY MEANS. The *Restriction* number on a *Signature* card, if present, cannot be altered by other cards or effects. *Signature* cards also cannot have their implied limit of 6 cards increased beyond 6, such as through **Xavier's** power or *Quickening*. *Signature* cards have a sword symbol wrapped with an "S" in the upper right hand corner of the card.

Example 1: **Richie Ryan** may not include **Hogg: Kern**.

Example 2: **Hugh Fitzcainn** may not use **Darius: Pre-Game** to include a third **Fast Talk**.

Example 3: **Caspian** is using the Quickening which allows you to include twice the number of *Situation*: Plots normally allowed in your deck (**Xavier Quickening**). He may still only include 4 **Famine** because it is *Signature*.

Special Attack or Block - Some cards state that they are both a *Special Attack* and a *Block*. At any given time, this card is either a *Special Attack* or a *Block*. While it is in your Hand, it is either, your choice.

When you play a *Special Attack* or *Block*, it is played as either a *Block* or a *Special Attack*.

Example: Player A has **Master Swordsman** in his hand. **Battlefield** is in play. **Fitzcainn** plays **Charm**. Player A decides to make **Master Swordsman** a *Defense* during his Must Do phase when he responds to **Charm**. He is not required to discard **Master Swordsman** from his hand. Then, he resolves the **Battlefield**'s effect. Player A then makes **Master Swordsman** a *Special Attack*, and he does not have to discard it.

Target - (Additional material) - Disarming someone is considered to target the player's weapon, not the player himself. Tripping *Events* do target a player.

Example 3: **Methos** has **Secret Identity** in play. His opponent may play *Events* to try and trip **Methos**, but they have no effect.

Weapons of Choice: Secondary Weapons - You may use two *Weapons of Choice* together that state "you may use this Weapon if you are using another *Weapon of Choice*".

Example 1: You may use 1 **Parrying Blade** and 1 **Shield**.

Example 2: You cannot use 2 **Parrying Blade: Weapon of Choice** or 2 **Shield WoC** because you can only associate 1 of each unique Pre-Game card in your deck. You cannot have a **Parrying Blade: Object** and a **Parrying Blade: Weapon of Choice** in play at the same time because the *Weapons of Choice* explicitly states that you can only have one **Parrying Blade** in play.

Yuk-Hsui Chun [4H] - 3 - [Generic] - SITUATION

At the beginning of your Draw/Discard Phase, you may draw cards so you have a number of cards equal to your opponent's Hand size. You then proceed with your normal Draw/Discard Phase.