

Redemption® CCG

# Redemption® Deck Construction & Format Specific Rules

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# Type I Deck Building Rules

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

Deck Size	# of Lost Souls Required	Deck Size	# of Lost Souls Required	Deck Size	# of Lost Souls Required
50-56	7	85-91	12	120-126	17
57-63	8	92-98	13	127-133	18
64-70	9	99-105	14	134-140	19
71-77	10	106-112	15	141-147	20
78-84	11	113-119	16	148-154	21

Maximum of 1 of each in a deck:

- Any card with more than one brigade at face value.
- Dominants (lamb icon or grim reaper icon cards).
- Lost Souls with a special ability.

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

- Any card that has a special ability. This includes characters, Enhancements, Artifacts, Covenants, Curses, Sites, Fortresses and Cities.

Maximum of 3 of each in a deck:

- Heroes, Evil Characters and Enhancements that do not have a special ability and have one brigade at face value.

Other rules:

- The total number of Sites and Cities may not exceed the number of Lost Souls in a deck.
- The number of Dominants (good and evil combined) may not exceed the number of Lost Souls in a deck. (The “Hopper” Lost Soul does not count towards Lost Soul deck building requirements.)
- The maximum size for a Type I deck is 154.
- Some cards have multiple versions, but these versions are often the [same card](#) for deck building.
- Generic characters with special abilities that have the same name but different card art are different cards.
- Some cards are [banned](#) or subject to [alternative deck building rules](#).

Reserve:

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

# Type II Deck Building Rules

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

Deck Size	# of Lost Souls Required	Deck Size	# of Lost Souls Required	Deck Size	# of Lost Souls Required	Deck Size	# of Lost Souls Required
100-105	14	141-147	20	183-189	26	225-231	32
106-112	15	148-154	21	190-196	27	232-238	33
113-119	16	155-161	22	197-203	28	239-245	34
120-126	17	162-168	23	204-210	29	246-252	35
127-133	18	169-175	24	211-217	30		
134-140	19	176-182	25	218-224	31		

Maximum of 1 of each in a deck:

- Any card with 3 or more brigades at face value.
- Dominants (lamb icon or grim reaper icon cards).

Maximum of 2 of each in a deck:

- Any card with 2 brigades at face value.
- Lost Souls with a special ability.
- Any Site or City with a special ability and with one brigade at face value.

Maximum of 3 of each in a deck:

- Any Artifact, Fortress, Covenant or Curse with one brigade at face value.

Maximum of 4 of each in a deck:

- Any character, Enhancement or non-special ability Site with one brigade at face value.

Other Rules:

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

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

- The total number of Sites and Cities may not exceed the number of Lost Souls in a deck.
- The number of Dominants (good and evil combined) may not exceed the number of Lost Souls in a deck. (The “Hopper” Lost Soul does not count towards Lost Soul deck building requirements.)
- The maximum size for a Type II deck is 252.
- Some cards have multiple versions, but these versions are often the [same card](#) for deck building.
- Generic characters with special abilities that have the same name but different card art are different cards.

- Some cards are [banned](#) or subject to [alternative deck building rules](#).

Reserve:

- The Reserve cannot contain Dominants or Lost Soul cards (the “Hopper” Lost Soul does not count towards Lost Soul deck building requirements and may be included in the Reserve).
- Your deck must be a legal deck without counting any cards in your Reserve. Your deck + Reserve must be a legal deck (ignoring Lost Soul to deck ratio rule as it applies to cards in the Reserve). The Reserve must contain between 0-15 cards.
- Your deck and Reserve must be reset to their original state after each game.

# Other Deck Building Rules

## Banned Cards

The following cards are banned from constructed decks in tournament play:

- Daniel (Cloud of Witnesses)
- Endless Treasures [with draw ability] (Prophecies of Christ)
- Ephesian Widow (Persecuted Church)
- Lost Souls [Proverbs 22:14, “2-Liner”] (Limited)
- Lost Souls [Proverbs 22:14, “3-Liner”] (Unlimited)
- Mourn and Weep (Prophecies of Christ)
- Samuel (Rock of Ages 2011)

## Cards with Special Deck Building Rules

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

Maximum of 1 of each in a deck:

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

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

- Lost Soul [II Chronicles 28:13, “Hopper”] (All versions)

Maximum of 4 of each in a deck:

- Faithful Witness (RJ)

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

- Locust from the Pit (Revelation of John)

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

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

## Same Card

Some cards may have multiple versions with different names and/or art, but they are considered the same card. Two (or more) cards are the same card for deck building if they meet any of the following criteria:

- The cards have the same name and same card art.
- The cards are NOT generic characters or Lost Souls, but have the same name and same card icon.
- The cards are NOT generic characters, but represent the same person and have the same card icon.

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

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

# Type I Teams Rules

Both members of each team bring a pre-constructed tournament legal Type 1 deck. They sit in a Teammate/opponent staggered format. Each team vies to collectively rescue 5 lost souls.

- Dominants and Lost Souls with a special ability are unique per Team. To help facilitate this Teams will only be allowed to check in 1 deck per player and will need to check them in simultaneously. This will impact the use of New Jerusalem & The Second Coming as well as Son of God & Chariot of Fire as only one deck will be able to contain one card from each pair.
- Teammates share a common area of play and card types. These include Land of Bondage, Land of Redemption, Dominants and Fortress cards. The rest of the cards are unique to each player (Heroes, Evil Characters, Artifact pile, draw pile, discard pile, hand) and are treated like a standard Type 1 game. Cards that reside in a shared area or on a shared card are also shared.
- Occupied Sites are in the common Land of Bondage. Unoccupied Sites return to the owner's territory.
- The "intro-prep phase" is used, which allows all players to put down characters, warrior-class and territory-class Enhancements, Fortresses, Sites (and put LSs in them), and Artifacts out of their original draw-8 before the first turn. The intro-prep takes place after it's determined who will go first but before the first full turn of the game.
- The "2nd player draw" rule is also used meaning that only the first player to take a turn does not draw three cards to start their turn.
- Play goes in a clockwise direction.
- When the current player makes a rescue attempt, the opponent to their left has the choice to block or to "pass the block" to their teammate.
- Whenever a card refers to an opponent it can never affect a teammate. "Opponent" can refer to either opponent unless one of the opposing players controls a character in battle, in which case that player is the opponent. A card that references a player can affect any player.
- Rescues must be initiated by the active player. You cannot ask to "borrow" your teammate's Hero to begin a rescue or battle challenge.
- Cards may be put into shared Fortresses by the active player on their turn, and removed from a shared Fortress by the active player on their turn.
- You cannot play Enhancements on your teammate's characters.
- Table Talk is an inevitable part of team play. It is allowed, but all discussions must be made in the open and in English.

## Extra Type II Rules

Type II play generally follows the same rules as Type I, but 2 advanced rules are used that are optional and usually unused in Type 1. Further information can be found under their respective entries in the REG.

### Experience Credit

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

### Rescuer's Choice

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