Summoner Wars

Frequently Asked Questions & Expanded Rules

SECOND EDITION

v1.2

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Precedence

At the time of this document's publication (April 3rd 2024), these rulings are considered official. In the event that this document conflicts with the implementation of effects in Summoner Wars Online, this document takes precedence.

Rules Updates

The following rules have been added to the game since v1.0 of the rulebook. They can be found in rulebooks v1.2 onward:

- You cannot play an active event if you already have an active event with the same name in play.

- A card that is under another card is not on the battlefield, but is still in play.

- The Draw Phase has been eliminated. Draw up to 5 cards at the end of your turn but before other "end of turn" effects.

Card Updates

The following cards have been changed to improve game balance. The updated cards have been implemented in Summoner Wars Online, and are available physically in the faction decks noted below and at: plaidhatgames.com/summoner-wars-card-adjustments

- Sera Eldwyn (Vanguards)
  - 3 Strength
  - *Available in the High Elves faction deck*

- Ice Ram (Polar Dwarves)
  - After moving or forcing a friendly structure, you may target a common or champion adjacent to that structure. Add 1 damage to the target. You may force the target 1 space.
  - *Available in the High Elves faction deck*

- Queen Maldaria (Phoenix Elves)
  - Momentum: removed.
  - Call Protection: At the end of your Attack Phase, if this unit attacked an enemy card during this turn, it may target a friendly unit. Place the target adjacent to this unit.
  - Save the Queen: Friendly adjacent units

cannot be attacked through or forced.

- *Available in the Deepwood Groaks faction deck*

- Kuldak (Fungal Dwarves)
  - 12 Life
  - Blood Bloom: After each time a friendly unit within 2 spaces of this unit is destroyed, boost all friendly units that were within 2 spaces of this unit at that time.
  - *Available in the Deepwood Groaks faction deck*

Minor Errata

The following cards have been reworded to better clarify their intended functionality or correct minor errors. These changes have been implemented in Summoner Wars Online and are present in subsequent print runs, but will not receive replacement cards.

- Coleen Brighton (Vanguards)
  - Divine Shield: Each time a friendly Citadel unit within 3 spaces of this unit is targeted by an enemy's attack…

- Renewed Hope (Vanguards)
  - You may summon units during any phase of your turn and at the end of your turn. Units may be summoned adjacent to your summoner.

- Beast Rider (Cave Goblins)
  - Charge: When this unit moves, it may move up to 2 extra spaces if it moves only in one direction. If it moves 3 or more spaces and only in one direction, it has +1 strength until the end of your turn.

- Aerie Gate (Skyspear Avians)
  - After you summon a unit adjacent to

this gate, you may force that unit 1 space unless it was already forced by an Aerie Gate.

Commonly Missed Rules

The following are the most commonly missed rules. For details, examples, and additional rules clarifications, see the page references found within Expanded Rules. (p. xxx)

- Effects are mandatory unless they include the word "may." Perform as much as you can of each effect, and disregard what cannot be performed. (Effects, p. xxx)

- Players cannot initiate an effect while another effect is being resolved. (Effects, p. xxx)

- Whenever 2 or more game effects occur at the same time, the player whose turn it is chooses the order in which those effects will resolve. Exception: adding/removing damage and boost. ("Simultaneous" Effects / Triggered Effects, p. xxx)

- A triggered effect is one that occurs when 1 or more conditions are met (e.g. "after this unit attacks"). When 2 or more effects have the same trigger, they all must resolve, if able. (Triggered Effects, p. xxx)

- When a unit "has the target's abilities," its abilities will change when the target's do. If the target leaves the battlefield, the unit will retain only the target's base abilities. (Granted Abilities, p. xxx)

- Unless specified, effects that interact with cards can only affect cards on the battlefield. (Interacting with Cards…, p. xxx)

Frequently Asked Questions

General Questions

Q: Can my unit attack a friendly card?

A: Yes. However you do not get magic for destroying a friendly card.

Q: When a unit may be chosen as an extra moving/attacking unit (e.g. via the Relentless ability), what does that mean? Is that different from resolving an extra move/attack?

