



# WARHAMMER<sup>®</sup> INVASION<sup>™</sup> THE CARD GAME

## WARHAMMER: INVASION FAQ 2.2

This document contains the card clarification and errata, rules clarifications, timing structure, and frequently asked questions for *Warhammer: Invasion The Card Game*. All official play and tournaments will use the most recent version of this document to supplement the most recent *Warhammer: Invasion The Card Game* core rulebook. Changes have been noted in **red** text.





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# Card Clarification and Errata





This section contains the official rules clarifications and errata that have been made on individual cards or sets in *Warhammer: Invasion The Card Game*. The errata on any individual card always applies to all reprinted versions of that card. This section also lists tournament restricted and banned cards.

## GENERAL

All instances of “After your turn begins” should read “At the beginning of your turn.”

All instances of “after” in card text boxes should read “when.”

All instances of “damage dealt” and “damage assigned” and “damage just assigned” on cards that redirect damage should read “damage that would be dealt.”

All instances of “If you control a non-[faction] card...” should read “If you control a faceup non-[faction] unit or support card...”

### Most Recent Printing

In the case where an LCG card is reprinted with updated errata text in a later printing, the most recent printing is the legal version of the card. All older LCG printings are assumed to be updated with the errata text. When in doubt over two versions of a card, the most recent printing can be identified by the copyright dates on the cards in question. FFG will see that all LCG reprints with updated errata text are also recorded in the FAQ.

## CORE SET

### 08 Dwarf Cannon Crew

Should read: “**Forced:** When this unit enters play, search the top five cards of your deck for a support card with cost 2 or lower. You may put that card into this zone. Then, shuffle your deck.”

### 30 The Greatswords

The Greatswords “Forced” effect does trigger when they enter play.

### 34 Warrior Priests

Should read: “Redirect 1 damage assigned to this unit each turn to one target unit in any battlefield. *(If there is no valid target, the damage is assigned to Warrior Priests.)*”

### 39 Church of Sigmar

This effect applies to all units a player controls (in play, out of play, and entering play) since the Church of Sigmar modifies the opponent and not the units themselves.

### 45 Twin Tailed Comet

When copying a tactic with a variable cost (X), X is defined as 0.

*Example: Tom plays Flames of Tzeentch, paying 2 and dealing 2 points of damage to one of Kris's units. If Kris plays Twin Tailed Comet to copy Flames of Tzeentch without paying its cost, X is defined as 0 in the copied effect. This means that copying Flames of Tzeentch would deal 0 damage.*

### 47 Franz's Decree

Should read: “**Action:** Target unit cannot be declared as an attacker or defender.” If a unit is already attacking or defending, Franz's Decree does not change its status.

### 62 Urguck

“During your capital phase, you may spend damage on this unit as though it were resources” means that any damage tokens on Urguck during the capital phase can be removed, and for each damage removed, the controlling player is considered to have spent 1 resource.

### 98 Shrine to Nurgle

Should read: “*Kingdom.* **Forced:** When an opponent's unit is dealt combat damage, corrupt that unit.”

### 105 Slaanesh's Domination

When playing a tactic with a variable cost (X), X is defined as 0.

### 116 Warpstone Excavation

Should read: “Limit 1 per deck...”

## CORRUPTION CYCLE



### 17 Warp Lightning Cannon

Can be played on an already corrupt unit. The “corrupt that unit” effect is cancelled.



### 27 Repeater Bolt Thrower

Should read: “*Battlefield.* **Action:** Spend X resources to deal X indirect damage to target opponent. X is the number of your developments in this zone. (Limit once per turn).”



### 37 Zealot Hunter

Should read: “**Forced:** When this unit enters play, destroy target unit that does not share the racial affiliation of its controller's capital.”



### 55 Rat Ogres

Should read: “**Action:** At the beginning of your turn, restore all Skaven units.”



### 64 Vigilant Electors

Should read: “...It then counts as an Attachment support card with the text “Attached unit is destroyed at the end of its controller's turn.”



### 76 War Hydra

Should Read: “...**Forced:** Each time this unit is assigned 1 damage, remove a resource token from this unit to cancel that damage. Then, add 1 resource to your pool.”



### 77 Reaper Bolt Thrower

Should read: “*Battlefield.* **Action:** Spend 2 resources to deal 2 indirect damage to each opponent. (Limit once per turn.)”



### 79 Deathmaster Sniktch

Should read: “**Action:** Corrupt this unit to destroy one target unit with fewer hit points than the number of Skaven cards in play.”





### 85 Runefang of Solland

Should read: "...**Action:** Sacrifice attached unit to lower the cost of the next non-*Epic Spell* tactic you play this turn to 0."



### 115 Blessings of Tzeentch

Should read: "**Action:** Sacrifice a unit. If you do, you may reveal the top five cards of your deck. Randomly choose a unit revealed this way and put it into play (you choose which zone). Then, shuffle the remaining cards into your deck."

## ASSAULT ON ULTHUAN EXPANSION



### 13 The Glittering Tower

Should read: "*Kingdom.* Whenever you heal a unit, deal 1 damage to one target unit or one target section of an opponent's capital."



### 19 Asuryan's Cleansing

Should read: "**Action:** Cancel and discard target unit or support card just played unless its controller spends all resources in his pool. (*If no resources remain, opponent can spend 0 resources to spend 'all'.*)"



### 36 Altar of Khaine

Should read: "*Kingdom.* If one of your units would be destroyed, you may spend 1 resource to instead return it to its owner's hand."



### 46 Gold Wizard Acolyte

Should read: "Battlefield. **Action:** When this unit attacks..."

## ENEMY CYCLE



### 18 Order in Chaos

Should have the "Limited" keyword.



### 25 Wilhelm of the Osterknacht

Should read: "... **Action:** When this

unit attacks, move one target unit from the defending zone to another zone controlled by the same player."



### 49 Return to Glory

Should read: "**Action:** If a unit is questing here, discard X resource tokens from this card to put into play a unit in your discard pile into any zone. (Limit once per turn.)"



### 81 Duregan Thorgrimson

Duregan and the target unit deal damage to each other simultaneously. Should read: "...**Action:** At the beginning of your turn, this unit and target unit deal damage to each other equal to their power."



### 97 Offering to Hekarti

Offering to Hekarti is Unique.

## MARCH OF THE DAMNED EXPANSION



### 9 Garden of Morr

Should read: "... **Forced:** When one or more units are destroyed, put a resource token on this card."

## MORRSLIEB CYCLE



### 11 Eataine Harbour

Should read: "Units in a zone with no developments lose all Actions and Forced Effects."



### 49 Voice of Command

Should read: "**Action:** Until the end of the turn, when you play a tactic, you may spend 1 resource to return it from your discard pile to your hand at the end of the turn."

## LEGENDS EXPANSION



### 40 Monster of the Deep

Should read: "**Action:** Corrupt this unit to..."



### 45 Track the Prey

Should read: "**Action:** Target unit you control gains Savage X until the end of the turn..."



### 51 Protective Spites

Protective Spites prevents all damage dealt to the attached unit with the removal of a single resource token.

Should read: "... If attached unit would be dealt damage, you may remove a resource token from this card instead."

## CAPITAL CYCLE



### 58 Chakax

Should read: "**Action:** When a unit with Savage enters play under your control..."



### 82 Fists of Mork

Should have the "Limited" keyword.



### 83 Pigeon Bombs

Should have the "Limited" keyword.



### 84 Convocation of Eagles

Should have the "Limited" keyword.



### 104 Werner Ludenhof

Should read: "**Action:** Move this unit onto a quest you control (limit once per turn.)"



### 109 The Imperial Zoo

Should read: "... **Action:** Spend X resources to put a resource token on this card (limit once per phase.)"




### 112 Doubling of the Guard

Should have the "Limited" keyword.

## BLOODQUEST CYCLE



### 6 The Unending Horde


Should read: "**Action:** Spend X resources to put all  units attached to this card when this Action was triggered into play in your battlefield..."





