

Blitz! Format

- Players begin the game with 15 ability
- Your starting, unmodified Hand Size is 10 cards and is NOT tied to your Ability. You do not reduce your Hand Size if you take attack damage, direct damage, or Ability Loss.
- During the game, your Maximum Hand Size cannot be increased above 15. Any effect during the game that would raise your Maximum Hand Size to be greater than 15 is nullified.

Example 1

Marcus Korolus - Your Maximum Hand Size is increased by one for each unique In game and Pregame card you control that has been removed from the Game.

If you remove 6 cards during the game that you control, your Hand Size would be 15 and not 16.

Example 2

Marcus Constantine - Your Maximum Hand Size is increased by one for every non-edge card your opponent has in play.

If your opponent has 1 block, 3 attacks, 1 situation and 1 event in play, your Maximum Hand Size would be 15 and not 16.

The Official Unofficial Tournament Rules

These rules will be used in all virtual Official Unofficial Tournaments run virtually. They are only valid during these tournaments and are not valid in any official tournaments or tournaments played in person.

General rules

1. All tournament games will take place over Facebook messenger. All participants must have access to a camera.
2. You must have access to Highlander cards. Proxies are allowed including Quickening's and Championship Hilts.
3. If you lose your head no Quickening's are taken as we are playing for fun and we are playing across the miles.
4. You must have a good understanding of the rules and know how to play
5. This is an honor system tourney.
6. The format of the tournament will be determined by the number of players but where possible it will be double elimination.

Game rules

1. The rules used are stated in this section and the official rulebook. Rules in this section take precedence over the rulebook if there is a conflict.
2. Each game lasts for a duration of 35 minutes. If there is no winner after 35 minutes time is called and the game proceeds to endgame until there is a winner. The result must be given to the tournament director so future games can be planned. Players are responsible for timing the game.

Endgame

Player A is the starting player.

If time is called on player A's turn then Endgame occurs immediately

If time is called on player B's turn then player B carries on with his turn normally and Endgame will trigger at the beginning of player A's next turn.

During Endgame

1. The text on all healing cards is nullified and no player may gain ability by any means.
2. During a player's turn if he does not play a special card one attack that can be made a head shot is made a head shot or one attack that can be a power blow is made a power blow without exertion.
3. A player loses 4 ability during the ability adjustment phase of his turn.

Banned Cards and Effects

- Due to the restriction of playing online any card or effect that allows you to look at your opponent's Hand or Endurance is nullified (Sean Burns Persona Power, Kane Persona Power, Amanda Raven Plot etc). Random Discard Effects are still permitted. If you play a random Discard Effect,
- Doors of time GS041
- Master's Intuition (Event) (PP2024-007)
- Master's Intuition (Situation) (PP2024-008)
- No rip cards. (EXCEPTION, these are THE ONLY 2 ALLOWED. Stefan le Greffier; Pre-Game (RIP7) and Heads Will Roll; Pre-Game (RIP6)
- Master's Wisdom - Darius CON2011-004

Additional Rules

During your May Do/Must Do Phase, any Player who played or put into play at least one attack last turn, may draw 1 card.

You may only use one "Fetch" card per turn.

- Pre-Game (Find Location)
- Pre-Game (Find Object)
- Pre-Game (Find Plot)
- Pre-Game (Find Situation)

Edge Cards

You may not play GENERIC Edge cards that are played during your May Do/Must Do Phase that specify a target unless the specified target of that Edge card is in play.

Example 1

Player A and B have no situations in play

Player B plays Focus. This is not legal as there is no situation in play to be targeted

Example 2

Player A plays Force of Will to draw a card. Although this card does not have a target, it has an effect, thus it is legal to be played. Master's preparation also falls into this category, as it doesn't target a specific card, it just nullifies any and all cards of a particular card type as a general effect.

Ranged Attacks: Attacks with Ranged sub-title and have a gold grid. They CANNOT be played from a hard exertion OR be a power blow. Ranged attacks MAY ONLY BE DEFENDED BY DODGES. This is NOT a RESTRICTION effect. EXCEPTION: Anything that specifically states they may block Ranged Attacks (ie. Colin MacLeod persona ability, Shield WoC, etc.) Cards that refer to attacks that "cannot be blocked" or "unblockable" do not refer to Ranged Attacks. If a card turns a non-Ranged Attack into a Ranged Attack, it loses all other subtypes, card text, and gains the above rules (any cards in conjunction with that Attack that would now be illegal are removed from play). You may play Ranged Attacks even if Disarmed, considered disarmed or Unarmed. You may not DODGE: Back Away from Ranged Attacks unless a card or effect specifically allows you to, or you have a card or effect in play that allows you to ignore the text on the DODGE: Back Away.