A: Normally, a unit can only be chosen to move/attack once per relevant phase, and you may choose 3 of those units per phase. A unit that may be chosen as an "extra moving/attacking unit" does not count toward that limit of 3, but can still only be chosen once per phase. Effects that allow you to "resolve an extra move/attack" do not count as choosing a moving/attacking unit, and are not affected by those limitations. For example, you could choose 3 Spore Carriers as attacking units, and then play Demand to resolve an extra attack with one of those Spore Carriers, even though it was already chosen as an attacking unit.

Q: Do I gain magic for an enemy card being destroyed by effects I do not control?

A: No. The following are examples of scenarios in which you do not gain magic because the unit is being destroyed by a change in game state.

- An enemy card's life value is reduced to equal or less than the number of damage tokens on it, such as by Olag leaving play, Chant of Entangling leaving play while granting Imbued Life, or a unit that was sharing its Imbued Life with another unit leaving play.

- Albus the Wise removes a boosted enemy Lioness's Imbued Life ability, reducing its life value to equal or less than its damage.

Q: If I am resolving a mandatory effect that requires using concealed information (such as Fungal Transformation's searching the discard pile), am I required to resolve that effect as fully as possible?

A: Yes. No cheating! In the case of Fungal Transformation, if you have a Fungal Beast in your discard pile, you must place it. You cannot save it for a future Fungal Transformation in a more desirable position, for example. Similarly, if you discard a card for magic that was taken from your opponent using Learn, you must place it into their discard pile, even though cards discarded for magic are otherwise hidden information.

Q: Can I activate an effect that can be used at any point "during my turn" after I have drawn cards at the end of that turn?

A: No. You cannot activate these effects at the start/end of your turn (See "During", rulebook p. 15).

Q: Can my units ever have more than 8 strength? I only have 8 dice!

A: Yes they can. Simulate additional dice as necessary (e.g. by re-rolling dice).

Q: When does Engage trigger?

A: Engage is unique in that it triggers immediately after a unit is moved or forced away from the unit with Engage, and it resolves before the rest of that move or force effect concludes. This means the Engage ability could destroy a

moving Bug Biter before the Bug Biter's Crash ability ("after this unit moves") would resolve. (See Triggered Effects in the Expanded Rules).

Structure Units

Q: Can structure units move?

A: On their own, no. Structures cannot move by default, and this includes structure units. However, some structure units have the Mobile Structure or Heavy Mobile ability, allowing them to move.

Q: Can you both summon and build structure units?

A: Yes. In the Summon Phase, you may summon structure units adjacent to gates you control, or anywhere else that an effect allows you to summon units. In the Build Phase, you may build them in your back 3 rows, adjacent to your summoner, or on any other spaces allowed by effects.

Breakers

Q: Do I gain magic when triggering Tacullu's Mind Capture?

A: No. The damage dealt by Tacullu is ignored, so the unit is not destroyed and no magic is gained.

Q: If I take control of an enemy unit, can I then attack that unit? Who gains magic when that unit is destroyed?

A: Yes. You can attack friendly units as well as enemy units. However, you do not gain magic when you destroy a card you control. Conversely, if your opponent destroys a card you control, they will gain 1 magic, even if it was a card they own or previously controlled.

Q: Do movement modifiers (such as from Flight, Swift, and Perplexing Tempest) stack with each other?

A: Yes. Movement modifiers stack. For example, a Wind Archer that has Flight (from Gwalark) can move 4 spaces (+1 from Swift and +1 from Flight), and may move through cards. While Perplexing Tempest is active, a Beast Rider moving in one direction can only move 3 spaces instead of 4, and an Ice Golem cannot move.

Q: If a Mind Witch has a target unit's abilities and that target is destroyed, does the Mind Witch keep the target's abilities for the remainder of the turn?

A: Yes. The Mind Witch retains the target's base abilities. However it loses any additional abilities the target had been granted, as cards not in play always have only their base abilities. (See "Ability", rulebook p.10; See Granted Abilities in the Expanded Rules).

