



**MISSING LINK EXPANSIONS RULE SUPPLEMENT**  
**[UPDATED – JANUARY 29th, 2006]**

The Missing Link Expansions brings new classes of cards that can be played along with usual Highlander CCG cards from Thunder Castle Games. Here is an explanation on how these cards work and how they may be played. If these explanations are not clear enough, you can ask your questions to the designers in the About page on our web site. You may also ask them in the Highlander Mailing list in Yahoo groups.

**PRE-GAME CARDS**

**FACTION PERSONAS :**

Faction Personas are a new type of Pre-Game card. The Faction Persona must be used as one of your Pre-Game cards and it in turn allows you to play two Personas who are members of the Faction in your Pre-Game cards. These Personas combine with the Faction Pre-Game to form one new Persona card, and thus only occupy one Pre-Game slot.

You may then use cards from both Personas for your deck building. You may not however use any Pre-Game cards that would normally belong to one of the two Personas (example - +1, MCBC, etc.) The Faction Personas themselves will have versions of these cards to use. A new Master Card limit may be indicated on the Faction Persona that you must use when building your deck.

During game play, you may use the Persona power and cards of either Persona, but you must declare at the beginning of each turn which Persona you will be using.

**NEW COMBINATION PERSONAS :**

New Pre-Game cards have been introduced in MLE. Formerly called Side Board Personas, these Pre-Games are cards that are played in conjunction with your Persona card before the game begins. These Pre-Games allow you to place certain cards underneath them before the game begins and to access them as the game moves along. Specific rules on what cards can be placed underneath these Pre-Games will be detailed on each card. There may also be cards that can be included in your deck that belong to the Pre-Games. As long as you have the Pre-Game in play, these cards can be used by your Persona.

When a card from underneath one of these Pre-Games is played, it function like any other card. When the card is removed from play (via being swept, countered, discarded, etc.), instead of placing it in your discard pile, the card is removed from the game.

**PRE-GAME CARD / PERSONA COMBINATION :**

A Combination Pre-Game card has text on it that indicates it may be used either as a separate

Persona when building a deck, or it may be played as an additional PreGame in conjunction with a Persona Pre-Game card.

#### MARTIAL ARTS CARDS :

Martial Arts cards are a new class of Pre-Game and In-Game cards designed to simulate an Immortals' knowledge of various forms of unarmed combat. These in-game card will state on the card if they are a Martial Arts card. Martial Arts In-Game cards include Attacks, Blocks and Situations.

#### MARTIAL ARTS RULES :

- Martial Arts (MA) cards are Pre-Game cards and thus will occupy a PG slot.
- You may have more than one MA card as a PG, but each one takes a PG slot.
- MA PG cards modify your Persona and may not be removed from the game.
- MA IG cards may be removed from the game though.
- You must have at least one MA card attached to your deck in order to use any IG card that has MA in its sub-title.
- As some Immortals are more skilled than others in unarmed fighting, they have their own MA IG cards. However, to use these cards they still must have a MA PG assigned to their deck. You can use MA attacks if unarmed.
- MA attacks do no damage, unless specified on the card.
- MA attacks may be hidden.
- MA attacks may be dodged normally.
- MA blocks will not block regular attacks.
- Unless the defender has a MA PG card in play himself, he must discard a block to play a block against a MA attack.

Note that any MA Block that states it may be played against a Dirty Trick also counters the inherent unblockable nature of the Dirty Trick, allowing it to be blocked by the MA Block without further modification; in short, such a MA Block that covers the same grids as the Dirty Trick will successfully defend against that Dirty Trick, irrespective of the unblockable status of the Dirty Trick.

#### PLACES :

Places are a new concept introduced in MLE5 (WWE). A Place card is a pre-game card that signifies a large general location, such as a city. Using a Place card in your deck is indicative of your immortal's local knowledge of his home turf, and provides you with additional abilities. You may have more than one Place in your pre-game area. Place cards may not be removed from the game.

