

# **R**edemption<sup>®</sup>

## **5th Edition Rulebook**





# Redemption® Official Rulebook

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Welcome to the amazing game of Redemption®! Established in 1995 by Rob Anderson, Redemption® is a Bible-based collectable trading card game. Players take turns using Heroes of the Bible to seek out and rescue Lost Souls from their opponent while the opponent tries to thwart their efforts using Evil Characters from the Bible. Players go back and forth doing this until one of them has rescued 5 Lost Souls from the opponent at which point the game ends. With thousands of unique cards in the game, there are numerous strategies you can use to rescue Lost Souls and block the opponent from doing so.

## Turn Outline

**Draw Phase:** Draw 3 cards from the top of your deck.

**Upkeep Phase:** Update any turn counters and fulfill any other abilities that specifically trigger during your upkeep.

**Preparation Phase:** Take any of several actions to prepare for battle, such as putting characters or Fortresses into your territory, activating an Artifact, playing a Dominant and more!

**Battle Phase:** Begin the Battle Phase by announcing the beginning of the Battle Phase and putting a Hero into the Field of Battle to attack and begin a battle. The opponent may respond by blocking with an Evil Character.

**Discard Phase:** Take any of several actions to reduce your hand down to 8 or fewer cards, such as putting characters or Fortresses into your territory, putting Artifacts face down from hand, playing a Dominant, or even discarding cards from hand if you cannot or do not desire to do anything else. Once you are down to 8 or fewer cards, you can pass the turn to the next player.

# Diagram of a Card



## Classes

Some cards have a class symbol below the card icon, which can allow the card to function slightly differently to those without a class symbol.



### Warrior

This symbol is only present on characters and means the character can be equipped with a weapon.



### Weapon

This symbol is only present on Enhancements and means the Enhancement can be equipped to a warrior.

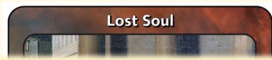


### Territory

This symbol on an Enhancement means it can be played in territory during your Preparation or Discard Phase. This symbol on a character means that the character's special ability activates when it is put in a territory.

# Card Types

## Lost Souls



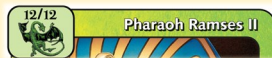
Lost Souls represent figures in the Bible that are neither following nor opposing God, but rather need to be saved from sin and death.

## Heroes



Heroes represent figures in the Bible who follow and serve God and His plan. You use Heroes to try and rescue Lost Souls from the opponent.

## Evil Characters



Evil Characters are the evil figures in the Bible that you will use to try and block the opponent from rescuing your Lost Souls.

## Good Enhancements



Good Enhancements are played in battle on Heroes of a matching brigade to help defeat Evil Characters and rescue Lost Souls.

## Evil Enhancements



Evil Enhancements are played in battle on Evil Characters of a matching brigade to help defeat Heroes and stop your opponent from rescuing Lost Souls.

## Good Dominants



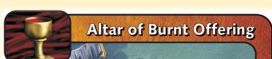
Good Dominants are very powerful cards that are used to help support your Heroes and the goal of rescuing Lost Souls. Good Dominants can be used at any time any other ability is not happening.

## Evil Dominants



Evil Dominants are very powerful cards that are used to help support your Evil Characters and the goal of stopping your opponent from rescuing Lost Souls. Evil Dominants can be used at any time any other ability is not happening.

## Artifacts



Artifacts are put in your territory in the Artifact pile. You may have only one Artifact face up and active on the Artifact pile. Other inactive Artifacts may be put face down beneath the active Artifact. Artifacts give you either an immediate benefit or an ongoing effect.

# Additional Card Types

## Fortresses

Fortresses are put in your territory and take effect immediately when played. Fortresses are divided into two categories: Good Fortresses and Evil Fortresses.



- **Good Fortresses:** Good Fortresses are denoted by the lighter background around the card icon and help support you and your ability to rescue.



- **Evil Fortresses:** Evil Fortresses are denoted by the darker background around the card icon and help support you and your ability to block.

## Sites

Sites are put in your territory. Sites may be occupied by 1 Lost Soul to restrict Heroes that do not have access to that Site from rescuing that Lost Soul, but the Lost Soul remains there until rescued or removed by an ability. Unoccupied Sites may be added to battle from territory at any time you control a Hero in battle and no other abilities are happening. Heroes can have access to an occupied Site by matching one of its brigades, or by a Site matching one of its brigades being in battle. Sites are divided into two categories: Rainbow and Non-Rainbow.



- **Rainbow Sites:** Rainbow Sites have the rainbow background in the icon box and are considered every brigade of Sites. The special ability on rainbow Sites only activates when they are put into battle.



- **Non-Rainbow Sites:** Non-Rainbow Sites can be one or more brigades but not all brigades. The special ability on non-rainbow Sites activates when they are played.

**Some cards may have more than one type. They can only be played as one type at a time.**

# Unique Cards vs. Generic Cards

Redemption cards broadly fall under two categories. Unique and Generic.

