

**SAEC GAMES RULE UNOFFICIAL SUPPLEMENT**  
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**RULES**

**TRAP CARDS:**

Traps are designated by the word "Trap" after the Card Type. These cards are considered to be both the type of card specified and a Trap. For instance, an Edge: Trap is both an Edge and a Trap.

Trap cards are played just like the card type specified except that they are played face down on the table. Traps have no effect on play until they are "triggered". The text of the card will tell how the Trap is triggered. When the trigger condition is met, the player must immediately flip the Trap card and reveals its effect (Traps -must- be flipped when the trigger condition is met unless the card specifies otherwise). The card text expresses the effect(s) of the Trap once it has been sprung. The effects of a Trap are carried out immediately once the Trap has been sprung.

Traps that have been sprung are swept in their owner's next Sweep Phase. Traps that are not triggered in the turn they are played are to be swept from play according to their primary card type unless otherwise specified. Edge and Event Traps would be swept at the player's next Sweep Phase, whereas Object and Situation Traps would remain in play until sprung.

Attack: Trap cards are a little bit different and have some additional considerations. Firstly, Attack: Trap cards do not require an open attack slot to be played. They are played in conjunction with an attack. If the Trap is sprung, the Trap will constitute a new, additional attack to be placed at the end of the attack sequence. This attack will also -require- that a new defense be played against it. This defense may be played from your hand or from an exertion unless the Trap card specifies otherwise.

Here are some examples to help in understanding how Traps work:

- Amanda plays Steal against Duncan MacLeod. She plays the Edge: Trap Passion Play (shown bottom left) in conjunction with Steal and puts the card face down on the table. Amanda randomly selects a card from Duncan's hand. She finds the card Quality Blade. Quality Blade is an Object and therefore springs the Passion Play trap. Amanda immediately flips the Trap and puts the Quality Blade card into play as if it were her own. The Trap is swept during Amanda's next Sweep phase since it was sprung.
- Amanda plays Steal against Duncan Macleod again. She plays the Edge: Trap card Passion Play again as well. This time she steals the card Duncan MacLeod Jump. The card is not an Object so the Trap does not spring. Since Passion Play is an Edge: Trap, it gets swept at Amanda's next Sweep Phase even though it wasn't sprung.

- Talia Bauer plays the Object: Trap Explosive Device (shown bottom center) face down on the table during her Defense phase. Explosive Device is an Object: Trap and therefore constitutes her Special card for the turn. She plays a Lower Center Attack and makes an Exertion to make it a Power Blow. Duncan MacLeod needs to defend himself against the Power Blow, but he has no defenses in his hand. Duncan makes an Exertion to find a Defense. This Exertion fulfills the trigger condition of Explosive Device. However, Talia decides not to spring the Trap since Explosive Device states that she "may play this card" instead of "must play". The Trap remains in play for later use. Because it is an Object: Trap, it remains in play until sprung or otherwise removed.
- Kanwulf uses his Persona Power to grant himself an extra attack against Duncan. In his Attack Phase, he plays a Lower Left attack as his first attack. Since he is using his Persona Power, he also elects to play the Attack: Trap Mighty Odin (shown bottom right) in conjunction with this first attack. He places the card face down next to the Attack. He then plays Lower Right Attack as his second attack. Duncan decides to play a Back Away against the two attacks. Back Away is a Dodge and therefore fulfills the trigger condition of Mighty Odin. Kanwulf immediately flips the Mighty Odin card and puts it at the end of his attack chain. If Duncan wants to defend himself against this new attack, he must play a new defense to cover it. Duncan has no other defenses in his hand and he chooses to make an Exertion for a defense. Duncan finds a Dodge in his Exertion and plays it to cover the Mighty Odin attack.

#### SITUATION: TIME RULES:

Situation: Time cards are designated by the Card Type "Situation: Time" found under the main picture. These cards are a new type of Situation with special rules for playing them.