In conjunction with these are Place-specific in-game cards. These work in much the same way as in-game Weapon of Choice cards – you may only put them in your deck if you have the corresponding Place in a pre-game slot. Most of these in-game cards are Locations, but you will occasionally see other types.

At the beginning of the game, all Place cards are turned face down, and are treated as inactive

(i.e. as blank, and their text has no effect). A Place card cannot be activated unless a player plays a card specific to that purpose (e.g. Transportation). When such a card is played, that person may activate a Place of their choice from their pre-game slots. That Place card is turned face up, and any previously active Place card is turned face down (and once again becomes inactive). Any cards already in play that are specific to the previously active Place are now discarded, and any effects resolved before play continues.

Places and Place-specific Locations do not affect the general rules surrounding Locations. That is to say:

- A Location that is not Place-specific can still be played if a Place is active.
- If a Location that is not Place-specific is in play, and a Place-specific Location is played, the previous Location leaves play as usual.
- If a Place-specific Location is in play, and a Location that is not Place-specific is played, the Place-specific Location leaves play as normal.

#### VEHICLES:

A Vehicle is defined to be any Object whose name represents a real life vehicle. With the release of MLE5, this list currently contains Cracker Bob's Scrambler, Duncan MacLeod's T-Bird, Generic Lamborghini, Kenny's School Bus, Kern's Hogg, Lord Byron's BYRON1, Richie Ryan's Bike, and The Kurgan's Cadillac. More may be added in future expansions.

Corde & Reno's Hoverboard and Wings are the exception to this rule, as they are also classified as Vehicles.

#### LOGOS:

You'll notice that the cards have different logos in the corners, primarily to identify sets. Older MLE cards have a stylised 'G' in the bottom right hand corner, and newer cards have a chain with a missing link (for main releases), or a silhouette figure (for Collection releases). In addition to this, additional icons are superimposed over the top of this chain to determine the specific set, usually the code initials of the set (CRC for the Carl Robinson Collection, for example).

Further to these, there are some special icons to come. Currently the only one released is the 'jester' logo, which denotes a joke card. These joke cards have been given a specific logo of their own to easily allow them to be excluded from serious play should tournament organisers etc. wish to.

## IN-GAME CARDS

#### COMBAT TRICKS (Revised on June, 23rd) :

Combat Tricks (or CT's) are a new type of offensive card. They are designated by a Purple Grid. Combat Tricks do no damage when played, but they can have other effects on the game. They are not attacks, defenses, Specials, or Edges.

Combat Tricks have the same limitations as Special Attacks: they cannot normally be made Hidden, turned into a Power Blow, or played from an Exertion.

### COMBAT TRICK RULES :

You may play one Combat Trick from your hand each turn, during your Attack Phase. You play any and all Combat Tricks first, then any and all attacks. A Combat Trick is not modified by any card that modifies attacks, because it is not an attack. For instance, a Dueling Ground does not allow you to play two Combat Tricks. Combat Tricks are not restricted by the last defense you play. Defenses still restrict attacks normally.

Combat Tricks may be defended against exactly as you would defend against an attack. A single defense will still cover multiple Combat Tricks in the same manner as multiple attacks. A defense used against a Combat Trick may carry over and defend against an attack.

### UNEXPECTED CARDS :

Introduced in the Four Horsemen expansion with Unforeseen Event, we have expanded on the concept of an "unexpected" card. There are now Unexpected Events, Situations and Locations. Unexpected cards are placed into play as soon as they are drawn, and even if there are cards preventing the play of Specials, as these cards are not being "played" in the traditional sense as they never enter your hand.

Yet there is a big difference between the Four Horsemen Unforeseen Event and MLE Unexpected cards : there can be only one card of each type in play. For instance there cannot be two Unexpected Events or two Unexpected Situations in play at the same time. They are automatically replaced by the next Unexpected card of the same type as soon as this card is drawn and put into play (exactly like Locations). If any player draws a new Unexpected Situation, then the Unexpected Situation already in play is discarded and the new Unexpected Situation is put into play under his owners control.