## Unique

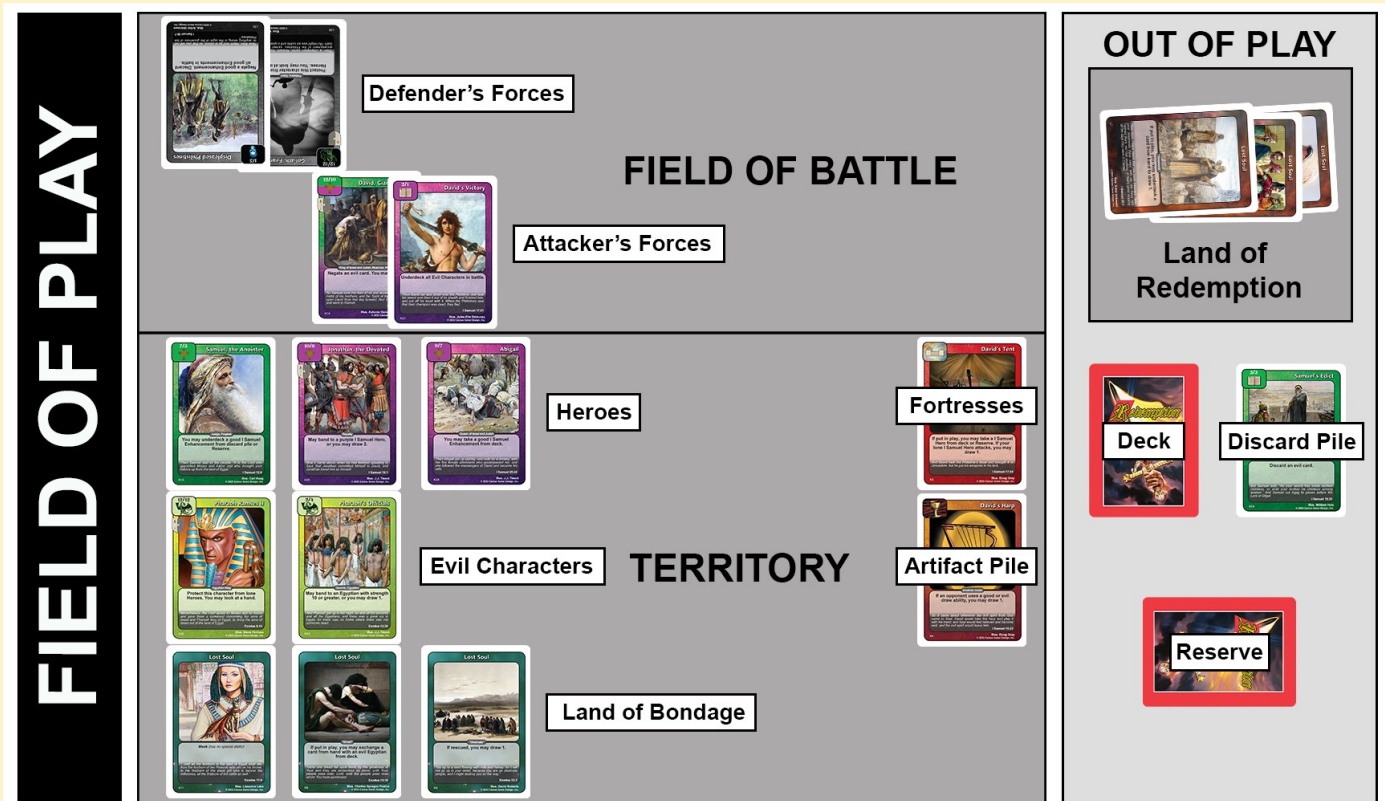
Unique cards represent the same person, place, specific group or item. All Artifacts, Dominants and Fortresses are considered unique. Many, but not all characters are considered unique. You are limited to controlling 1 of any unique card at a time. Unique characters also are restricted from entering a battle more than once per turn, and a unique character cannot be in a battle against another version of that unique character.

## Generic

Generic cards represent a broad group of people in a common location. All Enhancements, Lost Souls and Sites are considered generic. Players can control any number of a generic card.



# Player's Card Arrangement



## In Play Locations

- **Field of Play:** The Field of Play contains all cards in the Field of Battle and both players' territories.
- **Field of Battle:** The Field of Battle is where battles between characters take place.
- **Territory:** The territory is where you put cards that you play outside of battle. It includes your characters, Fortresses, unoccupied Sites, the Land of Bondage, the Artifact pile and any cards placed in territory.
- **Artifact pile:** The Artifact pile is where you may store and activate your Artifacts.
- **Land of Bondage:** The Land of Bondage is where you put Lost Souls, as well as Sites that are occupied by Lost Souls.

## Out of Play Locations

- **Hand (not pictured):** The hand is where you keep cards that you have yet to play.
- **Land of Redemption:** This location holds all of your Redeemed Souls.
- **Deck:** The deck is the starting location for all cards that are not in your Reserve.
- **Discard pile:** This pile contains your cards that are discarded by ability or game rule.
- **Reserve:** The Reserve is a location outside of the deck where some cards start the game, but are inaccessible during before the second round of the game.
- **Banish pile (not pictured):** This pile contains your cards that are banished. It is often face down underneath and perpendicular to the discard pile.
- **Set-Aside Area (not pictured):** This area contains your cards that are set-aside.