EXAMPLE: English LongSword; Unexpected Flourish: "Play in conjunction with a non-Power Blow Attack. If that Attack cannot be blocked, it also cannot be dodged. If that Attack cannot be dodged, it also cannot be blocked." This would not work with a Ranged Attack, because it refers to an attack that "cannot be blocked." As seen above, this then does not include Ranged Attacks.

Ranged Attacks and Hand Icons

All ranged attacks require a minimum of 1 hand icon to play or put into play. Any ranged attack that contains 2 hand icons requires 2 free hand icons to play. *Exception(s); Slan Quince's Shooting Blade and all ranged attacks that are not played by the individual do not require a free hand to play or put into play.*

EXAMPLE: Hunter (Ranged Attack) (HS4-066). This does not require a free hand icon to play as you are not the one playing or putting into play the ranged attack.

EXAMPLE: Twin Blade Helicopter (HSFV-222) If you do not play a Special Card during your turn, you may make a Hard Exertion in place of playing an attack. You may play any Basic Attacks found in that Exertion as one damage Ranged Attacks. If this card leaves play, lose one Ability.

Watcher/Hunter cards

Any cards with Watcher/Hunter in the subtitle now have Watcher/Hunter in the main title allowing Hunters to be able to play them. So for example Watcher's oath becomes Watcher's/Hunter's oath. A full list of the cards affected is in the errata. Each card included in your deck will count towards your Watcher or Hunter limit of 6 cards. If you are able to include Watcher and Hunter cards in your deck (Matthew Hale etc) you must allocate each card as either a Watcher card or Hunter card to count towards your Watcher or Hunter limit

Retrieving Specific Cards

If a card allows you to retrieve a specific card(s), either from your Endurance or Discard Pile, your opponent may ask you to confirm that the card(s) you retrieved match the requirements of the retrieval effect. Your opponent may also go by the honor system. If your opponent asks, you do not have to show the entire card to your opponent, just enough of the card to confirm that you retrieved the legal cards. If a retrieval effect allows a player to search thru their Endurance, they must reshuffle their Endurance after completing the retrieval effect.

Rule Clarifications and FAQ

Captured Cards

If a card that has a captured card attached to it is removed from play all cards (captured and capturing cards) are returned to their owners' discard piles.

Keywords;

Some cards have keywords on them and some do not because of the different time periods in which cards were created. Please reference the rules for specific keyword definitions. If a card has a keyword on it, please use the rules to see what that keyword means. If a card does not have a keyword on it but uses the same wording as a specific keyword then it falls into that category.

Example1 Holy Ground (HtG-055)- Avoid all attacks this turn. Skip your Attack Phase. Discard the top card of your Endurance for each point of Ability you have.

This is a Burn effect but is not listed on the card

Nullifying

If a card is nullified all card text is considered to be blank, and has no game effect for both players, until the end of the nullifying effect.

Caleb Cole

TRIGGER / REMOVAL: Once per turn, you may Remove one non-gridded card you control from the Game. If you do, Remove a card your opponent controls of the same type from the Game. Your opponent must have a card targeted to be able to use this effect.

Trigger; Any effect that allows the player to either discard or remove from the game a card to gain an effect. Trigger effects are not Discard or Removal effects. Triggering Effects that are triggered by damage must be a minimum of one damage unless specified on the card.

How Triggering Works: The cards with this effect will have text that usually begins with "Discard from the game to ..." or "Discard from play to..." or "Discard to use" or the TRIGGER keyword. You may not use a Trigger effect the turn it is put into play. It becomes eligible to use the Trigger effect after your opponent has played their first card on their next turn or makes an exertion on their turn (or if your opponent plays no cards during their turn, during your next turn).

Exhaustion; In the scenario that your opponent has targeted you with a Burn effect, Draw effect, an effect forcing you to Exert, or an effect allowing your opponent to Exert from your Endurance, and during the effect you Exhaust, the effect ends. At the moment you Exhaust, you immediately go through the process of Exhaustion (please see above rules for **Exhaustion**). Then, you resume play.

Ramirez

Master's Advantage S2 HtG-144a Situation

Your opponent cannot use their Persona Power and you may ignore their Persona Power.

*This effect works on a Persona placed under Dark Quickening Pre-game (Q2018-999) ONLY IF your opponent has switched from their persona they began the game with to the Persona under Dark Quickening as it is now their Persona power.

Card Errata

Byron Persona BVM033

Your unmodified Hand Size is 15. You may not use In-Game effects to increase your Hand Size beyond 15.

Corda and Reno Persona's:

Corda HTG-273

You may play this persona in conjunction with Reno. During your May Do/Must Do Phase, you may Draw a card. When playing with Reno, each Persona keeps their own Ability and Hand. At the end of your Draw/Discard Phase, you may switch hands. Place the Hand you are not using under its respective Persona. Corda begins the Game with 8 Ability. Corda's unmodified Hand Size is 5 cards.