Q: Can a Mind Witch copying a Wolfsbane Brute use Ram?

A: No. Since Mimic triggers at the start of the Move Phase, by the time the Mind Witch has gained Ram the "start of your Move Phase" trigger for Ram has been missed. (See Triggered Effects in the Expanded Rules).

Cave Goblins

Note: the Charge ability on Beast Rider has been clarified as follows:

- When this unit moves, it may move up to 2 extra spaces if it moves only in one direction. If it moves 3 or more spaces and only in one direction, it has +1 strength until the end of your turn.

Q: Do attacks with Relentless units need to be made after my three standard attacks?

A: No. Per the "Extra" definition (rulebook, p. 15), Relentless units simply do not count towards your standard three attacking units per turn, and their attacks can be made in any order.

Q: Can I trigger Blarf's Blood Runes ability more than once per start of the Attack Phase?

A: No. Abilities that trigger under specific conditions, such as at the start of a phase, trigger only once each time the condition is met.

Q: Does using Sneeks's Sly ability trigger damage from Engage?

A: No. Exchanging places is neither moving nor forcing.

Q: Do I gain magic for destroying an opponent's unit while they have Unrelenting active?

A: No. Unrelenting causes a common unit to return to its controller's hand instead of being destroyed. This means the unit was not destroyed, so no magic is gained, and effects that trigger after a unit is destroyed do not activate.

Q: While Law of Liberty is active, can my Horde Clinger attack in the Move Phase?

A: No. A Horde Clinger cannot move, so it can not perform an "instead of moving" action.

Q: Can a Horde Climber move through structure units, like Ice Golem?

A: Yes.

Cloaks

Q: How much magic does my opponent gain from destroying Sin-Sin?

A: 4 magic in total: 1 from the base game rule, and 3 extra from Sin-Sin's Bounty ability.

Q: Does my opponent gain magic from Bounty after they destroy my Sin-Sin with a unit that has the Soulless ability, like Undead Carrier?

A: Yes. Soulless only prevents gaining magic from the base game rule. Your opponent would gain 3 magic from Bounty, and 0 from the base game rule.

Q: Does my opponent gain magic from Bounty if I destroy my own Sin-Sin?

A: Yes.

Q: If Vlox copies an Ice Golem with Master of the Art, does Vlox become a structure?

A: No. A gate is not inherently a structure. A card is only a structure if it is printed on that card.

Q: Can I use Moto Boots to force a unit through an Aerie Sentinel?

A: Yes. Forcing through is not the same as moving through. You cannot use Trample or Flight to move through an enemy Aerie Sentinel, for example.

Q: Does using Dagger's Sly ability trigger damage from Engage?

A: No. Exchanging places is neither moving nor forcing.

Crimson Order

Q: Does strength from Sacral Priest's Blood Fervor ability stack?

A: Yes. Although a unit cannot have the same ability more than once, it can be affected more than once by identical abilities on other units. If you have multiple Sacral Priests adjacent to a damaged unit, its strength is increased by 1 for each Sacral Priest.

Q: Is damage removed from Baron Daemar if he damages a friendly unit with an attack?

A: Yes.

Q: Does Transfuse add 2 damage to the second target even if I can only remove 1 damage from the first target?

A: Yes. Similarly, you may remove 2 damage even if an effect caused you to add less than 2 damage.

Eternal Council

Q: If I discard Learn at the start of my turn to add boost to Praefectus Edia, can I spend those boost for Edia's Persist ability?

A: Yes. You may discard your active events in the order of your choice, so discarding Learn first could give you the boost needed to Persist another event that you would otherwise discard in the same step.

Q: Am I required to be able to force my summoner 1 space in order to place a card on the bottom of my deck with Citadel Advisor's Warn ability?

A: No. Perform as much as you can of this ability and disregard what cannot be performed. (See Effects, in the Expanded Rules). You may place a card on the bottom of your draw pile regardless of the board state. If you do, you must force your summoner 1 space, if able. If you are unable to force your summoner, skip this step.