# Beginning a Game

To begin, each player will need a legally constructed deck, such as a starter deck, or if you would like to build your own deck, please refer to the deck building rules found in the deck building rules document, which you can find using the QR code at the end of this document.

There are a couple of special rules for the first round of the game that are useful to keep in mind when choosing who takes the first turn.

## Special rules for the first round of the game:

- Cards can be added to the Reserve but not removed until the end of the first round of the game.
- The player who takes the first turn does not draw during the draw phase of their first turn but has the first chance to rescue a Lost Soul. The player who goes second draws 3 cards during the draw phase of their first turn.

## Pre-Game Phase

At the start of a game you draw 8 cards. **Anytime you draw a Lost Soul, you will put the Lost Soul in your Land of Bondage and draw 1 card for each Lost Soul drawn.**

When the drawn Lost Souls have been played and each player has 8 cards in hand, players will need to use a random method (such as a coin flip or dice roll) to determine which player will choose who will take the first turn of the game.

After it has been determined who will take the first turn, each player has the option to reveal any number of star cards from hand and activate their star abilities, starting with the first player and continuing clockwise until all players have completed their star abilities.

After the star abilities have been completed, each player can activate the special abilities on the Lost Souls drawn in the opening draw, again starting with the first player and continuing clockwise. After Lost Soul abilities are completed for each player the first player begins the first turn.

## Draw Phase

At the beginning of your Draw Phase, you will draw 3 cards (except the first player's first turn). Remember, anytime you draw a Lost Soul it is immediately placed in your Land of Bondage and you draw a card to replace it. After you have drawn all necessary replacements, you may reveal any star cards among the cards just drawn and activate their star abilities, then activate any Lost Souls put in play from the draw.

## Upkeep and Preparation Phase

After the draw phase, you complete any upkeep abilities in the Upkeep Phase before moving to the Preparation Phase. During the Preparation Phase, you may perform any of these actions in any order you choose.

### **The following actions may be performed once in your Preparation Phase:**

- Play a territory class Enhancement.
- Activate an Artifact on your Artifact pile.
- Activate an Artifact on each other location you control that can hold an Artifact.

### **The following actions may be performed any number of times in your Preparation Phase:**

- Play a character from your hand.
- Play a Fortress from your hand.
- Play a Site from your hand.
- Move a character you control into or out of a Fortress you control.
- Put a Lost Soul not already occupying a Site in an unoccupied Site.
- Deactivate an Artifact on each location you control where you have not performed the once per Preparation Phase activation. Deactivating an Artifact returns it face down to your Artifact pile.
- Put an Artifact from your hand face down in your Artifact pile.
- Equip a weapon from hand to your warrior of a matching brigade.
- Play a Dominant from your hand.

Once you have taken all of the Preparation Phase actions you wish to perform, you may begin the Battle Phase.



## Battle Phase

Once both players agree to move to the Battle Phase you may move a Hero into the Field of Battle to attack which begins a battle. There are 2 types of battles:

- **Rescue Attempt:** While there are Lost Souls in the opponent's Land of Bondage that a Hero in battle can rescue, the battle is a rescue attempt.

In a rescue attempt, the defending player may elect to block you with an Evil Character from hand or territory to try and stop you from rescuing, or they can elect not to block and surrender a Lost Soul for you to rescue.

- **Battle Challenge:** While there are no Lost Souls in the opponent's Land of Bondage that a Hero in battle can rescue, the battle is a battle challenge.

In a battle challenge, the defending player may elect to accept it by blocking you with an Evil Character, or they may decline it by electing not to block.

**If access to Lost Souls to rescue changes, a battle can change between a battle challenge and a rescue attempt, and vice versa.**

Whenever a card is played in battle, its ability will activate. Some of these abilities are optional and include the word “may”, while others are mandatory and must be performed each time the card enters battle.

During battle, players play Enhancements on the characters in battle by following the rules of initiative. The following situations outline the rules of initiative to determine which player has the opportunity to play an Enhancement in battle. Initiative changes as the following situations change. (Dominants can be played at any time there is not another ability taking place and do not need to follow the rules of initiative.)

- **One side is losing, one side is winning:** If one side has both strength less than the opponent's toughness, and toughness less than or equal to the opponent's strength, that side is losing and has initiative. If one side is losing, the other side is winning.
- **Stalemate:** If both sides have toughness greater than the opponent's strength, neither side is winning, and they are in a stalemate. The player who did not play the last card in battle has initiative.
- **Mutual Destruction:** If both sides have strength equal to or higher than the opponent's toughness then both sides would be in danger of being defeated and are in what is known as mutual destruction. The player who did not play the last card in battle has initiative.

# Initiative

The player who has initiative may play an Enhancement on a character in battle that matches at least one of its brigades. You can determine which player has initiative using the this chart.

## Initiative Table

<b>If your character is:</b>	<b>This player has initiative:</b>	<b>If they do not play an Enhancement:</b>
Losing	You	Do not pass initiative. Resolve the battle.
In a stalemate	Whoever did not play the last card in battle	Pass initiative
In a mutual destruction	Whoever did not play the last card in battle	Pass initiative
Winning	Opponent	Do not pass initiative. Resolve the battle.