Situation: Time cards are played in conjunction with a Location. This technically "breaks" the "Only one Special Card per Turn" rule. However, Situation: Time cards can only be played in conjunction with a Location. The mechanic is very similar to playing the Series Edition Darius card in conjunction with another Special Card.

Once the Situation: Time card has been put into play, it is just like any other Situation. It can be the target of any card that targets a generic Situation such as Focus or Police (Remove Situation).

Another important thing to note is that Situation: Time cards will stay in play if the Location that they are played with is removed. Once the Situation: Time card is in play, it is independent of the Location that was used to bring it into play.

Here are some examples to help in understanding how Situation: Time cards work:

- Amanda would like to play the Mountain Cave Location, but she knows that she will be putting out a lot of Situation cards in the coming turns. To help protect her Situation cards from being removed from play, Amanda plays The Dark Ages in conjunction with Mountain Cave on her turn. Now, attacks are Hidden and no Police cards can be played.

- Duncan is facing Amanda who has just put out a Mountain Cave with The Dark Ages. Duncan needs to get rid of these cards in order for his strategy to be successful. Duncan plays Get Away From It All on his turn to remove the Mountain Cave. However, The Dark Ages is still in play and he needs to be rid of it. On Duncan's next turn, he plays Focus to nullify the text of The Dark Ages. With the effects of The Dark Ages gone, he can now play a Police (Remove Situation) card to get rid of The Dark Ages. Duncan breathes a sigh of relief!

## **ERRATA**

CRYSTA VAN PELT:

Korda's Touch

Should Read: "there" instead of "their"

NICK WOLF:

Beretta Special

Should read: Object: One handed Icon

GENERIC:

Foresight

Should Read: Edge not Edge : Trap

Tim Helfet

Should Read: Edge: Trap, Not Situation: Trap -Incorrect Icon

## **FAQ's**

AMANDA PERSONA:

Q: Do I have to play Amanda's new persona with her old one?

A: Up to you, you get an enhancement from Amanda Persona one, but lose 1 pre-game slot.

Q: Using her new ability, I can discard three of Amanda's titled dodges to increase her die roll, Can I decrease yours?

A: As long as you immediately discard the dodges prior to his roll, Yes.

Q: Does Amanda if she power blocks with Ancestral Blade or Continuity take zero damage or one?

A: Without her Persona two Pre-game, she takes zero damage. The Modified values of her Persona Two over-rides the prevention of Ancestral Blade and Continuity. She takes 1 damage no matter what.

#### AMANDA CLOAK AND DAGGER:

Q: I play Connor, with Mountain Cave & Master's Advance out and Amanda attacks, on my turn I play Edge Feint, Masters Block, Headshot and upper right attack would Cloak And Dagger undo my attack?

A: No only the effect of one card. Since feint forces her to find the defense from an exertion, and knowing it would cost her a dodge prior to exerting. On her defense phase, she can use the exertion to undo the text of any one card in play. So, in this case she can nullify the head shot text, the feint text, that way she doesn't have to find the defense from the exertion, the master advance, so it only costs her one dodge, or the Mountain cave allowing her to see the attack, even the text on Connor's Master Block, but its all choice. She still must deal with the attack and any other card she hasn't nullified.

Q: If I use my exertion for a defense, can I then make an exertion to use C&D?

A: Only if you're allowed a second exertion in your defense phase and in that particular phase, once the defense phase ends C&D is useless.

Q: What is the duration of the effect of Cloak & Dagger?

A: One full turn. No, it cannot last longer than that unless a card specifies that it does.

Q: Can I nullify any Premium, Pregame or Persona ability text with Cloak & Dagger?

A: Inner Council ruled that Yes, Cloak & Dagger can be used to nullify any Pregame card since they are considered "In Play". See Addendum for Highlander: The Card Game - Version 2001.3.20

#### AMANDA ENHANCED SKILL:

Q: If he played a Kastagir Charm and I discarded three blocks, do I lose 3 ability?

A: No, you gain only one and your opponent only loses one, however you may draw up to three cards for his Charm.