### 10 Gathering the Winds


Gathering the Winds is Unique.





 **38 Snotling Invasion**  
Should have the "Limited" keyword.

 **50 Red Arrow Coach**  
Should read: "...That unit may then move onto a quest in that zone, if able. (Limit once per turn.)"


 **56 Drakenhof Castle**  
Should Read: "Undead only."


 **57 Arcane Power**  
Should have the "Limited" keyword and read: "If you control a legend or *Artefact* support card, return target card (other than an Arcane Power) from your discard pile to your hand."


 **108 Temple of Ulric**  
Should read: "**Action:** Move all resource tokens and questing units from the target quest to the new quest (limit once per turn.)"

 **90 Mage of Loec**  
Should read: "**Action:** Discard a quest from hand or turn this unit into a development to cancel an Action just triggered."

## ETERNAL WAR CYCLE


 **20 Muster for War**  
Should read: "Limit 1 per deck..."

 **48 Devoted to Taal**  
Should have the "Limited" keyword.

 **120 End Times**  
Should read: "Limit 1 per deck..."

## RESTRICTED LIST


The following cards are restricted for **head to head** LCG tournament play. A player may select 1 card from this restricted list for any given deck, and cannot play with any other restricted cards in the same deck. A player may run as many copies of his chosen restricted card in a deck as the regular game rules allow.

 **10 Dwarf Ranger**


 **49 Judgement of Verena**

 **119 &  57 Innovation**

 **116 Warpstone Excavation**

 **2 Mining Tunnels**


 **5 Derricksburg Forge**


 **42 Reclaiming the Fallen**


 **63 Friedrich Hemmler**

 **7 Rodrik's Raiders**


 **37 Sacrifice to Khaine**


 **53 Sorcerer of Tzeentch**


 **26 Judgement of Loec**

 **6 The Unending Horde**


 **12 Mounted Marauders**

 **60 Beastman Incursion**

 **75 Temple of Spite**

 **79 Pleasure Cults**

 **20 Muster for War**

 **41 Wurrzag**

 **120 End Times**

## BANNED LIST

The following cards are banned for **head to head** LCG tournament play. A player cannot use these cards in his deck.

 **8 Visit the Haunted City**

## CATACLYSM RESTRICTED LIST

The following cards are restricted for Multiplayer LCG tournament play. A player may select 1 card from this restricted list for any given deck, and cannot play with any other restricted cards in the same deck. A player may run as many copies of his chosen

restricted card in a deck as the regular game rules allow.

 **10 Dwarf Ranger**


 **25 Master Rune of Valaya**

 **49 Judgement of Verena**

 **80 Troll Vomit**

 **119 &  57 Innovation**

 **3 Sword Masters of Hoeth**

 **25 Wilhelm of the Osterknacht**

 **63 Friedrich Hemmler**

 **100 Mountain Brigands**


 **8 Visit the Haunted City**

 **37 Sacrifice to Khaine**

 **82 Van Klumpf's Buccaneers**

## CATACLYSM BANNED LIST

The following cards are banned for Cataclysm LCG tournament play. A player cannot use these cards in his deck.

 **110 Hate**

 **16 Dark Elf Infiltrator**

 **101 Shield of Aeons**

 **1 Crone Hellebron**

 **6 Doors of Karak Hirn**

 **21 Alith Anar**

 **34 Summons of Chaos**

 **41 Wurrzag**

 **61 Thorek Ironbrow**

 **81 Sigvald The Magnificent**

 **101 Balthasar Gelt**



# Official Rules Clarification





## CORE SET

### RULEBOOK ERRATA

On page 12 of the Core Rulebook, the second paragraph under "4. Assign Damage" it should read:

"The attacking player assigns damage to his opponent first. Damage must be assigned to defending units before it can be assigned to the defending player's capital. In other words, the attacking player must assign enough damage to destroy each defending unit before any damage can be assigned to the defending player's capital. Note that more damage can be assigned to a unit at the attacker's discretion, in anticipation of damage cancellation effects, but a minimum damage necessary to destroy each defending unit must be assigned before any damage can be assigned to the defender's capital. Damage tokens are placed near the card(s) to which the damage is being assigned, and if any damage reaches the capital, damage tokens are placed next to the attacked section, but not yet applied."

On page 14 of the Core Rulebook, under Turn Sequence, it should read:

"0. Beginning of the Turn.

Actions may be taken by either player.

...

5. End of Turn. The other player is now the active player. Proceed to the beginning of the next turn."

On page 17 of the Core Rulebook, under "Non Combat Damage," it should read "Outside of combat, some card effects also deal damage to units or to a player's capital. When these effects resolve, the damage is applied as soon as it is assigned before any other actions can be taken."

## RULES

### CLARIFICATIONS

#### PLAYING NON-TACTIC CARDS

Playing a unit, support, development, or quest card from hand are actions with restrictions built into them. The restrictions are:

They cannot be played in response to

anything.

They must be played during the owner's Capital Phase.

#### CARD EFFECTS

Some cards reference card effects. Card effects is a game term that includes Actions, Forced Effects, Constant Effects, and Keywords.

After card effects are triggered (usually by paying a cost or meeting a timing requirement and declaring its use), they exist independently of the source. Destruction or removal of the source at that time will not affect the resolution on the card effect. This also applies to Constant Effects and Keywords that have a trigger condition, as well as Forced Effects and Actions.

*For example: A unit with Horrific Mutation attacks a zone with a unit that has the Counterstrike keyword and 1 remaining hit point. The unit with Counterstrike defends, which gives it -1 hit point and leads to it being destroyed. However, the Counterstrike effect existed independently of the source when the unit was declared as a defender, and so the unit will still deal its Counterstrike damage.*

#### Triggering a Card Effect (v1.7)

In order to successfully trigger a card effect, the player must declare that he is activating the card, declare targets, then pay any additional costs denoted on the card and meet any conditional requirements on the card. An easy way to identify an additional cost is the formula "Do X to do Y" in which the first part, do X, is the cost. A player cannot pay costs with cards, resources, etc., he does not control. If a player cannot fulfill these requirements to trigger a card effect, he cannot attempt to trigger it.

#### Resolving a Card Effect (v1.7)

When a card effect is resolved, conditional requirements and targets must be checked a second time (see "Targeting" on page 11). If there is an illegal target or an unfulfilled condition, then the effect is cancelled.

*For example: Harpies (AU 24) reads "Quest. Action: When an opponent draws cards for his quest phase, corrupt this unit to discard 1 card at random from that player's hand if he has 7 or more cards in hand." If the player who controls Harpies triggered the effect when his opponent had at least seven cards in hand, but the opponent plays one or more cards in response which drops his hand to six or fewer cards, then when it comes time for the Harpies to resolve the effect will be cancelled, since there are no longer seven cards in hand to fulfill the "if" conditional.*

#### Constant Effects (v1.4)

Unless otherwise noted, constant effects only apply to cards in play.

#### Simultaneous Effects (v1.6)

When two non-Action card effects trigger at the same time. The player whose turn it is currently applies his in any order of his choice. Then, the opponent applies his card effects in any order of his choice.

Note that Forced Effects and Constant Effects always resolve in a fixed order, and so two card effects are only considered to be simultaneous if they are of the same card effect type. Keywords and Conditional Actions are considered Constant Effects during all timing resolutions.

*For example: Troll Den and Advanced Engineering both have effects that read "At the beginning of the turn..." However, since Troll Den is a Forced Effect and Advanced Engineering is an Action, they are not considered to be simultaneous since Forced Effects always resolve before Actions can be triggered. However, Troll Den and River Troll are simultaneous effects since they are both Forced Effects with an identical trigger condition. The player controlling these two cards would choose the order in which their effects resolve.*

Two or more Constant Effects that do not have a trigger condition are not considered to be simultaneous.



Players should always apply the net effect of Constant Effects that do not have a trigger.