Q: Am I required to be able to add 1 damage to an adjacent unit in order to place a card on the bottom of my deck with Enigma Sage's Exploit ability?

A: No. This is the same as with Citadel Advisor: you may always place a card on the bottom of your draw pile, but you must target an adjacent unit if there is one and add 1 damage to it. If there are no adjacent units, skip this step.

Q: Does Enigma Sage's ability target a unit adjacent to the Enigma Sage, or adjacent to the target of the Enigma Sage's initial attack?

A: It targets a unit adjacent to the Enigma Sage.

Q: If I draw more than one card when I draw back up to 5 at the end of my turn, does this trigger Insight and Psychic Assault one time or multiple times?

A: One time.

Deepwood Groaks

Q: Can a unit that used Swift Potion after moving also use it after attacking?

A: Yes. Remove 1 boost each time.

Q: Can my Sightless Seer attack an adjacent unit even if it has no boost on it?

A: Yes. Psychic Strike is optional.

Q: Does there have to be clear straight spaces between my Sightless Seer and the

target of its attack?

A: No. The Sightless Seer can target any common within the specified number of spaces, even if the spaces between it and its target are occupied (See "Counting Spaces", rulebook p. 10).

Q: Are the units that a Sightless Seer can attack with Psychic Strike limited by a unit that cannot be attacked through (like Aerie Sentinel)?

A: No. Attacking a unit 'within X spaces' is never considered to be attacking 'through' other cards.

Fallen Kingdom

Q: Is the damage from Purge sequential or simultaneous?

A: Sequential. The player who played Purge determines the order in which the damage is resolved, one at a time. Then they choose the order in which the targeted friendly units are destroyed, one at a time.

Q: When can I use Soul Shift during Purge?

A: Here is a description of each time you can use Soul Shift while resolving Purge sentence by sentence: First, "target any number of friendly units." Then, one by one, "for each target, you may add 2 damage to an adjacent unit." If a unit is destroyed during this step (whether enemy or friendly), an Undead Archer may Soul Shift into its place (assuming it is 3 or fewer spaces away). If a targeted Undead Archer has not yet resolved its 2 damage to an adjacent unit, this may allow it to reach new units to damage. After this step, one by one "Destroy each target." An Undead Archer may Soul Shift into any of these units' places

as they are destroyed (if they are 3 or fewer spaces away). However, an Undead Archer that uses Soul Shift at this step cannot add 2 damage to an adjacent unit since that step of Purge has passed.

Q: During my turn, can I use Undead Archer's Soul Shift to take the space of a destroyed Spore Carrier to prevent that Spore Carrier from placing a Fungal Beast?

A: Yes. You choose the order in which to resolve Soul Shift and Fungal Transformation. The second effect will not resolve because the space is not empty anymore and a unit cannot be placed there.

Q: Does using Blood Summon count as summoning a unit?

A: No. If, for example, you use Blood Summon to place a Shadow Knight, you do not resolve the effects tied to summoning that unit, such as Shadow Summon.

Q: Can I resolve the "effect" of Blood Summon to add damage to my own units even if I am unable to continue placing units?

A: Yes. Note that after you target a friendly unit with Blood Summon, placing a unit is mandatory if possible, but the damage is added to the target even if you are not able to place a unit. Since you can resolve the effects of Blood Summon any number of times, nothing prevents you from endlessly damaging your own units.

Q: Can I attach two Hellforged Weapons to the same unit and give it +4 strength?

A: Yes. The +2 strength is not part of a named ability, so it can stack. Abilities

cannot stack, so the unit would still only have the Curse ability once.

Q: While Law of Sanctity is active, is the damage added to Ret-Talus by Raise the Dead reduced to 1?

A: Yes. This does not prevent Ret-Talus from retrieving and placing an Undead unit.

Q: My opponent played Freeze on my unit. Can I still target it for Purge or Blood Summon?

A: Yes. Freeze does not prevent these interactions.

Fungal Dwarves

Q: If I destroy my Spore Carrier unit with my Fungal Beast's Infect, will that Carrier be in my discard pile in time for it to be placed with Infect?