Reno HTG-275

You may play this persona in conjunction with Corda. You may make a 3-card Hard Exertion to remove an Ally from play. When playing with Corda, each Persona keeps their own Ability and Hand. At the end of your Draw/Discard Phase, you may switch hands. Place the Hand you are not using under its respective Persona. Reno begins the Game with 8 Ability. Reno's unmodified Hand Size is 5 cards.

Dark Quickening 2018-999

Before the game begins, place a persona card you are not playing under this card. At the end of your draw/discard phase you may choose to use the persona power under this card instead of the persona power you are playing as. This effect lasts until your next draw/discard phase. This is not a capture effect. This card does not affect your ability score. This card cannot be used with Corda and/or Reno. Michael Moore/Quentin Barnes, James Horton or any Alternate Personas for the Persona you are playing as. **It CANNOT be used with any immortal that does not have their own Quickening card. Examples but not limited to are, Alternate Personas; Kurgan, Richie, Kastagir, Connor, Death, Pestilence, Famine, War, Dark Methos. Ursa, Dark Duncan, Generic Immortals, Kate MacLeod.** If this is the only Quickening in your PreGame, you do not lose this card to your opponent if you lose your head.

Divine intervention (R2014-035)

You may remove this card from the game to immediately copy and activate the effects of one non-Persona, non-Weapon of Choice card **in your OPPONENT'S Pregame.** Ignore any requirements of the Pregame chosen by this effect. The Pregame selected is NOT affected by the effects of this card.

Hand Axe Championship Hilt (R2014-017)

During your May do/ Must Do phase, if you are considered disarmed, you may make a three card hard exertion to nullify the effect. If this hilt is attached to your weapon via Arms and tactics (PP-2021) This effect is not nullified if you are considered disarmed.

Marcus Korolus Hunting Knife (CVM-041)

Object: Hilt

You may only include and use this card if you are using the Parrying Blade Weapon of Choice. While in play, you cannot be Considered Disarmed or Considered Unarmed. If this hilt is attached to your weapon via Arms and tactics (PP-2021) This effect is not nullified if you are considered disarmed.

Kurgan Quickening HTCQ-017

(Returns to original wording)

Your Non-Ranged Attacks do an additional point of damage.

Masters Cannot Be Countered Preambles (all versions) (excluding Jacob Kell)

Play in conjunction with (XYZ) Persona.

While this card is in your Pregame, your Maximum Hand Size is increased by 1. NOTE: This does not increase your ability, only your hand size. Your Persona-Specific Master cards for the Persona you are playing as cannot be countered or removed from the Game **by your opponent.**

NOTE: (XYZ) is in reference to which Persona the MCBC Pregame is for without having to make an entry for each one.

For example, Richie Ryan MCBC would now say....

Play in conjunction with the Richie Ryan Persona.

You begin the Game with +1 Ability.

Your Persona-Specific Master cards cannot be countered or removed from the Game.

Saif al- Rashid Persona

Persona gem count should be

M6 A18 **S18** T15 E9 R15

Shooting Blade HS1-202 Ranged attack MC 1H icon

You may ignore hand icon requirements for Shooting Blade. This attack does 4 damage.

Pestilence / Kronos / S2 / Plot / 4H-174

At the beginning of your opponent's turn, your opponent may make a Hard Exertion. If they do not, their Persona Power is nullified until the beginning of their next turn.

This is a COST effect.

Watcher Pre-game (PP2022-002)

If either player has a Watcher or Hunter in-game card in play, once during your turn you may choose one Keyword.

BURN, RETRIEVE, COST, ALLOWANCE, RESTRICTION, TRIGGER, REVEAL, DISCARD, REMOVAL, DRAW, CAPTURE, LOSS

Any effects controlled by your opponent that contain the Keyword chosen are nullified until the end of your turn.

This is considered a "Watcher" for your pregame.

Watcher/Hunter card name/Title changes (Text remains as written but the Title is updated to reflect BOTH Watcher and Hunter)

Watcher/Hunter Headquarters HS2-228

Just Watching/Hunting event HS4-214

Watcher/Hunter Assignment Situation HS4-215

Watcher/Hunter Headquarters Location HS4 -216

Watcher/Hunter Tattoo Object (HS4-217)

Watcher/Hunter Tribunal Plot HS4-218

Watcher's /Hunter's Chronicle Object HS4-219

Watcher's/Hunter's Oath Edge HS4-220

Watcher's/ Hunter's Oath Event HS4-221

Weapon of Choice Pre-Game (PP2023-005)

While this card is in your Pre-game, Master cards for the Weapon(s) of Choice you have active in your Pre-game cannot be countered or removed from the Game by your opponent.