#### AMANDA FABRIS' THRUST:

Q: Can you play more than one Fabris' Thrust per turn?

A: Yes

#### AMANDA MASTER'S BLOCK:

Q: Can Amanda's Master Block be used if a player played a ranged attack?

A: Yes, Her Mst Block permits her to use it as a dodge titled card, she would avoid the attack.

#### AMANDA PASSION PLAY:

Q: Can I use an opponents Signature card if I select it as an object?

A: No, but you can discard it to not allow your opponent from using it. Up to you...

Q: Once I steal a standard object, let's say an Extra Weapon, how long do I have to use it?

A: The entire game if you wish, in the above scenario. If Amanda was disarmed or had a broken weapon, she can then discard the extra weapon as if it were her own to get it back. She would then return the object back to her opponent's discard pile...Simple.

AMANDA THE RAVEN:

Q: Do I play Birthright or Queen of Spades first?

A: Either one, You need both to play Full Disclosure and the uniqueness it's you can play it out of sequence until the Event: Plot is activated

AMANDA REBORN:

Q: So basically if C&R have two objects in play, I get 4 attacks that turn?

A: Yes, if you played Reborn prior to your attack phase...sure why not.

Q: Does it count against a WOC and their cards?

A: A WOC of choice no, cause it's considered a pre-game card, but if a Quality blade or other objects are in play, absolutely.

AMANDA SEDUCTRESS:

Q: If I play this in conjunction with an attack, when is it triggered?

A: Once your opponent announces he/she is searching for a defense. The minute he/she draws one card, Seductress is triggered. He then can only draw four.

Q: Kastagir allows him to draw one card at a time, does Seductress nullify his exertion?

A: No, only the size, he still can draw up to four cards, even if it's one at a time.

ANDRE KORDA PRE-GAME PREMIUM:

Q: Does this apply to a Situation: Plot or Situation Time Card?

A: Any type of Situation, yes.

BLACK PHOENIX FAN WU SHU MANEUVER:

Q: Can I use the Wu-Shu maneuvers as my first attack?

A: Yes, Dodge-n-Strikes fall under the same applications as a Block-n Strike.

Q: If there is something preventing me from playing a defense from my hand, can I play Dodge and Strike as an attack?

A: No. Dodge and Strike is considered to be both a Special Attack and a Dodge.

Q: Are Dodge n Strikes considered a Dodge and Special Attack?

A: Yes, all yellow attacks are considered Special attacks unless they say otherwise.

CONNOR MACLEOD MANIPULATION OF THE MIND:

Q: Basically if I look at a hidden attack then MOTM is triggered, can I use Edge hidden against his new attack?

A: Nope.

CRYSTA PERSONA:

Q: If I am down to eight points, do I have to discard down to eight?

A: No, you will always have one above, so you would discard down to nine.

Q: So basically if he plays Any type of special, I get his top card?

A: Absolutely and immediate.

Q: What if he played two specials in a turn?

A: Two cards are captured.

CRYSTA ANXIETY:

Q: I am using my opponent's cards against him?

A: Yes, and you are also not allowing them to use their cards against you.

Q: If here are six cards underneath. Does Anxiety leave play?

A: No, It will continue to stay in play unless removed. Crysta begins to lose ability points at five or more. She can maintain seven or eight cards, but each turn she will lose one point. It's up to her.

CRYSTA BLACKMAIL (EVENT):

Q: It says I can play another Black mail on my turn. Can I play 2 Event Black mails and one Situation Blackmail?

A: Absolutely

CRYSTA BLACKMAIL (SITUATION):

Q: Does Blackmail-Situation stack?

A: Yes

Q: Does the exertions count for both Event and situation?

A: Only if your opponent has to exert during their turn and you still have Blackmail Event out prior to your next sweep phase. The Event doesn't have an effect, but the exertion size increases for each Blackmail in play. Things can get hairy.

**CRYSTA KORDA'S TOUCH:**

Q: May I use an immortal specific master attack, special attack, or weapon of choice attack against my opponent when the trap is sprung?