If any player draws more than one Unexpected card during his draw/discard phase, then they are put into play one after the other. If two Unexpected Events are drawn then, the second one replaces the first. Moreover, contrary to "basic" events, Unexpected events effects are not triggered until no more new U.Event can be put into play. Here is the timing of Unexpected cards resolution :

A - during your turn and discard/draw phase, you may draw unexpected cards and put them into play. Yet they are nullified until the end of your draw/discard phase. So their effects is still pending and it is not triggered. If you draw a second Unexpected card of the same type, then the previous one is discarded and it is replaced by the new Unexpected card which is also nullified until the end of your draw/discard phase.

B - At the end of the draw/discard phase, Unexpected cards that are still pending are activated and their effect is triggered. You cannot have more than one of each card type in play at this time.

Unexpected Events - As soon as a card classified as an Unexpected Event enters your hand, it must be declared and placed into play. This is not considered to be playing a Special by your or your opponent.

Unexpected Situations - As soon as a card classified as an Unexpected Situation enters your hand, it must be declared and placed into play. This is not considered to be playing a Special by you or your opponent. There may only be one Unexpected Situation in play for both player. Once the card enters play, follow the directions on the card, and continue play as normal afterwards. Unexpected Situations are legal targets for any card that target normal Situations. An Unexpected Situation can be removed from play by Police, or it can be nullified by Focus.

Unexpected Locations - As soon as a card classified as an Unexpected Location enters your hand, it must be declared and placed into play. This is not considered to be playing a Special by you or your opponent. There may only be one Unexpected Location in play for both player. Once the card enters play, follow the directions on the card, and continue play as normal afterwards. Unexpected Locations are legal targets for any card that target normal Locations. An Unexpected Locations can be removed from play by Illusory Terrain, can be nullified by Reconnaissance, or it can be replaced by another Location. An Unexpected Location will replace any normal Location that is currently in play.

#### GENERIC DODGES :

Generic Dodges have now been introduced. These function basically the same as did Immortal Specific dodges. However, you will notice that there is a high cost attached with the use of the Generic versions.

#### DUAL CARDS :

Dual Cards are just like normal Persona or Weapon Of Choice cards, with one exception. In the sub-title where you would usually find the name of one Persona or Weapon, you will find two. As such, either Persona or Weapon listed there may include the card in their deck and play it as normal.

### MLE ERRATA'S & CLARIFICATIONS

#### ERRATA :

##### AHRIMAN PRE-GAME

(Added - Ahriman modifies your Persona and may not be removed from the game; clarified what happens to Nemesis if removed from play)

You may play Ahriman in conjunction with your Immortal Persona PreGame. Ahriman modifies your Persona and may not be removed from the game. You may place Nemesis cards underneath Ahriman. At any time, you may remove a Nemesis card from underneath Ahriman and put it into play. For every two Nemesis cards put under Ahriman beyond the first your Master card limit is reduced by 1. When a Nemesis card is removed from play, instead of placing it in your discard pile, the card is removed from the game.

##### AMANDA

(change of punctuation)

Thief's Plan  
Edge, R3

Play in conjunction with Steal. If the first card drawn is an Immortal specific card, place Steal and Master Thief back into your hand.

ANDRE KORDA

(added – Restriction and Signature)

Mysterious Technique

Attack, S3

You may play this card face down along with two other attacks. These attacks are not considered Hidden and none of them may be a Power Blow. Your opponent chooses one of the three cards and all three are immediately revealed. If he does not choose this card, then the chosen attack cannot be blocked or dodged, and the other two cards return to their owner's hand. Any Edge or Special cards played in conjunction with them are discarded. If your opponent chooses this card, then discard the other two attacks and any cards played in conjunction with them.

DARIUS PERSONA

(added the gridded card condition)

You may include in your deck Reserved cards from two Personas that are allowed less than 6 Master cards. You must start with these two Personas cards as pre-games, but they serve only as a reminder of the Reserved cards you are using, and provide no other benefit. You may only play a gridded card from another Persona if you choose not to play a Special. You may not play any Head Shot unless your opponent has less than 2 Ability. You may have up to 7 Master cards.