### Self-Referential Effects (v2.0)

A self-referential effect uses the language “this unit” or “this card.”

### Multiple Effects

If a card has multiple effects, all effects on the card resolve if possible. These effects resolve independently of each other with the following important exception:

If a card uses the word “then” the preceding effect must have resolved successfully before the effect following the term “then” can be resolved.

*For example: Dwarf Cannon Crew (CS 8) reads “**Forced:** When this unit enters play, search the top five cards of your deck for a support card with cost 2 or lower. You may put that card into this zone. Then, shuffle your deck.” Shuffling your deck will only happen if the preceding effect of searching the top five cards of your deck for a support card has resolved.*

### ACTIONS

“Actions” (uppercase) are denoted by a bold “**Action:**” trigger on a card, and are a specific type of “action” (lowercase), which also includes playing a unit, support, development, or quest card from hand.

### Trigger Conditions (v1.4)

A trigger condition is anything that *must* happen before a certain card ability can be triggered. This could be playing a card, using another card ability, or even a Constant Effect.

*For example: The trigger condition on Walking Sacrifice (AU 23) is “When this unit leaves play...” for the unit must leave play before the Forced Effect can trigger. Another example of a trigger condition is “At the beginning of your turn...” which is found on cards such as Rat Ogres (CC 55) and Cloud of Flies (CS 93).*

### Triggered Actions (formerly Response Actions) (v1.4)

Triggered Actions are a subset of Actions that contain a trigger condition. Each Triggered Action can be triggered once per copy of the Triggered Action and only once per trigger condition. If this trigger condition is met during the resolution of other effects (or outside of an Action Window) then the Triggered Action must be played during the first available opportunity once an Action Window opens, or it cannot be played at all.

*For example: Rat Ogres (CC 55) reads “**Action:** At the beginning of your turn, restore all Skaven units.” The trigger is at the beginning of your turn, and the action can only be triggered once per copy of the card in play.*

### Conditional Actions (v1.1)

Some actions create constant effects that wait for a specific condition to be met in order for them to resolve. These actions are called Conditional Actions.

Conditional Actions last until the end of the turn or until their condition is met, whichever is first.

*For example: Blessing of Valaya (CC 43) reads, “**Action:** The next 2 damage dealt to one target unit are redirected to another target unit.” When this card is played, it creates a constant effect that waits for the next 2 damage assigned to the target unit or the end of the turn, whichever is first.*

### LEGENDS (V1.8)

Legends do not have any inherent ability to defend capital zones. They can defend capital zones if a card effect allows them to do so.

When a defending player declares defenders, an attacked legend is automatically declared as a defender unless it is corrupted. Corrupted legends cannot attack or defend.

A legend’s power is considered to be equal to the number of power icons it has in its weakest zone (for the purposes of card effects).

*For example: Malekith has 2 Kingdom power icons, 2 Quest power icons, and*

*2 Battlefield power icons. His power is considered to be 2.*

When a legend is attacked through a particular zone, the legend deals combat damage equal to its power icons in that zone.

### TERMINOLOGY CLARIFICATIONS

#### Cost (v1.4)

Any reference to cost in a card effect always references the top left number printed on the card. A card with a cost of 0 cannot be reduced.

*For example: Dwarf Cannon Crew (CS 8) reads “**Forced:** When this unit enters play, search the top five cards of your deck for a support card with cost 2 or lower. You may put that card into this zone. Then, shuffle your deck.” This effect means that regardless of loyalty, as long as the support card has a cost (number in the top left corner) of 2 or lower, then it can be put into the zone (as long as it follows any other restrictions on the card).*

When a card is played for “no cost” then the cost is considered to be 0, and cannot be modified by other variables (such as loyalty). All costs in the card text itself must be paid, however.

#### Loyalty

Loyalty is a variable that can add to the cost of a card. However, it is not considered part of the cost for the purposes of card effects.

#### Reduction

Any card effect that would reduce any number (cost, hit points, etc) cannot reduce that number below zero.

#### Healing (v1.1)

Healing is a game term for removing damage tokens from a unit. In order to heal a unit, that unit must have damage on it to be removed.

#### Hit Points vs Remaining Hit Points (v1.9)

The term “hit points” refers to the printed hit point value on a unit, plus or minus any modifiers. Remaining hit



points equals the hit point value of a unit minus the number of damage on that unit.

#### **Sacrifice (v1.7)**

Sacrifice means to remove a card you control from play. The act of sacrificing a card cannot be cancelled or prevented by other effects. After a card is sacrificed, it is placed into its owner's discard pile.

#### **Destroy (v1.7)**

When a card is destroyed, it is removed from play. After a card is destroyed, it is placed into its owner's discard pile. It is important to note that sacrificing a unit is not destroying it and vice versa.

#### **"Just Played" (v1.8)**

Some card effects reference cards that have been "just played." A "just played" card is a card that is a part of an unresolved, active action chain. Cards that target "just played" cards can be played at any time during the action chain, and are able to target any card on the chain. Cards that cancel a "just played" card can only be played in response to the card type they cancel.

*For example: High Elf's Disdain (AU 21) reads "Action: Cancel a tactic just played." In order to cancel a tactic, High Elf's Disdain must be played after a tactic is added to the action chain, but before the chain resolves. Provided the chain is still active, players may add other effects to the chain before playing a card like High Elf's Disdain and canceling a tactic played earlier in the chain.*

#### **"Limit one Hero per zone"**

If a player has a copy of a **Hero** in play, he cannot play, take control of, move, or put into play (via a card effect) another **Hero** into that zone. His opponent also cannot play, give control of, move, or put into play (via a card effect) another **Hero** into that zone.

#### **"Search" (v1.1)**

Search is a game term for looking at the top of a player's deck. There are cards in the game that reference this specific game term in their abilities. It is important to note that the term "search" and "look at" are different

game terms. Cards that reference "search" do not include "look at" and vice versa.

*For example: Scout Camp (CC 60) reads, "Whenever you search your deck, you may search an additional card." This interacts with cards that specifically search your deck, like Runesmith Apprentice (EC 22), which reads, "Action: When this unit enters play, search the top five cards of your deck for any number of Rune cards, reveal them, and put them into your hand. Then, shuffle the remaining cards into your deck." If you played Runesmith Apprentice while a copy of Scout Camp was already in play, you would search the top six cards of your deck, instead of the top five.*

#### **The Word "Skip"**

When a card instructs you to "skip" a phase, that phase is bypassed based on the timing the card specifies. A single phase can be skipped more than once.

*For example: Beastman Incursion (BQ 20) reads "...*

*Action: At the beginning of your battlefield phase, skip the rest of your battlefield phase to destroy this card if a unit is questing here." This card will skip the remainder of this battlefield phase when it is triggered. However if multiple Beastman Incursions are triggered during the same battlefield phase, one that single battlefield phase is skipped.*