A: Yes. Discarding the Carrier is done as part of its destruction, so it is in the discard pile when the "after destruction" trigger of Infect resolves.

Q: Follow up question. Can that Carrier attack if it had already attacked that turn before being destroyed?

A: Yes. That Carrier is considered to be a new unit once it leaves play. (See Playing the Same Card Twice in the Expanded Rules).

Q: If a Spore Carrier is replaced by a Fungal Beast as a result of damage added by Stimshrooms, can that Fungal Beast also use Stimshrooms that turn?

A: Yes. The Fungal Beast is considered a new unit.

Q: If I have a Spore Carrier with 3 boost and a Spore Carrier with 2 boost both within range of Kuldak's Blood Bloom ability, at the end of my Magic Phase when the first Carrier triggers Rupture, will my second Carrier gain a boost and trigger Rupture as well?

A: No. Any Spore Carrier with fewer than 3 boost at the end of the Magic Phase misses the trigger for Rupture. Only Carriers with 3 or more boost at the moment the Magic Phase ends will trigger Rupture.

Q: If I reduce the cost of Monstrosity to 0 with Emerge, do I still have to destroy a Fungal Beast with 5 or more boost to summon it?

A: Yes. Even though no magic is paid to summon a unit with a cost of 0, you are still considered to be paying the cost of 0, and must meet all other summoning and cost requirements.

High Elves

Q: Do my "Law" effects affect enemy commons/summoners as well?

A: Yes. All units of the specified class are affected.

Q: If I use Albus the Wise's Annul ability on a Lioness to remove its Imbued Life ability, and that Lioness has 2 damage on it, is it destroyed?

A: Yes. However, the player controlling Albus does not gain 1 magic from the Lioness being destroyed. Although the Lioness was destroyed after being targeted by Annul, it was the game state change of the Lioness's life value decreasing that caused it to be destroyed, and not the direct effect of Annul.

Q: If my common unit destroys an adjacent

Arbiter of Justice by attacking, does my unit take damage from Atone?

A: No. Attack damage (and destruction from that damage) is resolved during the attack, while Atone triggers after the attack. As soon as the Arbiter of Justice is destroyed, your unit loses Atone, and does not take damage from it.

Mountain Vargath

Q: If a Wolfsbane Brute (A) uses Ram on a unit and forces it next to another Wolfsbane Brute (B), can this second Wolfsbane Brute (B) also use Ram on this unit?

A: Yes. The two Brutes trigger Ram at the same time so they are resolved in the order of the active player's choice, and resolve according to the game state at the time of resolution. (See Triggered Effects in the Expanded Rules).

Q: When using Stronghold, must I place my summoner adjacent to the target gate if able?

A: Yes. Placing your summoner is mandatory, and must be resolved before you place up to 2 other units adjacent to that gate.

Q: Can Quen damage herself with Lightning Strike?

A: Yes. If Quen is adjacent to the target she attacks, she takes damage for each ↯ rolled.

Q: Can Torodin move through structure summoners/champions, like Krusk or The Hell Forge?

A: Yes. Climb allows movement through all structures, including summoner/champion structure units. However,

they are not commons, and will receive no damage from Trample. A common structure unit, such as Ice Golem, could be moved through by Climb and then damaged by Trample.

Obsidian Dwarves

Q: Does a unit with two Hellforged Axes have +4 strength?

A: No. A unit cannot gain multiple copies of the same ability, such as Too Strong. Note that this differs from Hellforged Weapon, which grants strength independent of a named ability, and therefore stacks.

Q: How much damage does my unit with both a Hellforged Axe and a Hellforged Chains receive at the start of my turn?

A: Just 1. Smolder is an ability, thus cannot stack.

Q: My Ember unit has been targeted by Freeze. Can I still use Born of Fire to summon an Ember Demon adjacent to it?

A: Yes. The unit loses only its abilities, not its card name or classes.

Q: Can you both summon and build structure units?