Darius Combination

(Add to the card "If you do not play a Special card this turn you may play this card.")

Edge

Signature 2

You may play an additional attack this turn. If you do not play a Special card this turn you may play this card. Blocks will not defend against consecutive attacks this turn.

Darius Master's Chronicles

(Made it a discard to use card)

Object

Signature 2

Discard this card from play when you wish to do any of the following : You may discard a Special card from your hand to counter a master or signature card as it is played. If you do not play a Special card from

your hand this turn, you may discard a Special card from your hand to discard a Master card in play.

JIN KE

Jin Ke High Kick

(Made special attack, condition on losing standing defenses)

Special Attack (UC,MC)

Reserved 3

If this is the only attack you play during your turn, your opponent cannot make an Exertion for a defense during his next turn. If this attack is successful, both players lose all standing defenses.

### JACOB KELL

Kell Scare

(Target only A,B, or P Situations)

Ignore the effect of any Ally, Bystander or Pedestrian Situation this turn or remove any Ally, Bystander or Pedestrian Situation from play.

Posse Member - Manny

(Clarified where the Ally can be removed from and where the Posse member comes from)

You may not play this card if your opponent is Manny. Remove one Ally in play from the game for every Posse Member you remove from the game from play. They may only be one Manny in play.

### FAITH PERSONA

(Changed to require cost for use of power, limit to once per turn, target only opponent's reserved cards)

Once per turn, you may discard a Special card from you hand to take any Reserved card in your opponent's discard pile. You may play that card this turn. The card returns to your opponent's discard pile after being swept, countered, discarded or removed from play, or if you do not play it this turn. You may have up to 4 Master cards.

### MARTIN HYDE

Pleasure Of The Hunt

Situation R3

Each time your opponent plays a Master card, you may either burn five cards from the top of your Endurance to counter the card and remove it from the game, or choose a card at random from his hand and discard it.

[Clarifies when the events are occurring and if it is an exertion on your opponents turn.]

### KIT O'BRADY

Persona

If you discard up to 2 cards in order to modify a die roll, you may only one die roll in this way. Eg. If using Influence, you may not discard 2 cards in order to modify each die roll you make during your turn, but may only modify one single die roll due to your persona ability. By the same token, you cannot discard 2 cards in conjunction with your persona power in order to modify two separate die rolls by 1 in 6 during your turn.

Additionally, remember that all die rolls to be made during a single player's turn are made by the current player only, even if the effects of an opponent's card are being resolved by way of a die roll. Therefore, since this means Kit does not roll the die during his opponent's turn, he may not modify die rolls made by his opponent, even if it's Kit's cards being resolved.

### NICK WOLFE PERSONA

(clarified WoC PG allowed; discard special for a ranged attack; added "cannot become armed" as opposed to "may not become armed")

You must begin the game unarmed. Nick may start the game with a Weapon Of Choice in a Pre Game slot. However, it must be played face down to indicate being disarmed. You may once per turn designate a basic Attack in your hand to be a one point damage Ranged Attack. When played, it is played as a Ranged Attack with all conditions of a Ranged Attack. You must discard a Special Card from your hand in order to play this Ranged Attack. You may play this attack even if you are disarmed. You cannot become armed unless Learn Fast is in play. You may have up to 4 Master cards.

## RAMIREZ

Juan Sanchez Villa Lobos Ramirez

### PERSONA

"Greeting. I am Juan Sanchez Villa Lobos Ramirez, chief metallurgist to King Charles the V of Spain...and I am at your service."

"You may play this card as a non-Persona Pre-Game. This card modifies your Persona and may not be removed from play. Once per turn, you may look at and use the top two cards of your Endurance as if they were in your hand.

You may play this card as your Immortal Persona Pre-Game. You may play an additional attack if that attack is a slash. You may make 3 or 5 card exertions and must announce the size of your exertion before doing so. You may attack normally to any area you just blocked. You may include up to 7 Master Cards.