#### **The Letter "X"**

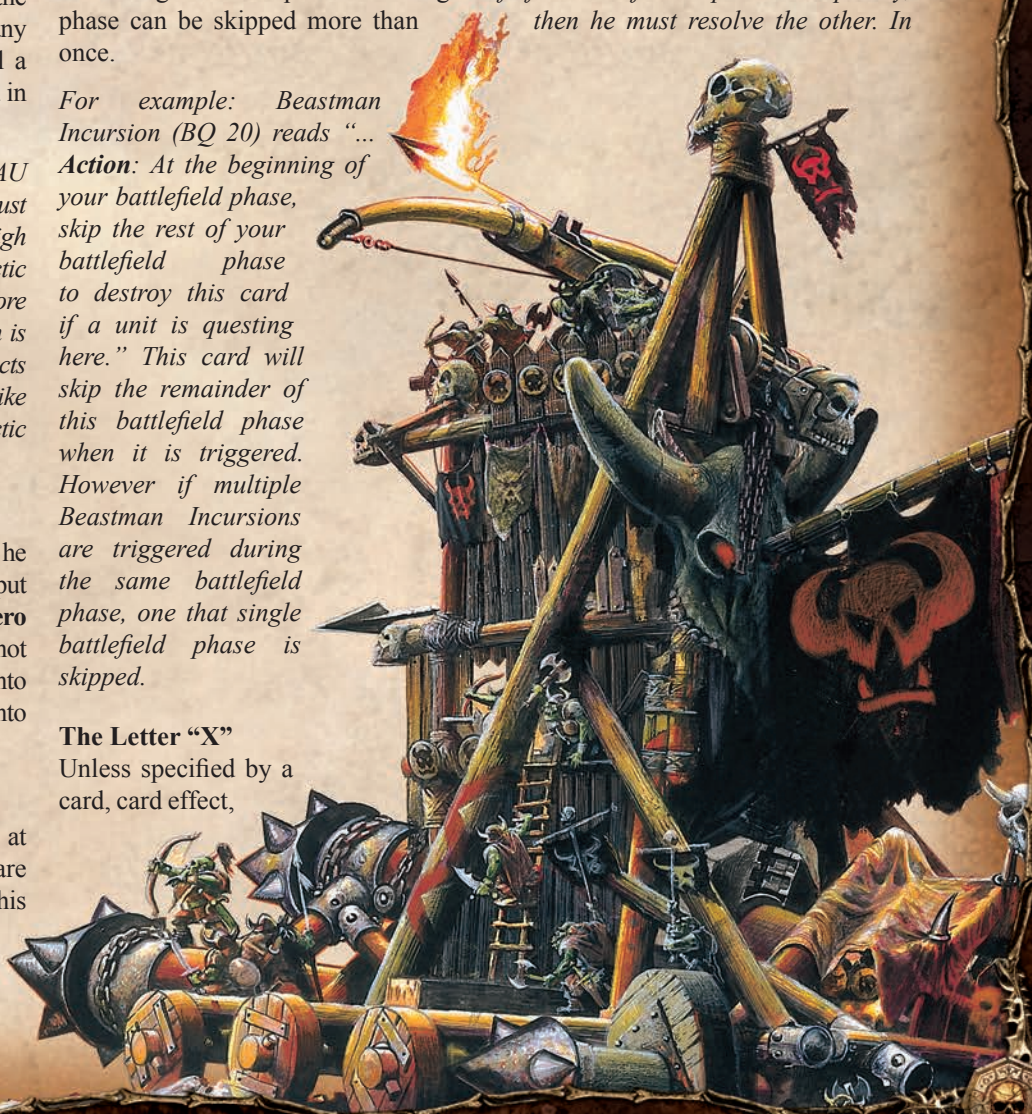
Unless specified by a card, card effect,

or granted player choice, the letter "X" is always equal to zero.

#### **The Word "Or"**

Some card effects present the players with a choice between two different card effects. These choices are denoted by the term "or" in the card text. A player can choose which of the effects he wants to resolve. However, he must choose an option that he can resolve completely.

*For example: Warpstone Meteor (CS 96) reads "Forced: At the beginning of your turn, each player must corrupt one of his units in this corresponding zone or deal 1 damage to his capital. (Players decide where their own damage is assigned.)" Each player must choose one of the two options available (corrupt one of his units in the corresponding zone or deal damage to his own capital). If a player cannot fulfill one of the options completely, then he must resolve the other. In*





*this example, if a player did not have a unit to corrupt, he must choose to deal 1 damage to his capital.*

### **ZONES OF PLAY**

A zone of play is an area where cards can be during a game. The in play zones are the Kingdom, Quest, and Battlefield. The out of play zones are the deck, hand, and discard pile.

#### **In Play**

In play is the Kingdom, Quest, and Battlefield zones.

Unless a card effect specifies otherwise (like destroy or sacrifice), cards can only be moved from one in play zone to another in play zone due to card effects.

*For example: Pistoliers (CC 36) reads "Action: Spend 1 resource to move this unit from its current zone to another of your zones." This card effect cannot cause this unit to go to an out of play zone like the discard pile.*

#### **Out of Play**

Out of play is the deck, hand, and discard pile zones.

If a card would go to an out of play zone, it goes to its owner's out of play zone. A card that moves from an in play zone to an out of play zone is treated as though it were a new card. Any effects connected to the card will no longer affect it. The only exception to this rule is any abilities that trigger when a card moves from an in play zone to an out of play zone.

#### **Play**

"Play" means to play from the hand, paying all costs and following all restrictions.

#### **Put into Play**

"Put into play" means that the card enters play through a card effect instead of through normal costs and restrictions. An important distinction is that put into play does not bypass the unique restriction or any restrictions in the text box of the card.

#### **Entering Play (v1.4)**

Cards are generally played from hand,

but some effects also allow them to be played directly from the discard pile or deck. When a card is played, it is considered to be neither out of play nor in play. Playing a card triggers an action chain, and the only way to affect the card during this action chain is with a "just played" effect. Once the rest of the action chain is completed, the card will either resolve its effect (if it is a tactic) or enter play (if it is a unit or support card).

*For example: A player plays Savage Marauders (CS 82) from his hand, starting an action chain. Both players may then respond to this action with any number of actions, which are resolved in a "last in, first out" manner. At the end of the chain, Savage Marauders will enter play unless a card canceled it from doing so, such as Asuryan's Cleansing. Note that Savage Marauders can only be targeted by card effects that say "just played", though players may use card effects during the chain to target other cards in play.*

Once a card enters play at the end of an action chain, it is eligible to trigger any of its own abilities, including those that trigger off of it entering play.

*For example: Black Knights of Morr (EC 43) reads "Action: When a unit enters this zone, target unit cannot defend until the end of the turn." Once a player plays Black Knights of Morr, and the rest of the action chain has been completed, then the Black Knights of Morr enter play and their Triggered Action may be used during the next Action Chain.*

If a unit causes an illegal state when it enters play, then that unit is immediately sacrificed.

#### **Leaving Play (v1.7)**

A card leaves play when it goes from an in play zone to an out of play zone, such as back into a hand, deck, or discard pile.

Normally a card cannot trigger its abilities once it has left play. However, a card that has a self-referential effect (uses

the language "this unit" or "this card") on it that triggers when it leaves play can still trigger its ability once it has left play. Examples of this are the effects on Blue Horrors (CC 51) or Crypt Ghouls (MD 43). Cards like Thief of Essence (LE 38) or Dwarf Ranger (CS 10) are not considered to have self-referential effects and cannot trigger their abilities once they have left play.

The abilities on a card with a self-referential effect do not trigger until after the card has been physically removed from play (i.e. placed in the discard pile or returned to hand). The ability must be triggered at the first opportunity to do so by the player who controlled it when it left play, or the opportunity to trigger it is lost.

### **TARGETING**

#### **Target (v1.3)**

Targeting is checked when the card is played and again when the card effect resolves. A card effect is considered to be targeting as long as it says "target" in the card text.

*For example: Troll Vomit (CS 80) reads "Action: Destroy all units in play." This effect does not target the units it destroys, so a card like King Kazador (CS 7) which reads "Opponents cannot target this unit with card effects unless they pay an additional 3 resources per effect" would not interact with Troll Vomit.*

Unless otherwise stated, a card can only target cards that are in play.

#### **Illegal Target**

If a card effect specifies targets, it checks whether the targets are legal when it is played and again when it resolves. A target can become illegal if it is removed from play, if it is removed from the zone specified in the ability, or if any specific characteristics on the card that were targeted have changed. If all of the targets for a card effect become illegal, then the card effect is cancelled. If any of the targets are still legal when the card effect resolves, then the card effect will resolve normally, only affecting the legal targets.