A: Yes, as long as it's not Signatured, why not?

**DUNCAN MACLEOD AGRIPPA'S FINGER PLAY:**

Q: If I play a Duncan Battle Rage with Higher Ground, and make more than one attack. Can I play more than one of AFP in one turn?

A: Absolutely, one for each attack. You're allowed up to six in a turn and they are face down traps. Your opponent fails to defend against all of them it's conceivable that he would have to discard up to 30 cards...ouch!

**THE FOUR HORSEMEN WEEP FOR THE WORLD:**

Q: Can any of the Four Horseman use this card. Is this like the Clan Macleod cards for the Highlanders?

A: Yes and Yes

**HUGH FITZCAIRN BAGGER ADVANCE:**

Q: What do you mean by a Female titled Ally card?

A: Any Heather, Anne, Debra, anything with a proper female name in the title of the Ally card.

**KALAS GIGANTI'S MASTERS LUNGE:**

Q: I am lost on this attack, If my opponent gained ability and I pick upper-right, middle, is it a head shot attack?

A: You can make the attack a head shot, if the event Head shot is played along with your attack. Key phrasing is "Can be", which means you must play a card that allows GML to be a headshot. Otherwise it's just a 4 point special attack.

Q: If it's a four point attack, is the attack a power blow?

A: The cards uniqueness is that it's a four point attack without being a power blow. It can be considered a power blow attack if you played a card in conduction with GML that allows it to be so, otherwise it's a four point special attack.

**KALAS HUNTER:**

Q: Is this considered a forced gain for my opponent? Can I then play Kalas GML?

A: On your next turn yes you may. It is considered a forced gain.

**KANIS BEAST OVER MAN:**

Q: Can Nefertiri use her ability to discard to her endurance and then draw up?

A: Yes, she can, but she cannot draw up to replace the cards.

**KANWULF MIGHTY ODIN:**

Q: Which one of Kanwulf's attacking abilities does this card apply to?

A: All three, not his War axe one.

**KATANA MASTER HEADSHOT:**

Q: Holy Molly, do I have to find a defense for both the lower attack and this one combined?

A: No, you only need to defend the Headshot. It's more of a sneak attack.

Q: Can I play if he has a Situation in play?

A: Yes, If your opponent played that Situation on their last turn or you used your ability

Q: Opponent has a situation in play and Katana plays a lower basic attack, and this new Master Headshot card face down, and plays Katana's Taunt for the first attack (opponent can only play a defense from an exertion). Now the opponent is forced to exert for a defense. He exerts and finds a master block, does the headshot still go through?

A: If he successfully BLOCKED from the exertion from the Taunt, this triggers the Mst Headshot. He may not exert to find the defense for the Master Headshot in an exertion if he used one for the Taunt. You must find the defense against both grids or it's over. Thus the one restriction. Key phrasing: Your opponent must play a NEW defense to defend this attack from an exertion. There are cards that permit a second exertion, but if he successfully blocked your Katana Taunt with a Block. He must still play a new defense even if the block covered both attacks.

**KHABUL KHAN DOUBLE ATTACK:**

Q: Another Khan immortal specific card allows me to increase any attack Khan plays by 2 points, if I have all three armors out. Does that mean Double' Attack is worth five points?

A: Yes.

**KRONOS DESPERADO:**

Q: Does this mean if my attack failed I lose 1 ability?

A: No, If for some reason you did not play an attack during your attack phase, you forgot to, couldn't, or chose not to, then you lose 1 ability.

**LUTHER RETRIBUTION:**

Q: Is this a stackable trap card?

A: Yes

**METHOS DEATH:**

Q: Will a single dodge avoid this all or nothing attack?

A: No

Q: Why do I lose 5 ability?

A: Basically you're going through your entire Endurance and playing 10 attacks. You're automatically exhausting when this is played.

Q: Can I discard Nexus to avoid the ability loss?

A: No, The full effect of the card would not allow you to use Nexus.

NAKANO KENDO STRIKE:

Q: Unlike Kalas' New card, Do I have to play a Headshot event with Kendo Strike?