[clarified the looking at top cards of endurance is a once per turn thing]

## Off Balance

### Situation S3

When this card enters play, you may make an exertion to take 3 cards at random from your opponent's hand and place them under Off Balance. Your opponent may make an exertion during his turn to return all cards to his hand and to discard this card. You may only have 1 Off Balance in play.

[clarified when Player A gets the benefit of Off Balance and clarified what happens to player B if they want to counter it]

## Expert Thrust

### SPECIAL ATTACK (MC)R1

Your opponent may not play a defense from his hand against this attack. This attack does 3 points of damage.

[removed "may not be a power blow" as it was redundant]

## GENERICCS

Hans Kershner

### Event 6

You may include this card in your deck when you have a Weapon Of Choice pre-game card in play. For each Hans Kershner card you have in your deck, you may have one Weapon specific card from another Weapon of Choice in your deck. Hans Kershner must be played in conjunction with the weapon-specific card. Card restrictions still apply.

[Clarification of card that can be added to deck]

### Holy Ground

#### Unexpected Event

Both Players shuffle their discard pile back into their Endurance. Whenever this card enters your discard pile, it is removed from the game.

[Last line of text added]

### Run Down

#### Special Attack, 2 (---/XXX/XXX)

This attack is unblockable and a Power Blow. If this attack is successful, there is a 3 in 6 chance your opponent becomes Prone and you take 2 damage. This is considered a Vehicle attack.

[Last line of text added]

### Sideswipe

#### Special Attack, 2 (X--/X--/X--)

This attack may not be blocked. If successful, your opponent has a 3 in 6 chance of being knocked Prone. This is considered a Vehicle attack.

[Last line of text added]

### Sideswipe

#### Special Attack, 2 (--X/--X/--X)

This attack may not be blocked. If successful, your opponent has a 3 in 6 chance of being knocked Prone. This is considered a Vehicle attack.

[Last line of text added]

### Superior Tactics

(restricted to 2)

#### Combat Trick (MC)

2

No Edge card may be played until this Combat Trick has been resolved. If successful your opponent cannot play any Edge cards his turn.

### Unplanned Situation

#### Unexpected Event

Both players must overturn cards from their Endurance until they find a Situation that can legally be played. The card is placed directly into play. All other cards overturned are reshuffled into the players Endurance.

[Clarification of card intention]

### Foresee the Unexpected Situation

While this card is in play, each player may have one Unexpected Situation in play. Any Unexpected Situations placed by either player replace their current Unexpected Situation, not their opponent's. If this card leaves play, all Unexpected Situations in play are also discarded without effect.

[Clarification of card intention]

## CLARIFICATIONS :

Please note the difference between Clarifications and Errata =

Errata, the card has been fundamentally changed in some way, shape or form from its original intent or version.

Clarifications, the card still works the way it originally was written. However, the intent may not be exactly clear due to grammar, text, language (half of the MLE team is from France and words some times get lost). As such, these cards are listed with slightly clearer text that was originally published. However, please not again, the card has not been changed from its original form.

Jin Ke Lightning Fast

Should read : "all non-special attacks you play this turn are considered Hidden."

Final Slice

Should read : "and your next basic upper attack next turn is considered a Head Shot."

Darius' Duck

Should read : "Nullify any Special or Edge card that would prevent you from playing this card."

MLE1 Ramirez Pre-Game

\* If played as a Persona, you can borrow one Immortal Specific card from each immortal (reserved or not) OR you can used Master cards (reserved or not) from all immortals. Ramirez doesn't allow you to use Signature cards.

\* If played as a non-Persona PG, Ramirez should read : Once per turn, you may look at the top two cards or your deck. Until the end of your turn, if these cards still are on the top of your Endurance, you can play them as if they were in your hand.

Faith Seduce

Should read : "You may look through your opponent's endurance...".

Graham Ashe Lightning Strike (Both)

Should use the same wording as the Katana WoC Lightning Strikes.

Korda Mysterious Face

"If successful, your next Slash does an additional damage".

This card cannot be played in combination with Mysterious Technique because the later uses only attacks and not Combat Tricks.

Teachers Field

Should say, "Each player must make an exertion during their next turn."