For example: *Flames of Tzeentch* (CC 102) which reads “**Action:** Deal *X* damage to one target unit.” Bob plays *Flames of Tzeentch*, paying 1 resource and targeting Charlie’s *Lobber Crew* (CC 66). In response, Charlie decides to use the *Lobber Crew*’s ability which reads “**Action:** Sacrifice this unit to force an opponent to sacrifice a unit he controls, if able.” Because Charlie plays his action in response to Bob’s *Flames of Tzeentch*, it resolves first. Charlie’s *Lobber Crew* is sacrificed as a cost for its own effect, and that effect resolves fully before Bob’s *Flames of Tzeentch* resolves. When it comes time for Bob’s *Flames of Tzeentch* to resolve, it now sees that the target of the effect is now illegal (since it was removed from play) and the card effect is cancelled. *Flames of Tzeentch* then goes to the discard pile.

## DAMAGE

### Dealing Damage in Combat

A unit is considered to have dealt damage in combat as long as it has contributed at least one damage to the pool of damage that will be assigned to the opponent during combat, and at least one damage is applied to an opponent’s unit or capital during the Apply Damage step.

For example: *Sadistic Mutation* states “**Forced:** After the attached unit deals damage in combat, deal 1 damage to one target unit or capital.” This means that the attached unit must add at least 1 damage to the combat damage pool, and at least 1 damage from the combat damage pool must be applied to an opponent’s unit or capital before this forced effect can trigger.

If there are multiple cards with a “deals damage” trigger involved in the combat, as long as at least 1 point of combat damage is dealt to an opposing unit or capital, all units are considered to have dealt damage.

For example: Dave has a *Savage Gor* and a *Bloodsworn* in his battlefield and each has a *Sadistic Mutation* attached to it. During his battlefield phase, Dave attacks his opponent’s kingdom

with both of these units. As long as a single point of damage is dealt to an opposing unit or capital, both the *Savage Gor* and the *Bloodsworn* are considered to have dealt damage, and both will be able to trigger their *Sadistic Mutations*.

### Dealt Damage (v1.1)

A unit has been dealt damage, if at least one damage is applied to it after damage cancellation effects occur during the Apply Damage step.

### Non-combat Damage

Non-combat Damage is the term for all damage generated besides combat damage. Non-combat Damage is always applied as soon as it is assigned before any other actions can be taken.

For example: *Nurgle’s Pestilence* (CS 101) which reads “**Action:** Each unit in play takes 1 damage. Corrupted units take an additional damage.” If this card is played and resolves, the damage generated by this card effect is assigned before any other actions can be taken.

Any cards that could prevent the damage to the unit like *Steel’s Bane* (CC 6) which reads “**Action:** Cancel the next 10 damage that would be dealt to one target unit this turn.” would need to be played in response to the play of *Nurgle’s Pestilence* in order to cancel any of the damage.

### Indirect Damage (v1.5)

Indirect Damage is non-combat damage that is dealt to a target player. The player who is dealt the indirect damage must assign it to his units, legends, and/or his capital.

Indirect Damage cannot be assigned to a burning zone, and a player cannot assign more indirect damage to a unit or legend than what it would take to destroy the unit or legend (this includes Toughness and other damage cancellation effects). The same holds true for assigning damage to any section of a capital (you cannot assign more indirect damage to a section of a capital than what it would take to burn that section of the capital).

If multiple players must assign indirect damage at the same time, the active player chooses where to assign his damage first, followed by the next player and continuing clockwise. The damage is still applied at the same time.

### Cancelling Damage (v2.0)

Some card effects (such as *Toughness*) cancel damage. Damage is cancelled after it is assigned, but right before it is applied.

### Redirecting Damage (v1.2)

Some card effects allow for damage to be redirected from one target to another. Damage is always redirected after it is assigned but right before it is applied.

It is important to note that players do not have to take card effects that redirect damage from a unit into account when assigning damage to defenders during combat. This is because redirecting damage is not damage cancellation.

### Moving Damage

Moving Damage is not considered dealing or assigning damage, and damage moved from one unit to another bypasses damage cancellation effects (like *Toughness*).

## CARD TYPES

### Attachments (v1.3)

Attachments are support cards that must be attached to targets that are in play when it enters play. They are denoted by the Attachment trait. If the attachment does not specify that it must be attached to a card that you control, you may attach it to a card that an opponent controls in play.

The player who plays the attachment is in control of it while the attachment is in play. The attachment does provide loyalty for the controlling player.

If a unit with an attachment attached to it exchanges control between players, the attachment does not exchange control.

If an attachment has a zone requirement (e.g. Attach to a target unit in your battlefield.), then that requirement



must be met only when it enters play. If the unit later moves zones, it does not have an effect on the attachment. However, all other requirements on the attachment must be met at all times. If at any time they are not met, then the attachment is discarded from play.

If the card an attachment is attached to leaves play, the attachment enters its owner's discard pile.

### Developments (v1.5)

A player may only control a card as a development if they also own the card. If at any time a player would control a card as a development that they do not own, immediately discard that card from play.

*For example: Rodrik's Raiders (MD 7) says "Action: When this unit enters play, turn target support card facedown into a development." If this card targets an opponent's attachment on a character controlled by the player of Rodrik's Raiders, then the end result is that the attachment will be discarded from play, since it cannot exist in the current zone it occupies as a development.*

*Another example would be playing Soul Stealer on a development that has also become a unit via Bolt of Change. In this case, the Soul Stealer is attached to the unit, and then, once the development is moved to its opponent's zone, it is immediately discarded from play, along with Soul Stealer.*

If card changes from a development to another card type, that card is not considered to have "entered play." (The card was already in play as a development.)

*For example: If Rip Dere 'Eads (CS 75) off flips up Grimgor Ironhide (CS 63), Grimgor Ironhide's forced effect does not trigger.*

Some cards can become faceup developments. If a card becomes a faceup development (and is only a development), remove all damage and resource tokens from it. Faceup developments are considered to have no text box, no power, no cost, no loyalty,

no traits, and no hit points. They do retain their title and uniqueness and are considered to be in play.

*For example: If the ability on Tree Kin (MC 18) is triggered when it has 3 damage on it, the three damage will be removed. The card Tree Kin will still be considered to be in play, and so a player could not trigger the ability on Thief of Essence (Legends 38) in response.*

### Quests (v1.7)

Effects may be triggered on quest cards even if there is no unit questing on it, provided all other requirements are met (costs, conditionals, etc.).

If at any time there are resource tokens on a quest that does not have a unit questing on it, they are immediately removed. The tokens cannot be spent to trigger abilities before they are removed.

### KEYWORDS

#### Counterstrike

Counterstrike is a keyword that allows a defending unit to immediately damage an attacking unit or legend whenever it is declared as a defender. Counterstrike damage is combat damage that cannot be split among attackers, is uncancellable, and is applied as soon as it is assigned, before any other actions can be taken.

#### Scout (v1.5)

The Scout keyword triggers even when no damage has been dealt during combat, provided the unit with the keyword participated and survived.

#### Ambush (v2.0)

The Ambush keyword may only be triggered on a facedown development. If an effect has created a faceup development that has the ambush keyword, the ambush ability may not be triggered.

### MISCELLANEOUS

#### Moving Cards

In order to move a card, it must end the move in a different zone than it began.

A player cannot move units, quests, or support cards into an opponent's zone unless specifically allowed to by a card effect.

When an attacking unit is moved out of the battlefield, that unit is no longer considered to be attacking. When a defending unit is moved out of the zone it is defending, that unit is no longer considered to be defending. Any effect that would allow a unit to attack/defend from its new location creates an exception to these rules, such as Greyseer Thanquol (CC 15) which reads, "This unit may attack from any zone."

If a unit is questing on a quest and either the quest or unit is moved to another zone, that unit is no longer considered to be questing, and any resource tokens on the quest are discarded.

A unit that moves from one zone to another is considered to have entered the new zone, but is not considered to have entered play. In addition, any damage that has been assigned to the unit is still applied.

#### Entering the Discard Pile (v1.1)

When multiple cards enter a player's discard pile at the same time, the owner of those cards may determine the order those cards enter the discard pile.

#### Card Effects Resulting in Playing Cards (v1.8)

When a card effect allows the playing of a card during the resolution of an action chain, this does not create a new action chain. Instead, any played card resolves as if it is part of the original chain. You cannot respond to it with more actions, as a chain is being resolved.