**Special Initiative:** This is a form of initiative granted when a special ability on a card would remove all characters from your side of battle. When a special ability controlled by an opponent would remove the only character (or all characters) you control in battle, the removing ability is paused, and you get one chance to respond by playing an Enhancement that can interrupt or negate the card causing special initiative.

**Note: If at any point an Enhancement in battle does not have a character of a matching brigade in battle to use it, the Enhancement is immediately discarded.**

# Battle Resolution

Once all players decline to play any further cards in a battle or an end the battle effect occurs, the battle ends and you move to battle resolution.

Battles can end in the following situations:

- **One side is defeated, one side wins:** In this case one side is losing either due to having no character in battle to continue the fight, or due to electing to not play an Enhancement while their side is losing by the numbers.

If the rescuing side wins: Surviving characters return to their territories. The defending player surrenders a Lost Soul of their choice to become a Redeemed Soul for the rescuing player and it is put in their Land of Redemption.

If the blocking side wins: Surviving characters return to their territories. No Lost Soul is rescued.

- **Mutual Destruction:** There are 2 cases of mutual destruction.

Mutual Destruction by numbers: The characters on both sides are losing by the numbers. However, just as Christ died to save us, in mutual destruction by the numbers the Hero(es) will rescue a Lost Soul from the opponent. The defending player surrenders a Lost Soul of their choice to become a Redeemed Soul for the rescuing player and it is put in their Land of Redemption.

Mutual Destruction by mutual removal: In this case an ability removes all characters on both sides of the battle from the battle. If a battle that was a rescue ends in this situation, the rescue attempt fails and no Lost Soul is rescued.

- **Stalemate:** In this instance neither side is losing by the numbers. No Lost Soul is rescued, and characters are returned to their territories.

**In all cases once the battle ends, all defeated characters and Enhancements played during battle will be put in their owner's discard pile.**

Once the steps of battle resolution complete the Battle Phase completes.



## Discard Phase

Once the Battle Phase completes, you begin the Discard Phase. During this phase you must reduce your hand to have 8 or fewer cards. You may perform any of these post-battle actions as many times as you wish in any order you choose to help in this endeavor.

- Play a character from your hand.
- Play a Fortress from your hand.
- Equip a weapon from hand to your warrior of a matching brigade.
- Play a territory class Enhancement from your hand (if you have not played one by game rule this turn).
- Play a Dominant from your hand.
- Discard a card from your hand.

After you have completed these actions and your hand contains 8 or fewer cards the turn passes to the next player.

**The game continues in the above fashion until one player reaches 5 Redeemed Souls.**

## Additional Resources

By clicking or scanning the QR code below, you can find some additional resources (such as the official Redemption Discord, the deck building rules document, and the Redemption Exegesis Guide) that are available to help you out in your journey of playing the game.



# Targeting and Modifying Abilities

**Note: Players cannot activate one or more instant effects in the special ability on the same card more than 4 times in a turn.**

## Ability Targeting

Abilities usually target other cards or players; however, the following abilities are very common in Redemption and also target abilities on cards allowing them to be unaffected by things like protect abilities. The following abilities always target both cards and abilities:

- **Interrupt:** Interrupt abilities put effects of interrupted cards on pause while another action is carried out.
- **Prevent:** Prevent abilities stop future effects on prevented cards from taking place.
- **Negate:** Negate is a combination of interrupt and prevent. Negate abilities pause the effect of negated cards and stop the effect of negated cards from occurring.

## Modifiers

Certain terms that appear in the special ability of a card are considered as modifiers rather than an ability of the card. Since modifiers are not themselves an ability, but rather change how abilities function, they cannot be interrupted, prevented or negated. The following terms are the modifiers in Redemption:

- **Cannot be Interrupted:** An ability with this modifier cannot be interrupted or negated after the card is played, but can be prevented beforehand.
- **Cannot be Prevented:** An ability with this modifier cannot be prevented by an ability beforehand, but can be interrupted or negated after the card is played.
- **Cannot be Negated:** An ability with this modifier cannot be interrupted or prevented or negated by any ability at any time.
- **Instead:** Instead modifiers allow a player to perform an action to replace an action that would happen otherwise.
- **Limit:** A limit modifier modifies an ability, placing limits on how often the ability can be used or capping a variable defined in the identifier. Once an ability has reached the usage limit, it cannot be used until the limit is reset.
- **Regardless:** An ability with this modifier can include among its possible targets any cards that normally could not be targeted due to the condition that is mentioned.