Explosion

Should say, "All players lose one Ability. All players discard all Standing Defenses they have in play."

Don't Follow The Rules

Should read, "Whenever a player makes a successful combat trick, they may remove the top card of their opponent's Endurance from the game."

#### Abandoned Field

Should read the same as Jin Ke's Man of Honor: "While on the Abandoned Field, no player may become disarmed or have his weapon broken. No cards that would disarm a player or break his weapon may be played."

#### Nail Studded Bat

For Clarification, "You may make any attack a Power Blow without an Exertion. You may only make a Head Shot using a card with the sub-title Nail-Studded Bat."

#### Nail Studded Bat Swing For Fences

Clarified "If you do not play a Special Card during your turn, and the attack is successful, this attack is a Head Shot."

#### Duncan's Connor

Should read, "You may not play this card if your opponent is Connor MacLeod. While this card is in play you may make an extra non-special attack each turn. You may make this attack even if there are cards in play that prevent you from playing multiple attacks."

#### Connor's Duncan

Should read, "You may not play this card if your opponent is Duncan MacLeod. While this card is in play you may make an extra non-special attack each turn. You may make this attack even if there are cards in play that prevent you from playing multiple attacks."

#### Cracker Bob Persona

Should read, "If you do not play a Special card this turn, you may make a Power Blow without an Exertion. If you do play a Special card, your opponent must discard the top card of his Endurance for each block he plays. You may include up to 4 Master Cards."

### FAQ's

Q - With the new errata on Holy Ground, if I over turn the Holy Ground during in an Exertion, do I still have to remove it from the game?

A - Yes, you do. The card now says "Whenever it enters your discard pile...", so if it goes into the discard pile because it was swept or from an exertion, it is removed from the game.

Q - Does Darius using the two Persona's as Pre-Games count against his Pre-Game limit?

A- Yes they do.

Q - Can I use a +1 Master Darius or other Darius Pre-Game with the Darius Persona?

A - Yes, as long as you do not go over your limit of six cards with the title "Darius."

Q - If I use Korda's Deadly Fan to make an attack a slash, is it still considered a basic attack?

A - No. The attack loses its status if you will of being a basic attack when you modify it.

Q - Jacob Kell (US Version) says for each Quickening I use, I get another Pre-Game slot as long as I use it for Quickenings, up to five. Does this allow me to use more than 6 Quickenings, breaking the "six card title limit"?

A - Yes. Jacob Kell's power allows you to break the normal rule of no more than six of any one card title. You thus could have up to 10 Quickening associated with a Jacob Kell (US) deck.

Q - Do I have to declare at the beginning which of my Quickening are additional when using Jacob Kell (US)?

A - Yes, you must declare which Quickenings are additional, as well as which Quickenings are tied to which.

Q - The Jacob Kell Persona back that is in French...what does that say?

A - The French language back for Jacob Kell translated says the same thing as the Jacob Kell (Europe) version.

Q - Graham Ashe says I can include two card titles from Ramirez and Duncan MacLeod. Does that mean two from each of them?

A - No. Ashe may include two card titles total. So, it could be two from Duncan, or two from Ramirez or one from Ramirez and Duncan.

Q - If I include say Duncan Slash (Left) and Ramirez Slash (Right) with Ashe, do I get to include just one of each of the cards or do I get to include the restriction value of each?

A - You may include up to the restriction value of the card title you choose from them. You may not use Darius to increase the restriction value of these cards though.

Q - Can I use a Signature card from Duncan or Ramirez with Ashe?

A - No, he cannot.

Q - Can I use Clan MacLeod cards if I am using the Highlanders Faction Persona?

A - Yes. The Highlanders is to be considered a member of Clan MacLeod, and can therefore use Clan MacLeod cards.

Q - Can I use Signature cards for the component personas of a Faction?

A - No, unless the Faction specifically allows it. For example, if using the Highlanders faction, you could not use Signature cards from either Duncan or Connor, but you could use Signature cards from Clan MacLeod, since the faction allows so (see above).