#### Attacks made outside of the Battlefield Phase (v1.9)

When a card effect allows a player to make an attack outside of the battlefield phase, that attack must follow all of the steps of the battlefield phase.



# Timing Structure





# UPDATED TURN SEQUENCE DIAGRAM

## PHASE 0

### **Beginning of the Turn**

Beginning of the Turn (See D under Detailed Timing Structure on page 14).

Actions may be taken by either player.

## PHASE 1

### **Kingdom Phase**

Active player resets all unspent resources to resource pool.

Active player may restore one corrupt unit.

Active player counts power in his kingdom and takes that many resources from the pool.

Beginning of the Phase (See D under Detailed Timing Structure on page 14).

Actions may be taken by either player.

## PHASE 2

### **Quest Phase**

Active player counts power in his quest zone and draws that many cards from the top of his deck.

Beginning of the Phase (See D under Detailed Timing Structure on page 14).

Actions may be taken by either player.

## PHASE 3

### **Capital Phase**

Beginning of the Phase (See D under Detailed Timing Structure on page 14).

Active player may play character, support, and quest cards from his hand to his three zones. Active player may also play one card face down as a development. Actions may be taken by either player at any time.

## PHASE 4

### **Battlefield Phase**

Beginning of the Phase (See D under Detailed Timing Structure on page 14).

Active player declares the target of his attack, if any.

Actions may be taken by either player.

Active player simultaneously declares all attackers. If at least 1 attacker is declared, then the target of the attack is now considered to be attacked. The attacked player and target of the attack are now considered to be defending.

(If the active player declares no attack or no attackers, players immediately skip to the "End of Turn" action phase. Once at least one attacker has been declared, players will carry out the entire battlefield phase to the extent able, even if there are no participating units.)

Actions may be taken by either player.

Ambush abilities may be triggered.

Actions may be taken by either player.

Defending player simultaneously declares all defenders. If there are both attacking and defending units, they are considered to be opposed in combat.

Actions may be taken by either player.

Damage is counted then assigned, without yet being applied.

Actions may be taken by either player.

Damage is applied and its effects resolve. Units and legends leave play if they have damage equal to or greater than their hit points. Burn tokens are placed on the capital if necessary. This is the end of combat. Units are no longer considered to be attacking, defending, or participating in combat.

Actions may be taken by either player.

## PHASE 5

### **End of the Turn**

The turn ends. (See E under Detailed Timing Structure on page 14.)

The other player is now the active player. Proceed to beginning of the next turn.





# DETAILED TIMING STRUCTURE

## A. AFTER A TRIGGER CONDITION

1. Resolve triggered Constant Effects (*all effects exist independently of their source*)

-Active player resolves his effects in any order of his choice [Go to C]

-Next player resolves his effects in any order of his choice, etc. [Go to C]

2. Resolve Forced Effects (*all effects exist independently of their source*)

-Active player resolves his effects in any order of his choice [Go to C]

-Next player resolves his effects in any order of his choice, etc. [Go to C]

## B. ACTION WINDOW

1. Players take turns putting Triggered Actions that have met their trigger condition since the last Action Window on a chain, starting with the first player (*the Triggered Actions also must have met their trigger condition this turn*) and continuing until all players pass

-After this, players may only trigger a Triggered Action if it has met its trigger condition since the beginning of the Action Window, and they must do so at the first opportunity (*adding it to the existing chain, or starting a new one*)

2. Players have the opportunity to play actions (*starting with the player who has priority, these will either start a new chain or be added to an existing chain if any Triggered Actions were triggered during B-1*)

-Choose targets, then pay all costs. If this triggers a Constant or Forced Effect(s), [Go to A]

-This continues until both players have passed consecutively

3. Resolve the Action chain

-Chain resolves in reverse order (*last in, first out*)

-Effects exist independently of their source

-Effects check targets and conditional requirements at resolution and are cancelled if all targets are invalid or the conditional requirements are not met

-If an ability triggers a Constant or Forced Effect(s), pause chain resolution and [Go to A]

4. After B-3 resolves, priority passes and players may take additional actions [Go to B-2] (*players alternate turns when taking actions that start action chains, so the first player has priority first during each Action Window, and then after he passes or a chain is completed priority to take an action passes to the next player*). Action Window closes when neither player wants to take any additional actions.

## C. RESOLVING A CONSTANT/FORCED EFFECT

1. Choose target(s) of effect (*if no valid targets exist, cancel effect*)

2. Pay costs of effect. If this triggers a Constant or Forced Effect(s), [Go to A] (*or cancel if costs cannot be paid*)

3. Apply effect. If this triggers a Constant or Forced Effect(s), [Go to A]

## D. BEGINNING OF A PHASE/TURN

1. Resolve “at the beginning of the turn/phase” triggered Constant/Forced Effects [Go to A]

2. Action Window [Go to B]

## E. END OF A PHASE/TURN

1. Action Window [Go to B]

2. Resolve “at the end of the phase/turn” triggered Constant/Forced Effects [Go to A]

3. Constant Effects that last until the end of a phase/turn expire (*players can no longer trigger Actions, Forced Effects, or triggered Constant Effects*)



# Frequently Asked Questions





**Q: Can I still use abilities/draw cards/get resources if the relevant zone is burning?**

**A:** Yes. A burning zone still functions normally except that it cannot be assigned damage.

**Q: Can I attack an already burning zone?**

**A:** Yes.

**Q: Do effects that occur “at the beginning of the turn” occur before the Kingdom Phase?**

**A:** Yes. These effects are all now accounted for in the updated turn sequence diagram. They all happen during the “Beginning of the Turn” phase.

**Q: If a development that you played from your hand was destroyed by a card effect and was a Dwarf unit, can I play Stand Your Ground (CC 2) to return that Dwarf unit from my discard pile to play?**

**A:** Yes. Stand Your Ground only looks for a unit card that has entered the discard pile this turn, regardless of how it entered the discard pile.

**Q: Do loyalty icons on tactics reduce the cost of other tactics played in response?**

**A:** No. The tactic is not in play and only loyalty icons in play count towards loyalty costs.

**Q: If I turn Grimgor Ironhide (CS 63) face up with Rip Dere ‘Eads Off! (CS 75), does Grimgor destroy the support cards and developments in the corresponding zones?**

**A:** No. The development containing Grimgor is already in play, so Grimgor does not enter play and his ability is not triggered.

**Q: If a unit has 0 hit points and no damage tokens, is it destroyed?**

**A:** Yes, it is destroyed immediately

because it has damage equal to its hit points.

**Q: If my opponent plays an Attachment support card on a unit, can I respond with Iron Discipline (CC 45) to the play of the attachment to make him spend extra resources or cancel the attachment?**

**A:** Yes. This is because playing an attachment on a unit is an action that targets a unit. (Reversal of previous ruling)

**Q: If I trigger Deathmaster Sniktch’s ability while there are 4 Skaven cards in play (including himself), targetting a unit with 3 hit points, and my opponent in response, plays Flames of Tzeentch and destroys one of the Skaven cards in play, what happens?**

**A:** The Flames of Tzeentch will resolve first and destroy a Skaven. Afterwards, Deathmaster Sniktch’s ability will attempt to resolve. When the card effect checks if the targetting conditions are still fulfilled, it will see that the target now no longer has fewer hit points than the number of Skaven in play. The card effect will then be cancelled because the target has become illegal.

**Q: If I have an Altar of Khaine (AU 36) and 3 units in play and my opponent plays a Troll Vomit (CS 80), can I trigger the card effect multiple times and return all 3 units to my hand?**

**A:** Yes. As long as you can pay all costs, you may trigger Altar of Khaine to a single card effect that destroys multiple units simultaneously.

