

# 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) Player with most Lost Souls picks who goes first

### Outline of a turn:

**Draw Phase-** Draw 3 (except on first player's first turn)

**Upkeep Phase-** Complete upkeep actions, if any (card specific)

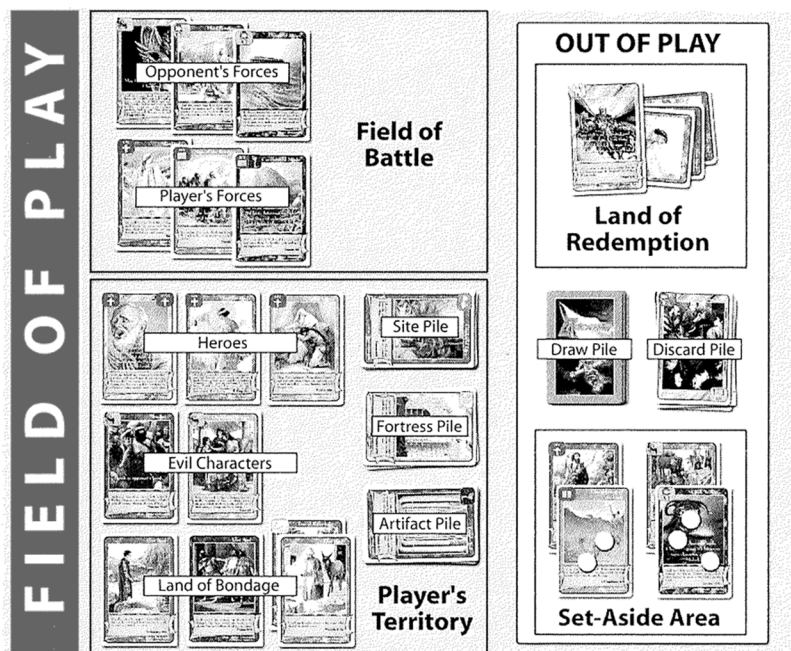
**Preparation Phase-** May put any number of characters into territory. May play Set Aside enhancements, Healing enhancements, Territory Class enhancements, place Weapon Class enhancements, Fortresses, Sites, place characters into Fortresses, place Lost Souls into sites, may place Artifacts face down, activate an Artifact

**Battle Phase-** Hero may make a rescue attempt or battle challenge. Opponent's Evil Character may block.

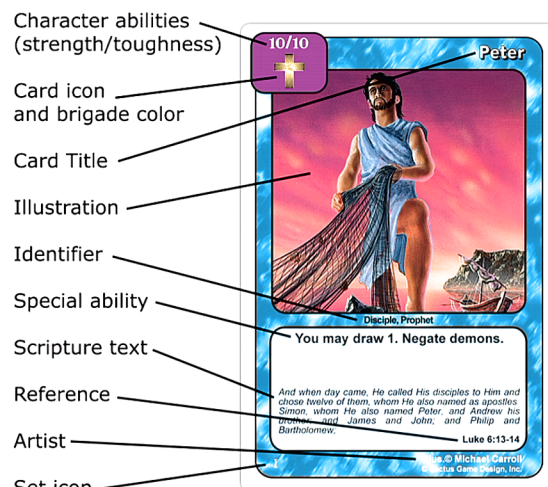
**Battle Resolution-** Determine battle outcome. Warrior class characters may retain a weapon of matching brigade and alignment remaining in battle.

**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.

### Player's Card Arrangement



### Anatomy of a Card



Note: The card above has abilities (numbers) of 10/10. The first number is the **strength** of Peter. The second number is the **toughness** of Peter.

### Card Types:



Artifact



Covenant



Curse



Good Dominant



Evil Dominant



Dual Alignment Enhancement



Evil Character



Evil Enhancement



Fortress



Good Enhancement



Hero



Lost Soul



Site



Territory Class



Warrior Class Character



Weapon Class Enhancement

Online Resources: • cactusgamedesign.com • cactusforums.com  
• cactusgamedesign.com/downloads/ - Rulebook and the Redemption Exegesis Guide  
• redemption.wikia.com/wiki/Redemption\_Wiki • landofredemption.com