Q - If I am using two personas in a faction, and I have a Dual Persona Signature card that is usable by both of my faction personas, can I include it in my deck?

A - No. Your persona is the faction card, not either of the two component personas. Therefore, even though you are using the powers of those two personas, you are not using the

personas themselves, and as per the usual Signature rules you cannot include Signature cards from other immortals in your deck.

Q – What about Michael Moore / Quentin Barnes?

A - Michael Moore / Quentin Barnes is \*not\* a Faction. He uses similar mechanics, but is considered a persona in his own right. He may therefore use Signature cards specific to Michael Moore, Quentin Barnes or both.

Q - Does Korda's power allow him to nullify Situations as well as ignore them?

A - No. See the TCG rulebook for a full explanation of ignore vs. nullify.

Q - Can I use Korda's ability in my Must Do phase?

A - No. As an optional power, Korda's ability is a "may do" and thus cannot be used any sooner than the "may do" phase of his turn.

Q - If I have Honor Bound in play or have played a Renee Delaney, unexpected cards still can be "played" correct (if they are drawn in you draw/discard phase)?

A - Not exactly, but you are on the right track...technically, the Unexpected card never enters your hand. It merely goes directly into play. Thus you are not playing the card. So, it can not be stopped by cards such as Renee or HB.

Q - What happens if I put a discard-to-use Situation or Object into play via an Unexpected card, but I didn't "play" it it? Does this mean I can discard it immediately?

A - Regardless of how a discard-to-use card enters play, the opponent still gets a chance to play one card before you can discard it.

Q - What happens if I have simple mind in play and you have a Watcher Fair Fight in play and you draw an unexpected situation? Do you play the USituation and then remove the fair fight? What happens if I draw the unexpected situation?

A - No...The same thing that occurs under normal circumstances if you had a Focus. You play the Focus on your turn against his Simple Mind. At the end of the turn, Focus goes away and you have to get rid of one of your Situations. A similar event would occur here. You have a Situation already in play (the one allowed by Simple Mind). If an Unexpected Situation were to enter play, you would have to decide which of the two situations you would have remain in play and discard the other.

If your opponent draws the Unexpected Situation, it must be discarded as he already has Simple Mind in play.

Q - When you draw up and get an unexpected situation, you have to play it. Does this mean you can keep going and continue to draw up-thus replacing the unexpected situation you just played? Thus you could make a combo deck and just fill in the non basic, non defense and non combo cards with unexpected events and you could accelerate your deck? ie have 9 attacks, 6 defenses and say 6 cull the weak with Khan. Fill the remaining card slots with unexpected situations, events etc. Does this sound abusive to you?

A - Not exactly, if I am following you correctly. On your turn, say you are to draw 6 cards. Card number 3 you draw is an Unexpected Situation. It enters play immediately, but

never enters your hand. You continue to draw up. However, you did draw the card from your draw pile. Thus you can draw only 3 more cards to finish your draw. You will then end up with only five cards in your hand. Unexpected cards are not complete "vapor" in terms of size - they will affect your deck and draws. You cannot continue to draw and replace them as you go, as you may only draw the set amount of cards allowed when you start drawing.

Q - If I draw the card titled Unplanned Situation, if the first Situation I find has requirements to play it, can I put it into play and ignore the requirements? For example, can I put six Darius/ig, six

Forethoughts, and six Unplanned Situation Events in my deck. Then draw the Unplanned Situations for the most part, put the Forethoughts directly into play, and cycle out the Darius (probably with Master's Strat) and most likely never have to use them to play the Forethoughts!

A - No. You must meet all of the legal requirements of the card to play the Situation. If you had the Darius in your hand, you could do it.

Q - If I am using Ian Bancroft with the Darius Persona, can I use Ian to get one of Darius' cards?

A - No. Ian says you may retrieve "Darius" and put it into your hand. This refers to the generic Darius card.

Q - Can I use Kane/Faith/Nakano/Methos or their cards to steal one of my opponents Martial Arts cards?