# Targeting Modified Abilities

	No Modifier	Cannot Be Negated	Cannot Be Prevented	Cannot Be Interrupted
<b>Negate active before</b>	Affected	Not Affected	Not Affected	Affected
<b>Negate active after</b>	Affected	Not Affected	Affected	Not Affected
<b>Interrupt activated before</b>	Not Affected	Not Affected	Not Affected	Not Affected
<b>Interrupt activated after</b>	Affected	Not Affected	Affected	Not Affected
<b>Prevent activated before</b>	Affected	Not Affected	Not Affected	Affected
<b>Prevent activated after</b>	Not Affected	Not Affected	Not Affected	Not Affected

## Other Card Information

### Unity

The Unity clause is formatted “Unity: [Card Set] (Criteria)” and means “If all of your [Card Set] are [Criteria]”, and is only met if there is at least 1 card in [Card Set]. A card that contains Unity in the identifier line must meet the Unity clause of the card for the special ability on that card to activate. A card with Unity that does not meet the requirements of the Unity clause when played will have no effect.

### Cloud Cards

A card that has the cloud icon on the left side of the card, above the ability and identifiers but below the classes, is a cloud card.

### Star Cards and Abilities

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



Unless an ability removes it, a star card remains in hand after revealing it to use the star ability.



# List of Effects in Abilities

**These are basic definitions of terms and abilities. Combinations of multiple abilities can cause things to function differently than their default mode. For further clarity please visit the REG.**

**Activate an ability:** Activate an ability effects activate an ability at a time it cannot normally be activated.

**Activate an Artifact:** Activate an Artifact effects activate an Artifact in a location you control during a phase other than the Preparation Phase or an additional time during the Preparation Phase.

**Add to battle:** Add to battle effects move a card into battle from a different location.

**Band:** Band effects bring a character into battle to join forces with the characters already in battle.

**Banish (remove from the game):** Banish effects move a card from a location to its owner's banish pile.

**Bounce (return to hand):** Bounce effects move a card from a location to its owner's hand.

**Capture:** Capture effects turn a character into a captured character and puts them in a Land of Bondage. Captured humans are treated as meek Lost Souls.

**Change of hand size:** Change hand size effects alter the number of cards a player can hold in hand at the end of their turn.

**Choose opponent:** Choose opponent effects bring a character of your choice in your opponent's territory into battle for your

opponent to use. This character will replace all other characters your opponent currently controls in battle and return them to their territories.

**Convert:** Convert effects change one or more characteristics of a card. Changes can include to a different alignment, different card type, brigade, or to a character's meek side.

**Copy:** Copy effects duplicate the special ability and/or attributes of another card.

**Create a token:** Create a token effects create a token of a specified card type and put it in play.

**Decrease:** Decrease effects reduce the strength and/or toughness of a card. If the duration is not specified this alteration is permanent. If a character is decreased to 0 or less toughness the character is discarded by game rule. (Enhancements played on a character do not add to the total toughness of them.)

**Discard:** Discard effects move a card to its owner's discard pile.

**Draw:** Draw effects move a card from the top of the deck to its owner's hand.

**End the battle:** End the battle effects force the battle into the battle resolution step without any other cards being played. If the ability specifies the result of the battle the battle ends with that result.

**Equip:** Equip effects equip a weapon to a character outside of your Preparation or Discard Phase. A weapon that is equipped from outside of battle to a character in battle activates the special ability of the weapon.

**Exchange:** Exchange effects swap a card in a location for a card in a different location.

**First Strike:** First strike effects allow the side of battle with the first strike character to potentially win a battle that would normally be a mutual destruction. If both sides of battle have a character with first strike, battle resolution and initiative are determined normally.

**Gain:** Gain effects add a characteristic to a card such as abilities, identifiers, or brigades.

**Give:** Give effects shift control of a card from the giving player to another player, and move the card to a location controlled by the new player.

**Heal:** Heal effects remove the effects of any poison, disease, paralyze, or decrease, and/or move a character that is being discarded to their territory.

**Hold:** Hold effects let you put a card that meet the hold criteria onto another card.

**Ignore:** Ignore effects cause the ignoring card to be unable to be affected by or affect the card it is ignoring. A character that is ignored in a territory cannot enter battle. While a character is ignoring another character in battle, neither character can defeat the other.

**Increase:** Increase effects raise the strength and/or toughness of other cards. If the duration is not specified this alteration is

permanent.

**Interrupt:** Interrupt effects put effects of cards being interrupted on pause. This is paired with another ability to be carried out while the interrupted ability is paused. A card removed from play while its ability is interrupted will not continue its effect once the interrupt ends.

**Look:** Look effects make cards in an otherwise unknown location temporarily visible to one player.

**Negate:** Negate is a combination of Interrupt and Prevent. Negate effects pause the effect of another card and then stop it from occurring.

**Paralyze:** Paralyze effects grant the paralyzed condition to a character. While a character is paralyzed it cannot enter battle.

**Place:** Place effects let you move a card to a specific location. Placing a card does not activate the placed card's effects. A place effect followed by a colon lets you use the ability of that card while it remains placed by the ability.

**Play:** Play effects either put a card into its owner's territory or play an Enhancement on a character.

**Poison:** Poison effects grant the poisoned condition to a character. This effect is paired with another ongoing ability that occurs while the character is poisoned.

**Prevent:** Prevent effects stop future effects on a prevented card from taking place.

**Protect (Immune):** Protect effects keep a card from being targeted by some other cards, and by the numbers on those cards. A protected character cannot be defeated in battle by cards it is protected from.

