







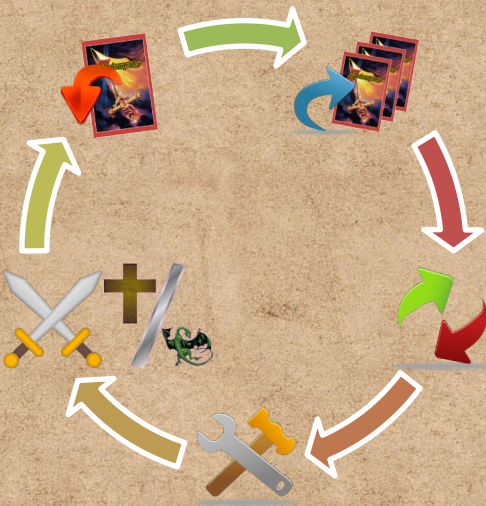
Redemption CCG Overview

Objective: Rescue 5 Lost Souls

Both players draw 8 cards and one replacement card for each Lost Soul drawn (Lost Souls immediately go into play). Use a random method to choose who goes first. Whoever goes first does star abilities first, then soul abilities first then starts the turn.

Outline of a turn:

	Draw Phase	Draw 3 (except on first player's first turn in T1) – Star abilities can be used only in this phase
	Upkeep Phase	Complete upkeep actions, if any (card specific)
	Preparation Phase	May put any number of characters into territory. May play Set Aside enhancements, Healing enhancements, Territory Class enhancements, place Weapon Class enhancements, Fortresses, Sites, place characters into Fortresses, place Lost Souls into sites, may place Artifacts face down, activate an Artifact
	Battle Phase	Hero may make a rescue attempt or battle challenge. Opponent's Evil Character may block.
	Battle Resolution	Determine battle outcome. Warrior class characters may retain a weapon of matching brigade and alignment remaining in battle.
	Discard Phase	May put any number of characters into territory. May play Set Aside enhancements, Healing enhancements, Territory Class enhancements, place Weapon Class enhancements, Fortresses, Sites, may place Artifacts face down. Discard down to 8 cards (if hand size is greater than 8), then pass the turn.



Players' Card Arrangement:

Field of Play (In Play)

Out of Play

Field of Battle



Land of Redemption

Redeemed Souls

Exchange one card with a Lost Soul (except another copy of this card) in an opponent's territory.

Have more than 3 good spirits in play in an opponent's territory.