**Q: Can I use Sigmar’s Brilliance (CC 105) to move units into my opponent’s Quest zone?**

**A:** No. A player may not move or play units into his opponent’s zones.

**Q: How exactly does assigning combat damage to defending units work?**

**A:** When assigning damage to defending units, the attacking player must assign enough damage to destroy the defending units before being able to deal damage on the opponent’s capital. This means that the attacker must take into account the unit’s hit points and any damage cancellation effects that are already active before damage is assigned. The attacker is allowed to assign more damage than is necessary to destroy a unit in anticipation of more damage cancellation effects if he so chooses.

**Q: If I have The Glittering Tower (AU 13) in play, and multiple units are healed by the same effect (e.g. Initiate of Saphery’s card effect), does the Tower’s ability trigger once or once for each unit healed?**

**A:** The Glittering Tower will trigger once for each unit healed, regardless of if they are healed simultaneously.

**Q: If I have Savage Gors (CS 90) on the quest Sack Tor Aendris (AU 32) in the Quest Zone, does its Battlefield ability activate?**

**A:** No. This is because the Savage Gors are only able to attack as though it were in your battlefield. The ability does not actually put the card into your Battlefield.

**Q: If I have Lord of Change (MD 21) out and my opponent draws three cards, do I get to look at each one?**

**A:** No. Whenever you draw multiple cards from a single action, you draw them all at the same time.

**Q: If Soul Stealer (EC 117) is destroyed, does the unit it was attached to return to its original owner?**

**A:** Yes. Soul Stealer’s text is a



constant effect, and so it affects the game only as long as it remains in play. If Soul Stealer leaves play, the unit's original owner will regain control of the card, moving it to their corresponding zone.

**Q: If I control Fellblade (CC 100) and my opponent plays a unit into a zone containing a Warpstone Excavation (CS 116), is the unit considered to have been corrupted, allowing me to put a resource token on Fellblade?**

**A:** No. A unit that enters play in a particular state is not considered to have changed states. So in this case there is nothing being corrupted to trigger Fellblade. However, if a unit already in play moves to the zone that contains Warpstone Excavation, then it is considered to have been corrupted and a resource token would be placed on Fellblade.

**Q: Can I take an action while an action chain is resolving?**

**A:** No. You may only take actions during an action chain before all players pass. Once all players pass, the chain resolves in a "last in, first out" manner and no effects can be added to the chain. Note that Forced Effects and triggered Constant Effects will interrupt the chain if their conditions are met.

**Q: If I have Grimgor's Spike (CC 71) on a unit defending alone, are all attacking units destroyed when one of them takes combat damage, or just the ones that take damage from the unit with Grimgor's Spike?**

**A:** Grimgor's Spike will only destroy each attacking unit that has combat damage assigned to it.

**Q: Can I use Seeking New Slaves (EC 57) to take control of a unit already in play (or entering play via an effect like Necromancy)?**

**A:** No. You can only put cards into play from an out of play zone. A

card entering play is considered to be neither in play nor out of play, and can only be affected by "just played" effects while it is on the chain.

**Q: Am I allowed to shuffle all my developments in a zone so that my opponent can't tell which development is which?**

**A:** Yes, you can re-arrange or shuffle your developments in any zone whenever you want. However, if you are targeting a particular development with an effect, then it must be clear which development you are targeting, and your opponent can target it as well for as long as you target it.

**Q: Can I move more damage onto a unit than it takes to destroy that unit? For example, can Orc Shaman (MC 45) move 5 damage to a unit that has 1 remaining hit point?**

**A:** No. You cannot move more damage to a unit than it takes to destroy that unit. So Orc Shaman could only move 1 damage to a unit with 1 remaining hit point.

**Q: How does Bloodletter (LE 31) work?**

**A:** The Bloodletter automatically doubles the damage being assigned as it is assigned, so once you assign a single damage to a unit then it is automatically doubled. This does work on non-combat damage, since you still assign it before applying it.

When there is more than one Bloodletter on the table, you calculate the net value, since it is a constant effect without a trigger condition. So if you are assigning one damage and have two Bloodletters on the table, then each one will double the damage, leaving you with a total of 3 damage being assigned. (1 damage + 1 damage from the first Bloodletter +1 damage from the second Bloodletter).

Therefore, if there are two Bloodletters in play, triple all damage assigned to units; if there are three Bloodletters in play, quadruple it; and so on.

**Q: If I trigger the Action on Sorcerer of Tzeentch (MC 53), can my opponent respond with Iron Discipline (CC 45), and can I still get a resource token on the Sorcerer if I do not pay 4 resources?**

**A:** The placing of the resource token on the Sorcerer is not considered to be a cost, and so will not occur when you activate the Action. Whenever you trigger an action you must declare all potential targets of the action, or you cannot trigger it. This means that even though the "Then" clause of the Sorcerer has not activated, you must still declare its target. So if a player responds with an Iron Discipline, you must cancel the entire Action if you do not pay four resources, including the placement of the resource token on the Sorcerer.

**Q: What happens when I play Judgement of Loec (MC 26) on a unit?**

**A:** The unit it is attached to stays faceup and is considered to be a development for as long as Judgement of Loec remains attached to it (see page 11 for information on faceup developments). If it is played on a unit that is questing, that unit is removed from the quest and placed into the zone it was questing in.

**Q: Does there have to be three valid targets for Plague Bomb (MC 34) in order to play the card?**

**A:** Yes. You cannot attempt to play Plague Bomb unless you have three valid targets for it. Whenever you trigger a card effect, you must have a valid target(s) and pay all costs at the time you trigger it. This is considered a requirement to



triggering an effect. You also have to target three different units with Plague Bomb, so you could not target a single unit more than once.

**Q: What is the difference between “When you play...” effects such as on Spellsinger (MC 39) and “When [something] enters play...” effects, like on Forest Goblins (MD 17)?**

**A:** “When you play...” effects must be triggered during the action chain that involves the card actually being played, and therefore cannot be used to target cards that are not yet in play. With a card like Spellsinger, you could not target the development played that triggered the Spellsinger’s ability, since that development is not yet in play. However, entering play effects must be triggered during the action chain following the card entering play, and therefore cards with these abilities can target themselves.

**Q: When a unit gains resource tokens from its own effect, like Grudgebearer (EC 24), does it lose them when its text box is blanked?**

**A:** No. Units with resource tokens will keep their resource tokens if their text box is blanked, but will generally not be able to use them or gain bonuses from them. So a Grudgebearer with a blank text box will not gain any power from resource tokens, will not be able to add more of them via its effect, and will keep the resource tokens on it that it has.

**Q: If one of my developments is destroyed while I have Kairos Fateweaver (LE 30) in play, will this trigger the quest Offering to Hekarti (EC 97), since the development was also a unit?**

**A:** It depends. The quest will only trigger if the development was an actual unit card itself. If it was a tactic, support card, or legend, then Offering to Hekarti would not trigger. When cards hit the discard pile, they do so as

whatever their printed card type is, and not what type they may have been while in play.

**Q: When I have Kairos Fateweaver (Legends 30) in play, and play a development into a zone that has Warpstone Excavation (CS 116) in it, does the development/unit enter play corrupted?**

**A:** No. The development must be in play before Kairos Fateweaver’s ability affects it, so the card enters play as a development before being considered a unit.

**Q: Can I trigger the Action on a Capital Center if there are no tokens on the card?**

**A:** If there is no token to remove, you cannot gain the benefit of the Capital Center. The word “Then” means that the previous ability in the effect must have resolved successfully before the “Then” clause is resolved itself. So you can trigger the Action, but it will have no effect.

**Q: When you declare multiple attackers or defenders, do you declare them all at once, or one by one?**

**A:** You declare attackers and defenders all at once. After they have been declared you will trigger any Constant or Forced effects resulting from this, and then an Action Window opens.

**Q: What does it mean to trigger an ability?**

**A:** An ability is triggered by a trigger condition. Anything that includes a trigger condition is considered to be an ability.