**Redirect:** Redirect effects change which player decides how an ability is carried out. Redirecting strength/toughness subtracts those stats from the redirected card and adds them to the redirecting card.

**Release:** Release effects transform a captured character back into a character and return it to a territory. Release effects can also move a card being held back to the owner's territory.

**Rescue:** Rescue effects move a Lost Soul in the opponent's Land of Bondage to your Land of Redemption.

**Reserve:** Reserve effects move a card from a location to its owner's Reserve.

**Restrict:** Restrict effects keep a player from performing an action they normally could.

**Resurrect:** Resurrect effects move a card in a discard pile to its owner's territory.

**Reveal:** Reveal effects make cards that are otherwise hidden from at least one player temporarily visible to all players.

**Search:** Search effects make a location visible to a player, so the player can find cards to perform another action with. If a search ability does not state what to do with the card searched for, it is taken to that player's hand.

**Set aside:** Set aside effects move a card from a location to the set-aside area.

**Shuffle:** Shuffle effects move a card into its owner's deck and then shuffle the deck.

**Side battle:** Side battle effects suspend the active battle to start a new battle phase between 2 characters. Battles are conducted normally but no Lost Soul may be rescued in the side battle.

**Site access:** Site access effects grant a character the ability to rescue a Lost Soul being held in a Site that they normally would not have access to.

**Take:** Take effects shift control of a card from another player (or no player) to the taking player, and move the card to a location controlled by the new player.

**Taunt:** Taunt abilities allow a player to begin a battle challenge with an Evil Character with the Taunt identifier instead of their normal battle challenge or rescue attempt with a Hero.

**Topdeck:** Topdeck effects move a card to the top of its owner's deck.

**Toss:** Toss effects change how Enhancements are played. When an Enhancement is tossed it is discarded to decrease an opposing character's strength and toughness equal to the strength of the tossed Enhancement.

**Transfer:** Transfer effects move a captured character to the opponent's Land of Bondage or another specified location.

**Underdeck:** Underdeck effects move a card to the bottom of its owner's deck.



**Use other Enhancements:** Use other Enhancement effects let a character use Enhancements that do not match their brigade. Enhancements must still be of matching alignment.

**Withdraw:** Withdraw effects move a character from the Field of Battle to their territory.

## Glossary of Key Terms

**For a full explanation of any of these key terms please refer to the REG.**

**Activate:** The special ability on a card activates when it is played, with some exceptions for cards played in a territory. It activates the order written on the card, unless otherwise specified in the Ability Activation Order in the REG.

**Active Player:** The active player is the player whose turn it is.

**Advantage:** A player has advantage if they have more cards of the specified type or in the specified location. When determining advantage do not include Lost Souls or Redeemed Souls unless the ability is specifically looking at them.

**After Battle:** Effects that trigger after battle happen at the end of the battle resolution step.

**Alignment:** There are 3 alignments in Redemption: Good, Evil, and Neutral. Good and Evil are considered opposite alignments.

**Alone:** A character is considered alone if there are no other characters on the same side of that battle.

**Attack:** A character attacks when it enters battle before any opposing character enters battle. This is usually a Hero.

**Attacking:** Any Hero that is in a standard battle is considered attacking.

**Battle:** Battle refers to the current battle that is ongoing.

**Battle Challenge:** A battle challenge is a battle where no Lost Soul is available to rescue. If a Lost Soul becomes available to rescue during a battle challenge it immediately becomes a rescue attempt.

**Battle Resolution:** This is where the result of a battle is determined. The battle resolution step is outlined under the Battle Resolution section on page 11.

**Bearer:** The bearer of a card is the card another card is equipped to or placed on or the character currently using it in battle.

**Begins a battle:** A character begins a battle if it enters battle before the opponent presents the opposition and prior to any effects outside of battle bringing a character into battle.

**Begins a rescue:** A Hero begins a rescue if it begins a battle that is a rescue attempt.

**Block:** A block is the attempt to stop a rescue attempt or battle challenge with an Evil Character.

**Brigade:** Characters, Enhancements, and Sites are divided into brigades which can be found via the color found in the icon box of the card. A rainbow coloring represents all colors of that alignment.

There are 9 good brigades: Blue, Clay, Gold, Green, Purple, Red, Silver, Teal and White. (Red and Teal are not in print at this time.)

There are 7 evil brigades: Black, Brown, Crimson, Gold, Orange and Pale Green. (Evil Gold is not in print at this time.)

The brigades found on Sites and captured humans are considered neutral brigades for gameplay purposes.

**Captured Character:** Captured characters are Heroes or Evil Characters that have been captured. Captured humans are treated as meek Lost Souls and captured non-humans retain their original alignment and type.

**Card type:** Card type is determined by a card's icon. Card types are outlined under the Card Types section on pages 4 and 5.

**Character:** Characters are Heroes, Evil Characters, or captured characters

**City:** A City is a Site and a Fortress at face value.

**Contents:** The contents of a card are any cards held by the hold effect of that card, any Artifacts activated on that card and/or any Lost Souls occupying a Site.

**Control:** Cards are controlled by a player if that player is using that card as if it was their own, even if it is not. The player who controls a card is its holder/controller.