A: No, if your opponent gained ability on his last turn. It's a headshot.

NICK WOLF PERSONA:

Q: Can I look in Wolf's hand if I play Pyramid or Gypsy?

A: No

Q: Can I play his Ranged attacks hidden?

A: Only if specified that you can.

NICK WOLF BACK AWAY:

Q: Why doesn't Wolf have a dodge?

A: He has a Duck, which is a prize card and not in the set.

NICK WOLF BERETTA SPECIAL:

Q: Can I equip two Beretta Specials?

A: If you have a hand icon free, sure why not.

NICK WOLF GUARDIAN ANGEL:

Q: Can I have two in play, does this Stack?

A: Yes, nice to have Amanda as your Guardian

NICK WOLF INTERROGATOR:

Q: If I remove an Honor Bound?

A: Then all Honor Bounds in his hand go as well.

NICK WOLF MASTER HAND TO HAND:

Q: Any three areas?

A: Any three areas.

**NICK WOLF VIGILANTE:**

Q: If I prevented four points of damage directed to me by Police Prevent. How much do I lose?

A: Sorry you lose 4 ability, remember what makes Vigilante harsh is it's now turned Damage loss into ability loss.

**PAUL KINMAN BOURBON'S DEATH STRIKE:**

Q: Since this Trap attack was hidden does Kinman's ability take effect?

A: Only if he does not defend against the attack from his hand. It is considered a Hidden Attack Trap. Once the trap is sprung. He can defend normally from his hand. The player has the advantage of knowing where the attack is once announced. If he does not have the defense in his hand, they cannot exert to find it unless a card allows him to do so.

Q: Can I play it with an upper left attack, and then make BDS an upper left attack as well?

A: No

Q: If I select an upper attack is it a head shot?

A: Yes, but only if you played it with a card that allows it to be a Head Shot. Your opponent will be able to know where the attack is prior to defending against it from their hand.

**SILAS WAR:**

Q: If I blocked, then I remove all blocks or all defenses?

A: Same as the card you defended with. If it was a dodge, then all dodges are removed, blocks, then all blocks, It doesn't mean all defenses

**TALIA PERSONA:**

Q: Talia's new ability allows her to draw cards when you exert. Does this count if your opponent exerts more than once?

A: Yes, she may draw two cards essentially for every exertion her opponent makes. Up to her.

Q: Talia can draw a card if she's forced to discard cards from her hand. What about her endurance.

A: No, only if she discards from her ability. She doesn't have to draw up, its' up to her.

**TALIA DECEPTION:**

Q: If I use up all my Back Aways and my opponent plays Amanda's Seduce. Can I get one of my Back away's back from my discard pile to play against that attack?

A: In example sequence of your scenario, that is correct. You remove Deception, find the Back Away or block in your discard pile and play it to prevent the attack.

TALIA VIGGIANI'S CUT & THRUST:

Q: Can I play Viggiani's Cut & Thrust hidden?

A: Only if the circumstance or something allows you to, and you select it as a Red attack. Specials may not be hidden unless the text allows it to.

Q: Whether I select the gold or red effect, does my opponent still have to defend against both areas?

A: Absolutely!

Q: Does the attack do three damage either way?

A: Yes.

YUNG DOL KIM WEI CHUNG FOIL:

Q: If I fall into this Trap, do I know have to defend all three areas including the basic attack or just the bottom two on Wei Chung?

A: No, it doesn't form a new attack, you just have to now deal with the Foil attack.

GENERIC BONETTI'S DEFENSE:

Q: If I return the Guard that failed back to my hand, may I play another Guard during my defense phase?

A: Yes

GENERIC CHARLES JOHNSON:

Q: In a lean and Mean format, Isn't Charles Johnson dangerous in that it can remove key cards your opponent has in his discard pile?

A: Two of these can cause a lot of trouble if you are able to get one of his defenses in that removal, but remember the key word is random...you don't get to see what your discarding until selected.