A - Yes and no. MA cards state specifically in the rules that you must have a MA PG card associated with your deck to be able to use them. So, if you are using a MA PG in your deck, then yes you can steal one of your opponents cards and use it. Otherwise, no you cannot.

Q - What about Richie's Master's Attack? Can it copy a MA attack?

A - Yes it can, because it is only duplicating the affect and grid of the attack, not the card title itself.

Q - Will any of the Alertness work on Combat Tricks? What about Holy Ground?

A - The "Super" Alertness ones will, as they state on the card "or if he has any cards in play which prevent you from playing a block/dodge from your hand." The early versions of Alertness only refer to attacks, and thus do not cover CT's. There are two Alertness cards that were released as Promos for MLE that do directly target CT's.

As far as Holy Ground, the only one that will work on CT's is the MLE Promo version.

Q - The Four Horsemen War card does not say "This card is not considered an Ally." Does that mean he is?

A - No, War is not an Ally. War was originally released as a promo, and the remaining Horsemen cards were changed afterwards.

Q - The Xavier card Gas Mask talks about Poison Lighter. What card Poison Lighter?

A - Poison Lighter is a card for Morgan D'Estaing. He was released as a late edition to the MLE Universe after the SOI cards came out.

Q - Can the Dark Duncan use Clan MacLeod cards? What about cards for Duncan MacLeod?

A - No. The Dark Duncan is not a MacLeod Persona nor is he Duncan MacLeod.

Q – Can Kuyler use Acrobat to modify a 3-grid dodge (such as his Duck or Jump) and bypass dodge limitations of such cards as The Circle?

A - No. When Acrobat is played, it modifies the dodge as it is put into play, not once it has been played. Therefore it violates the restrictions of The Circle, and cannot be played.

Q – Can an attack that does no damage (as opposed to 0 damage) be a Head Shot?

A – Yes. There is no requirement that an attack does damage to cause a head loss - Fitzcairn is proof of that as nobody has ever claimed that if a Head Shot attack on him that would only do two damage was entirely negated if he prevented all the damage.

Q - Some cards, such as Dismember or Xavier's Black Van reduce my number of available Hands. What does this mean, and how does it affect me?

A - All immortals begin the game with 2 Hands. Normally, these Hands are used to hold your Weapon of Choice (always at least one Hand), but are sometimes required to make certain attacks (such as Choke, or Ranged attacks). Therefore, if you lose the use of one Hand, your choices are limited accordingly: you cannot use a 2-Handed Weapon of Choice, or play cards that require a Hand icon whilst armed with a 1-Handed Weapon of Choice.

Q - I'm using a 2-Handed Weapon of Choice, and my number of Hands is reduced to one. What happens?

A - Since you can no longer 'hold' the Weapon of Choice, it is turned face down and you are considered Disarmed.

Q - I'm using 2 1-Handed Weapons of Choice, and my number of Hands is reduced to one. What happens?

A - Since you can no longer 'hold' both Weapons of Choice, you must choose one to be turned face down.

Q - I'm using a 2-Handed Weapon of Choice, and my number of Hands is reduced to one, but I have a card in play that allows me to use a 2-Handed Weapon of Choice as 1-Handed. What happens?

A - Since you are only 'holding' the Weapon with one Hand, you may continue to use it as normal. However, if the card allowing you to use the 2-Handed Weapon of Choice as 1-Handed leaves play, you can no longer 'hold' the Weapon of Choice, so it is turned face down and you are considered Disarmed.

Q - What do MLE, MLC, SOI, RC & DDC mean?

A - MLE stands for "Missing Link Expansion" . The sequel MLE2 or MLC stands for "MacLeod Chronicles." SOI was the third expansion and means "Soldiers Of Immortality." The last two dealt with the 2 MLE Collections - "Ramirez Collection" and the "Dark Duncan Collection." Others you may hear reference to are BIA (Brothers In Arms [set 4]), WWE (World Without End [set 5]), HHM (Heroines & Holy Men [set 6]), MMQB (Michael Moore/Quentin Barnes [collection], CRC (Carl Robinson Collection [collection]) and CCM (Connor MacLeod Collection [collection]).