**Counters:** Counters are items such as coins, chips or dice that help to keep track of changes to a card, or to keep track of a quantity such as a number of turns.

**Covenant:** A Covenant is an Artifact and good Enhancement at face value.

**Curse:** A Curse is an Artifact and an evil Enhancement at face value.

**Defeat:** Characters are generally defeated when they are removed from battle by an ability or discarded by the numbers. Heroes are also defeated if the battle ends in a stalemate. Exceptions to this can be found under Defeat in the REG.

**Defend:** A character defends when it enters battle in response to an attack. This is usually an Evil Character.

**Defending:** A character is defending while it is opposing a character that is attacking.

**Different:** Two cards are different if there is not an exact match in all of the compared attributes. The attributes compared are based on the face value of cards not in play, and the played type of cards in play.

**Dual Alignment:** A card is dual alignment if it has more than one alignment at face value.

**Dual Icon:** A dual icon card has more than one card icon.

**Duplicate Card:** Players may not control duplicates of any unique character and decks must follow the deck building rules for duplicate cards. For a full list of duplicate unique characters see the ORDIR entry for "Duplicate Card".

**During Battle:** During battle refers to anytime a battle is ongoing.

**End of Battle:** Same as After Battle.

**Enters Battle:** A character enters battle if it moves into the Field of Battle from another location.

**Evil Card:** Evil Cards are Evil Characters, evil Enhancements, evil Dominants, or evil Fortresses.

**Experience Credit:** Experience Credit is an optional rule where characters in battle gain +1/+1 for each time they successfully block or rescue. Type II tournaments use this rule by default.

**Face Down:** Face down cards are cards that are face down due to an ability or are inactive Artifacts in a player's Artifact pile.

**Face Value:** The face value of a card is based on what card types it can initially be played as. A card is at face value while in hand, deck, discard pile, banish pile or Reserve.

**Failed Block:** A block that was not successful.

**Failed Rescue Attempt:** A rescue attempt that was not successful.

**Generic Card:** Generic Characters are non-specific groups or characters in the Bible or Church History. Generic Characters are not unique and thus multiples are not considered duplicate characters.

**Good Card:** Good Cards are Heroes, good Enhancements, good Dominants, and good Fortresses.

**Harm:** A card is harmed when it is targeted by an ability on a card of an opposite alignment, or by an ability on a card of neutral alignment controlled by an opponent.

**Has or Have:** A player "has" the cards that they own and control.

**Icon Box:** The icon box is the box normally in the upper left corner of a card and contains the cards icons, brigades, and numbers. Some cards may have more than one icon box.

**Identifier:** Identifiers are found in the Identifier line section of a card. Identifiers can include things such as Being type, Gender, Nationality, Occupation, Royal or Political position, etc. A full list of Identifiers can be found in the ORDIR.

**In play:** A card is considered in play if it resides within the Field of Play.

**Initiative:** A player with initiative may play the next Enhancement. Initiative is outlined under Initiative on page 10.

**Location:** Locations in Redemption are places where cards reside. Locations are outlined under Player's Card Arrangement on page 6.

**Lone:** Same as Alone.

**Matching:** Two cards are matching if there is at least a partial match in one of the compared attributes. The attributes compared are based on the face value of cards not in play, and the played type of cards in play.

**Meek:** A meek card is a card without a special ability.

**Mutual Destruction:** Mutual Destruction is a result of battle where both sides are defeated by the numbers or removed from battle by an ability.

**Name (a card):** When a special ability directs a player to name a card, they can name any card that exists in Redemption except a Lost Soul.

**Neutral Card:** Neutral cards are Artifacts, Sites, and Lost Souls.

**Not in battle:** Cards that are not in battle are cards found on the playing surface but are not in the Field of Battle.

**Numbers:** Numbers of a card refer to the numerical statistics found in the icon box of a card. The two values are strength (\*/) and toughness (/\*).

**Occupied:** Sites and Fortresses can be occupied. Sites are considered occupied if they contain a Lost Soul. Fortresses are considered occupied if they have a hold ability and a card is being held there.

**On return:** On return is often used with set aside abilities to indicate what happens when a card return from set aside to the Field of Play.

**Opposed and Opposing:** A character is opposed if there is a character on the other side of battle. Each side of the battle opposes the other.

**Out of Play:** Out of Play refers to cards/locations outside of the Field of Play.

**Owner:** The owner of a card is the player whose deck or Reserve the card originated from during a game.

**Phase:** A phase refers to one of the sections of a turn. A turn is divided into the following phases sequentially: Draw Phase, Upkeep Phase, Preparation Phase, Battle Phase and Discard Phase.

**Play:** A card is played if it meets the following:

- An Enhancement is played when it is used by a character in a territory, or the first character to use it in battle.
- A character or rainbow Site is played when it is put into battle or a territory.
- A token is played when it is created.
- All other cards are played when they are put face up into battle, a territory, or a set aside area from a location other than these due to an ability or game action.

**Played against:** A card is played against the opposing characters in battle.

**Played by:** Played by refers to the player who plays a card due to an ability or game action. When an enhancement is played it also must be used by a character.