A: Yes. In the Summon Phase, you may summon structure units adjacent to gates you control, or anywhere else that an effect allows you to summon units. In the Build Phase, you may build them in your back 3 rows, adjacent to your summoner, or on any other spaces allowed by effects.

Phoenix Elves

Q: If Fanessa is attacked by an adjacent unit and survives but is then destroyed by

another effect before Riposte is resolved, does Riposte still deal damage?

A: Yes. If, for example, an Enigma Sage uses Exploit after attacking Fanessa and Exploit destroys her, Riposte was still triggered while Fanessa was in play, and will resolve, dealing 1 damage to the Sage. (See Triggered Effects in the Expanded Rules).

Q: My Ember unit has been targeted by Freeze. Can I still use Born of Fire to summon an Ember Demon adjacent to the frozen unit?

A: Yes. The unit loses only its abilities, not its card name or classes.

Q: Does Divine Retribution trigger if the attacked unit is placed more than 3 spaces away from Maldaria by Gem Dancer's Footwork ability?

A: No. Footwork triggers before Aura of the Phoenix adds damage, so "after that unit is attacked", it is no longer within 3 spaces of Maldaria and is not affected. Conversely, if a Gem Dancer places a unit into range of Divine Retribution, the Gem Dancer will take damage.

Q: Can a Fire Drake friendly to Queen Maldaria attack through another friendly unit adjacent to Queen Maldaria?

A: No. Units, friendly or otherwise, can't attack through friendly units adjacent to Queen Maldaria.

Polar Dwarves

Q: Do multiple Ice Smiths underneath a unit stack their dice modifiers?

A: Yes.

Q: Can I use Ice Smith's Frost Axe ability on a ranged unit?

A: Yes, but it will have no effect. Although you may place an Ice Smith under a ranged unit, that ranged unit still only hits on ⟁ symbols, so adding ⚡ symbols with Frost Axe will not affect it.

Q: Can you both summon and build structure units?

A: Yes. In the Summon Phase, you may summon structure units adjacent to gates you control, or anywhere else that an effect allows you to summon units. In the Build Phase, you may build them in your back 3 rows, adjacent to your summoner, or on any other spaces allowed by effects.

Sand Goblins

Q: Does using the Turret or Mortar Upgrade events count as an attack?

A: No. Their effects are not attacks, are not considered to deal damage from an attack, and do not count towards your three attacks per turn.

Q: Does Silts' Cunning ability trigger damage from Engage?

A: No. Exchanging places is neither moving nor forcing.

Q: Do multiple Wrench Rats underneath a destroyed card deal their damage in a single total instance, or in multiple individual instances of 1 damage?

A: Individual instances of 1 damage.

Q: Can you both summon and build structure units?

A: Yes. In the Summon Phase, you may summon structure units adjacent to gates you control, or anywhere else

that an effect allows you to summon units. In the Build Phase, you may build them in your back 3 rows, adjacent to your summoner, or on any other spaces allowed by effects.

Savanna Elves

Q: When using Trample to move onto and off of a unit with Engage, does my unit with Trample receive damage from Engage?

A: No. For a unit to take damage from Engage it must have moved from a space adjacent to a unit with Engage to a space further away from that unit. Neither step of a move onto and off of a unit with Engage fulfills this requirement.

Q: Can I use Trample to add more than 1 damage to a single unit if I move onto and off of it multiple times?

A: No. Trample only adds 1 damage per unit, regardless of how many additional times it was moved through.

Q: Can I use Trample to move through common structure units?

A: Yes.

Q: If I have a unit with both Momentum and Swift Shot (from Chant of Entangling), can I get the boost from Momentum before triggering Swift Shot?

A: Yes. Both of these abilities trigger in the same timing window, so you can sequence them in either order. A boost preexisting on the unit is not necessary for Swift Shot to be eligible to trigger, thus Momentum can place the boost needed to use Swift Shot before Swift Shot resolves.

Q: Does Chant of Weaving allow me to summon units at any time?

A: No. It just expands the options you have for summoning during your Summon Phase.