Player's Territory

Heroes

Evil Characters

Sites & Fortresses

Placed Cards

Artifact Pile

Draw Pile

Discard Pile

Banish Pile

Reserve

Set Aside Area

Set Aside Cards

Redemp

Land of Bondage

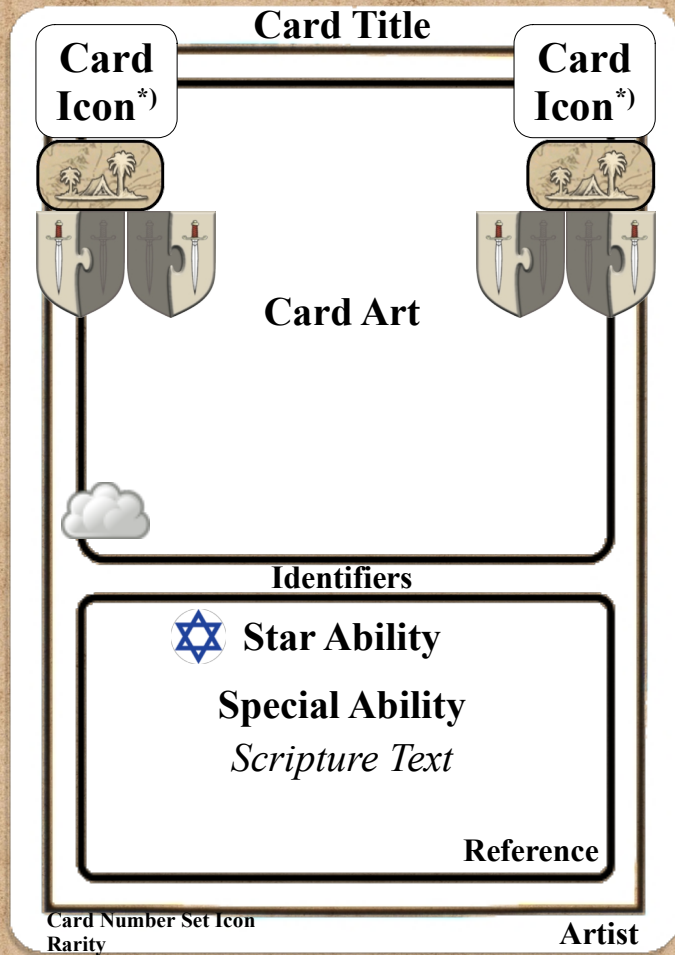
Lost Souls

Captured Characters

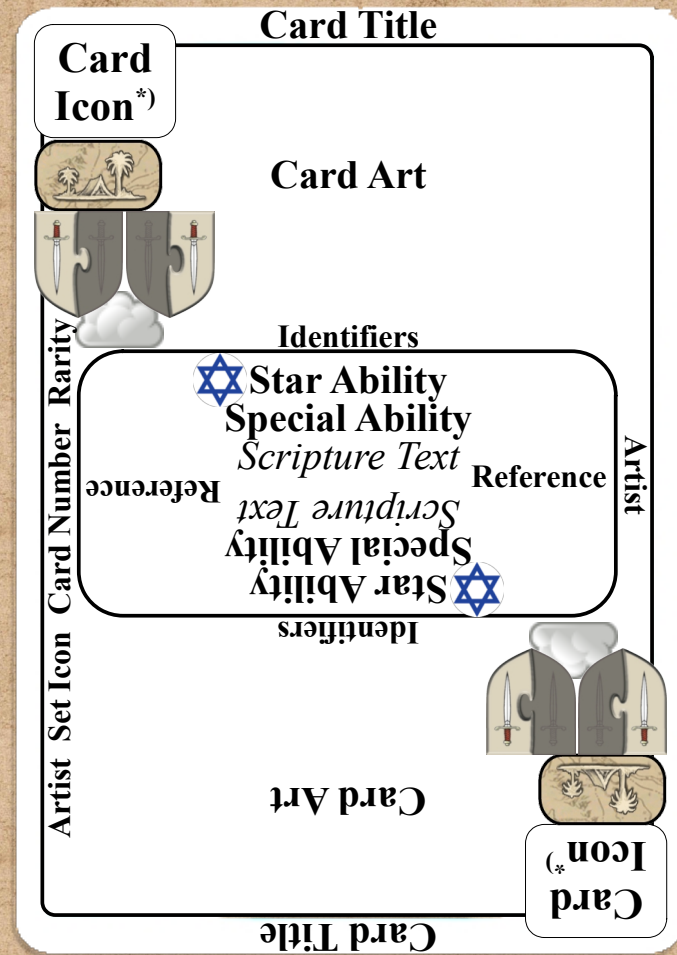
Occupied Sites

Anatomy of a Card:

Normal Card (Outline)



Flip Card (Outline)



*) Card Icons contain strenght/toughness values for characters and enhancements

Card Types:



Dominant (good / evil)



Good Enhancement



Artifact



Evil Enhancement



Curse



Dual Align Enhancement



Covenant



Warrior Class Character



Fortress (good / evil)



Weapon Class Enhancement



Site



Territory Class



City (good / evil)



Cloud Card



Hero



Star Card



Evil Character

[Without Icon] Lost Soul

Brigades*):

Good



Blue



Clay



Gold



Green



Purple



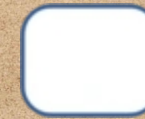
Red



Silver



Teal



White



All

Evil



Black



Brown



Crimson



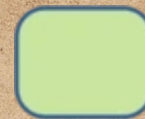
Gold



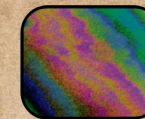
Gray



Orange



Pale Green



All

***) Brigades on Sites count as neutral. Dominants and Fortresses do not have brigades.**