**Put (in a Location or Site):** A card is put into a location or Site when it moves there from another location.

**Random:** To select a random card from a location, shuffle all cards in that location and then the card is selected.

**Redeemed Soul:** Redeemed Souls are cards that have been rescued and put in a player's Land of Redemption.

**Removed from battle:** A character is considered to be removed from battle if they move from the Field of Battle to another location.



**Rescue:** To rescue a card that card is moved into the rescuing player's Land of Redemption and is counted towards that player's number of Redeemed Souls.

**Rescue attempt:** A rescue attempt is the attempt to rescue a Lost Soul from the opponent via battle. Rescue Attempt is outlined under Battle Phase on page 9.

**Rescuer:** The term rescuer refers to the player that rescued a card or to the rescuing player.

**Rescuing:** A Hero is rescuing if it is in a battle that is a rescue attempt. All Heroes that are in battle at the end of a successful rescue are considered rescuing Heroes. A player is rescuing if they control a rescuing Hero.

**Round:** A round is a cycle that is completed once each player in the game has completed a turn.

**Select (a card/attribute):** If an ability allows a player to select a card, they can select any card on the playing surface except for a Lost Soul. If an ability allows a player to select an attribute the player must select an existing value for that attribute.

**Set-aside area:** The set-aside area is a location that is outside of the Field of Play. The set-aside area contains all of a player's cards that are currently set aside or played to the set-aside area.

**Share (an attribute):** Cards are considered to share an attribute if an attribute is at least partially the same across the cards.

**Special Initiative:** If an ability would cause a player to have no characters on their side of the current battle, this gives the player

Special Initiative. Special Initiative is outlined under the Initiative section on page 10.

**Stalemate:** A stalemate is a battle outcome where neither side is defeating the other. No Lost Soul is rescued in a stalemate.

**Strength:** Strength is the offense value of a card. The left number in the icon box (\*/) indicates the card's strength.

**Successful block:** A successful block is a block that does not result in a Lost Soul being rescued in a rescue attempt, or defeats all Heroes in a battle challenge.

**Successful in battle:** A character is successful in battle if it is involved in a battle that is a successful block, successful rescue attempt, or successful battle challenge.

**Successful rescue attempt:** A successful rescue attempt is a rescue attempt that results in a Lost Soul being rescued during that battle via a card's ability played in that battle or as a result of that battle.

**Surviving Character:** A surviving character is a character that is still alive in battle at the end of battle resolution.

**Target:** The target of a card in Redemption is the card(s), abilities, and/or player(s) that the effect of the ability performs the action on.

**Taunting:** A character is taunting if it is attacking during a battle that began as a taunt battle challenge.

**Territory Class Character:** A territory class character has the territory class icon on page 3, under the Diagram of a Card. In addition to activating when they enter battle, the special ability on a territory class character activates each time they are put into territory and remain active as long as they are in the territory.

**Territory Class Enhancement:** A territory class Enhancement has the territory class icon on page 3, under the Diagram of a Card. In addition to being playable in battle, a territory class Enhancement may be played outside of battle in the Preparation or Discard Phase, as described on pages 8 and 12.

**Their:** When referring to a player's cards, a card is considered "their" card if they are the owner of the card as well as have control of the card. "Their" ability is an ability on "their" card.

**Token:** A token is a generic representation of a card type and is used as such. If a token is moved to a hand, deck, discard pile, banish pile or Reserve, it ceases to exist.

**Toughness:** Toughness is the defensive value of a card. The right number in a card's icon box (/\*) represents the card's toughness.

**Turn:** A turn consists of a player completing all the phases within a turn beginning with the Draw Phase and ending with the Discard Phase. A player's cards in hand at the end of the turn must be less than or equal to their maximum hand size which by default is 8 cards.

**Unique card:** Players may only control one of each unique card in their territory, set-aside area, or their side of battle. All Dominants, Fortresses, and Artifacts are

considered unique. Dual icon cards like Curses, Covenants and Cities are unique when played on a unique side. Generally, a character is unique if it represents a specific person or being, or if the card title begins with "The". A full definition can be found under Unique Card in the REG.

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

**Used by:** An Enhancement is considered used by a character if it is played on that character.

**Version:** Unique characters are considered versions of each other if they represent the same person. Generic characters are considered versions of each other if they have the same name.

**Warrior (Class Character):** A warrior class character has the warrior icon on page 3, under the Diagram of a Card. A warrior may be equipped with 1 weapon class Enhancement of matching brigade outside of battle.

**Weapon (Class Enhancement):** A weapon class Enhancement has the weapon icon on page 3, under the Diagram of a Card. A weapon may be equipped to a warrior class character of matching brigade outside of battle.

**While in battle:** While in battle refers to while the card is in a battle.

**Your:** For a card to be "your" card, you must both own and control the card. "Your" ability is an ability on "your" card.



# Redemption<sup>®</sup>

## Additional Resources

By clicking or scanning the QR code below, you can find some additional resources (such as the official Redemption Discord, the deck building rules document, and the Redemption Exegesis Guide) that are available to help you out in your journey of playing the game.