Q: Can Miti Mumway's strength be increased by Chant of Power?

A: No. Miti Mumway already has Imbued Strength, and a unit cannot gain multiple copies of the same ability.

Q: Can Abua Shi use his Spirit Bond ability on himself?

A: No. A unit is not considered to be "within X spaces" of itself.

Shadow Elves

Q: Is Shadow Knight's Shadow Summon ability mandatory?

A: Yes. You may still summon them adjacent to gates since gates do not have Shadow Summon, but they will add 1 damage to that gate.

Q: Does Selundar gain a boost when he is damaged during your own turn?

A: No. A unit is not considered to be "within X spaces" of itself.

Q: Can Selundar use Return to Shadow after I draw up to 5 cards at the end of my turn?

A: No. You cannot activate an effect that can be used at any point "During your turn" at the start/end of your turn (See "During", rulebook p. 15).

Skyspear Avians

Note: The text on Aerie Gate was clarified to state that a unit summoned adjacent to multiple Aerie Gates could only be forced by one of them (and only if that gate is

friendly**)**.

Q: Can two Aerie Sages grant the Strong ability to each other?

A: No. A card cannot have more than one copy of a given ability, so an Aerie Sage cannot receive Strong from another Aerie Sage **(**or from any other instance of the Strong ability, like Arbiter of War**)**.

Q: My Aerie Steward is attacking a Tundra Orcs Smasher while its Worthy ability is active. If I roll 2 ⮜ and 2 ⤳ symbols, how much damage do I add to the Smasher?

A: 6 damage. Each ⮜ rolled adds a ⤳ result to the roll, and Smashers receive damage from ⮜ results. With 2 ⮜ results, 2 standard ⤳ results, and 2 added ⤳ results, 6 total damage is added to the Smasher.

Q: Can Silts or a Gem Dancer use their ability to exchange places with an Aerie Sentinel?

A: Yes. Exchanging places is not prevented by Stalwart.

Swamp Orcs

Q: Do I gain magic when my opponent's Mud Drudger triggers its Prune ability as a result of damage I would have added?

A: No. The Drudger is destroyed by its own Prune ability, not by your attack or effect.

Q: If Mugglug and a Mud Drudger adjacent to her are both dealt damage at the same time **(**for example, by Volcanic Blast or Mortar**)** is the damage to Mugglug prevented by the Mud Drudger's Prune ability?

A: Yes. Damage is "added" simultaneously to Mugglug and the Mud Drudger. **(**See Simultaneous Effects in the Expanded Rules**)**. When the damage "would be" added to Mugglug, Prune triggers and changes that effect into destroying the Drudger–before the damage on the Drudger destroys it. This also means the user of Volcanic Blast or Mortar gains no magic from the Drudger, as the Drudger is destroyed by Prune and not by the damage.

Tundra Orcs

Q: If I roll excess damage when attacking with a unit under the effects of For Glory, do I take the full amount of damage, or only an amount equal to the remaining life on the attacked unit?

A: The full amount of damage rolled.

Q: Can I use Frenzy to attack again without forcing my Tundra Fighter?

A: No. The effect only applies "if you do" force the Tundra Fighter, meaning you must complete the force to attack again.

Q: If my attack adds enough damage to destroy a unit, does Brutal Force allow me to force that unit away so that it is destroyed on a different space?

A: No. The unit would be destroyed before Forceful Attack resolves.

Q: My attacking Tundra Fighter is destroyed by For Glory's Reckless Strike ability. Can I use Brutal Force's Forceful Attack to force the attacked unit even though my Fighter is destroyed?

A: No. Forceful Attack triggers after the attack, and the Fighter is destroyed before the attack action has concluded.

Q: Can Grognack use his Influence ability to re-roll dice from his own attack?

A: No. A unit is not considered to be "within X spaces" of itself.

Vanguards

Note: The Divine Shield ability on Coleen Brighton was clarified to only trigger against enemy attacks, and Renewed Hope was clarified to allow summoning at the end of your turn.

Q: Can you play a second Holy Judgment while the first one is still active from a previous turn?