**Q: How does Volkmar the Grim’s (LE 16) ability interact with sacrificed or destroyed units?**

**A:** A unit that is sacrificed or destroyed is removed from play. After a sacrificed or destroyed unit leaves play, it attempts to enter its owner’s discard pile. Volkmar

the Grim’s ability intercepts it and places that unit on the bottom of its controller’s deck instead. This replacement does not prevent the unit from being sacrificed or destroyed.

**Q: Can a corrupted unit questing on Wolves of the North (CC 32) use the quest’s ability to initiate an attack?**

**A:** No. Wolves of the North is only overriding the restriction that you can attack from your battlefield during the battlefield phase (by allowing the unit on the card to initiate an attack during the quest phase). A corrupted unit is not allowed to be declared as an attacker and Wolves of the North does not override that rule.

**Q: If a quest is moved from the Quest zone to a different zone, does the unit questing on it move as well?**

**A:** No. A unit questing on a quest that is moved to a different zone will remain in its zone after the quest is moved.

**Q: If a quest I control is moved into my Kingdom or Battlefield zone, can I still send a unit questing on it?**

**A:** Yes. Unless the quest card specifies otherwise, you can send a unit questing on a quest you control in any zone.

**Q: If my opponent plays Jealous Eyes (BQ 54) in response to a “At the beginning of your turn” Action I just triggered, does that prevent me from triggering any other “At the beginning of your turn” Actions?**

**A:** No. Actions must be triggered at the first available opportunity, which is typically part of the same action chain and in response to another Action. If your opponent plays Jealous Eyes to end the action chain after you trigger your first “At the beginning of your turn” Action,



then your first opportunity to trigger your second “At the beginning of your turn” Action will be at the start of the next action chain (still during Phase 0).

**Q: Can I move a card from the zone it is in to the same zone?**

**A:** No. In order to move a card, it must end the move in a different zone than it began.

**Q: Can the Forced effect on Hidden Sorceress (BQ 17) interrupt the Action on Snotling Invasion (BQ 38)?**

**A:** Yes. The Forced effect on Hidden Sorceress interrupts the “Action” on Snotling Invasion at the sentence break.

**Q: What happens if I play Judgement of Loec (LE 26) on a corrupted unit?**

**A:** The corrupted unit becomes a corrupted development. Furthermore, if Judgement of Loec is removed from a corrupted development, it reverts back to a corrupted unit status.

**Q: Does the ability on War Boar (BQ 47) affect its controller’s quests as well?**

**A:** Yes. The War Boar’s ability affects all quests in play, including its controller’s.

**Q: How does the card Gathering the Winds (BQ 10) work? If I use it to play a Spell, when does the Spell resolve and can my opponent cancel it? Can I play more than one Spell with it?**

**A:** The Spell is played when the resolution of the action chain reaches the spot where Gathering the Winds was triggered. The played *Spell* cannot be canceled or responded to. It will be resolved and then discarded if it is a tactic. After the *Spell* is resolved the “then” effect on Gathering the Winds triggers, and it is sacrificed.

Also, once the action chain is resolving you can no longer trigger new actions. So even though the playing of the *Spell* triggers the “**Forced:**” effect on Gathering the Winds, there is no opportunity to trigger its “**Action:**” again to play another *Spell*.

You can, however, play multiple Spells with Gathering the Winds, provided you have the tokens to do so, as Gathering the Winds does not leave play until after a *Spell* it plays is resolved. All Spells will be played in reverse order when the chain resolves (even after Gathering the Winds leaves play, as effects exist independently of their source). You cannot, however, play one *Spell* multiple times: after the *Spell* enters play or the discard pile once it has resolved from Gathering the Winds, it is considered to be a new copy of the card with no prior memory of being targeted.

**Q: Can I assign excess damage to the capital when attacking a legend?**

**A:** Whenever a legend is attacked, any excess damage beyond what is required to destroy it cannot be assigned to a zone. All damage from the attack should be assigned to the legend or defending units. Damage “left-over” from destroying the legend is ignored, just like extra damage dealt to a zone that burns.

**Q: What can the Mage of Loec (BQ 90) cancel? Can it cancel a tactic card?**

**A:** The Mage of Loec can cancel any “**Action:**” whether or not it is played from hand. It cannot be used to cancel the playing of a unit, support card, or development.

**Q: Can I play a tactic that targets an attachment card, even if there are no attachment cards in play?**

**A:** No. Cards that target must have a legal target to be played.

**Q: What happens if I attack a zone with Crone Hellebron (EW 1) and assign it 20 damage? How much damage is considered to be “dealt” and how many cards can be discarded? Is it 20 or equal to the remaining hit points of the zone?**

**A:** All damage applied to the zone is dealt, although the excess damage has no effect (since the zone burns). So if you assign 20 damage to a zone, then Crone Hellebron discards 20 cards.

**Q: Can I put Shaggoth Champion (EW 33) into play with Call the Brayherd?**

**A:** It depends. When a card effect defines X, it defines X both when the card is in play and out of play. So if the fewest number of cards in an opponent’s hand is 3 or less, you can. If it is more than 3, you cannot.

**Q: If I have a Veteran Sellswords (CC 38) in my battlefield, what happens if my opponent has a unit with Paranoia (CaC 78) attached to it in his corresponding zone?**

**A:** The Veteran Sellswords are unable to move to the zone, but they must move to the zone. This creates an illegal game state and the Veteran Sellswords are sacrificed.

**Q: When I play End Times (EW 120) and reveal multiple copies of the same unique unit, what happens to them?**

**A:** The player that owns those units chooses one copy to stay in play. The rest of the unique units are immediately sacrificed. Any effects that trigger on entering play are only triggered for the unit that stays in play.

**Q: When can I trigger Tunnel Fighter’s (MC 82) ability?**

**A:** Abilities that allow the player to lower the cost of a card as it is being played are triggered when the player announces that they



are going to play the card. Tunnel Fighter's ability may be triggered only at this time. Once the Tunnel Fighter is in play, this ability may no longer be used. **Changes to a card's cost always and only affect the cost to play that card.**

**Q: Is redirecting damage cumulative like counterstrike or toughness?**

**A:** Effects that redirect "the next 2 damage that would be dealt" (for example) are not cumulative, since they all redirect the 'next' damage.

**Q: Does the Master Rune of Valaya (Core 25) cancel the damage in all battlefield phases of a turn, or just in one?**

**A:** Master Rune of Valaya cancels the damage dealt in a single battlefield phase.

**Q: When I play the card Snotling Ambush (CaC 50) and discard a card more loyalty than my opponent has resources, what happens?**

**A:** You should fulfill as much as the effect as possible, so your opponent would have to discard as many resources as he is able to.

**Q: Do Scout and Raider trigger after an attack on a fulcrum?**

**A:** If Scout or Raider is used during an attack on a fulcrum in the common play area, then they have no effect. If Scout or Raider is used during an attack on a fulcrum controlled by a player, then they resolve as normal.

**Q: Can all effects that are based on attacking, defending, participating in or surviving combat be triggered two times in each Cataclysm battlefield phase since you have two attacks?**

**A:** Yes. Fulcrum attacks follow the normal rules for combat resolution.

**Q: Can legends attack fulcrums?**

**A:** Yes.

**Q: Can legends defend fulcrums? Can they if they have Descendant of Gods (BQ 16) attached?**

**A:** Legends cannot defend fulcrums, unless they have Descendant of Gods attached.

**Q: Can you attack a fulcrum with an attack made outside the battlefield phase (like from Wolves of the North [CC 32])?**

**A:** No. You must use the fulcrum attack as granted by the Cataclysm rules.

**Q: An attack on a fulcrum is an attack on the battlefield, is it also an attack on a player's capital (such as Strike from the Shadows [EW 109])?**

**A:** Yes. An attack on a fulcrum controlled by a player is also considered to be an attack on the zone that contains the fulcrum.

**Q: Are fulcrums affected by card effects (like Beastman Incursion CaC 54)?**

**A:** No. A fulcrum cannot leave play unless an effect specifically targets it.