Q: Do I select them or does my opponent?

A: Doesn't matter, who ever played the card can select them.

GENERIC HASTY RETREAT:

Q: Does Hasty Retreat nullify Nefertiri's ability?

A: Nope.

GENERIC CIRCUS:

Q: Can I play multiples of Excessive Force, Kirk Matunas, Flurry Strikes, and Dirty Tricks? Can I play 3 Upper Left Attacks with a Battle Rage?

A: No and No, only one of each card.

Q: If my opponent played six different attacks and I only have Back-aways and two Master Blocks, Can I play 4 Back aways and 2 Master Blocks to defend against it?

A: No, only one Back away and one Master Block. You are not permitted to play multiples of Any card, even edges.

#### GENERIC THE DARK AGES:

Q: Does Garfield count since he was a cop or Detective cards?

A: No, only cards with the Police title in the top.

#### GENERIC GIVE KIDS THE WORLD:

Q: How can I get SC Foundation and Give Kids the World?

A: 250 of each card will be provided to each charity. When you make a donation through their sites for whatever promotions they decide to do. You will receive 1 of these promo cards.

#### GENERIC HOLY GROUND:

Q: Does Amanda's attacks become zero in damage points?

A: No, minimum of one means her attacks are worth one, no immortals attacks can be less than one point of damage.

#### GENERIC HYPNOSIS:

Q: Hypnosis basically nullifies a dodge I play?

A: Yes, but your permitted to play another defense.

#### GENERIC LUCY BECKER:

Q: Can I play 6 Lucy Becker's in one turn?

A: Yes you can, your opponent would discard 6 cards, one for each.

#### GENERIC THE NEW MILLENNIUM 2000'S:

Q: Once we flip and both players gain their ability does Millennium leave play?

A: No, Time cards must be forced off the playing field unless it states they are discarded.

#### GENERIC NOT QUITE A MASTER:

Q: Discard this card As written this card is pretty much useless against anyone BUT Crysta (the only place I remember seeing card capturing).

A: There are other immortals that can use it Generics, Corda and Reno, Crysta, Wolf, Khan. A captured card isn't anything that states it's captured. It is any card taken by your opponent and used against you a turn like Kane's ability for example. Capturing falls under the definition of Card Controlling An Opponent's Cards In Play - Only cards that are in play can be controlled. See Handbook on clarity.

**GENERIC POLICE ESCORT:**

Q: Will this completely disarm your opponent, or just one weapon? After 3 turns, this card leaves play. I don't see any indication that your opponent gets to rearm, is this correct?

A: The police have come for you, I don't believe they allow you weapons in jail. However without being so Literal. Police Escort totally disarms you yes...both weapons. You are considered totally disarmed.

**GENERIC THE ROARING 1920'S:**

Q: What if I don't play Roaring 20's right when I say put out Mountain Cave?

A: You then must wait until your next turn and that counts as your one special.

Q: Does Roaring 20's and other Time cards nullify the one special per turn rule?

A: Yes, because that is the uniqueness of the Time cards. If you play your location and then your Time card that is two specials played on one turn, but it must be played immediately.

Q: If I lose my weapon and there are two situations in play, do I get 3 tries to recover my weapon on my turn?

A: Yes, your opponent may also roll three times to disarm you. Works both ways.

**GENERIC S C FOUNDATION:**

Q: How can I get SC Foundation and Give Kids the World?

A: 250 of each card will be provided to each charity. When you make a donation through their sites for whatever promotions they decide to do. You will receive 1 of these promo cards.

**GENERIC UNDERGROUND TUNNEL:**

Q: Since the new rule states I must play a Time card immediately after a location, counting as two specials on that turn. Do I make two exertions?

A: No, even though you're playing two specials, you're actually playing one large special combination. The Time card and Location are considered one combined special. You would make one exertion.

**GENERIC THE UNKNOWN:**

Q: This great new three card plot, If I play a hidden headshot can he play a dodge from his hand?

A: No, must come from an exertion, unless a card permits him to do so.