A: No. You can not have two active events with the same name in play at the same time.

Q: If Renewed Hope is active, can I summon units I drew when drawing up to 5 cards at the end of my turn?

A: Yes. Renewed Hope has a text clarification that you can summon units at the end of your turn, so you can summon a unit you just drew.

Q: How does the timing of Coleen's Divine Shield factor into other strength modifiers?

A: Colleen will apply her strength decrease after any strength increases, such as Gang Up. (See Value Modifiers in the Expanded Rules).

Q: Does Coleen's Divine Shield apply even if my otherwise eligible Citadel common is placed more than 3 spaces away from her by Gem Dancer's Footwork ability?

A: Yes. Coleen will trigger "when" the target of the attack is chosen. Footwork triggers "after" the target is chosen.

Wayfarers

Q: Does Celeste count herself as a friendly unit for her Well-Traveled ability?

A: Yes. All units are friendly to themselves.

Q: Does using Boldo's Agile ability, Tess' Illusions ability, Gem Dancer's Footwork ability, Slip By, or Astral Waypoint trigger damage from Engage?

A: No. None of these effects count as moving or forcing away.

Q: Can my Eager Adventurer use the Embark ability multiple times in one turn?

A: Yes.

Q: What is the opponent's side of the board, for the purposes of effects like Celeste's Well-Traveled ability?

A: The battlefield has two sides. The 4 rows closest to you are your side, and the 4 rows farthest from you are your opponent's side.

Expanded Rules

Effects

- Effect (or game effect) refers to any in-game action that modifies (or intends to modify) the game state (e.g. moving, attacking, or resolving card text). The term refers to both a "whole effect" (a logically grouped set of effects) and a "subeffect" (the most granular change to game state). For this FAQ, we use "whole effect" and "subeffect" when the distinction matters.

- Many abilities and event cards contain multiple subeffects. Subeffects are resolved one at a time, sentence by sentence. Effects triggered by a subeffect are resolved before resolving the next subeffect on the card.

- Effects are mandatory unless they contain the word "may":

  - When resolving effects, perform as much as you can, and disregard what cannot be performed.

    e.g. You may play an event card even if the resolution of its text would not change the game state.

    e.g. If an effect would summon, place, or force a unit onto a non-empty space, you must disregard that effect.

  - After paying an optional cost, you must resolve the subsequent effects as fully as you are able to.

    e.g. You may use an Enigma Sage's Exploit ability to place a card on the bottom of your draw pile even if there is no adjacent unit to target. If there is an adjacent unit, however, you must target and add one damage to it, even if it is friendly.

  - "0" is a valid choice for the text "any number" or "up to".

- Effects cannot be interrupted by players. While an effect is being resolved, players cannot initiate a new effect (e.g. moving, attacking, activating an ability, playing an event). However, a triggered effect can occur automatically while another effect is being resolved.

"Simultaneous" Effects

- If 2 or more effects occur at the same time, they do not occur simultaneously. Instead, the active player chooses the order in which those effects resolve.

- EXCEPTIONS:

  - If a subeffect adds/removes damage or boost to/from multiple cards at the same time, those tokens are added to/removed from all affected cards in a single, simultaneous resolution, rather than one at a time in the order of the active player's choice. If that damage/boost causes multiple other game effects, e.g. if 2 or more cards are destroyed, the active player chooses the order in which those effects resolve.

  - Drawing up to 5 cards at the end of your turn happens before all other "end of turn" effects.

  - If a triggered effect occurs at the same time as the effect that triggered it, the triggering effect must be resolved before the effects that it triggered. (See Triggered Effects, "when", "each time" triggers).

Triggered Effects

- A triggered effect is one that occurs when 1 or more conditions are met (e.g. "After this unit moves, you may draw 1 card").

- All triggered effects have two parts: the

trigger condition and the resolution. The trigger condition contains the timing (e.g. "before" or "after" an effect occurs) and any additional requirements for the effect(s) to resolve. Typically, the text before the first comma in a triggered effect, plus any subsequent 'if' conditions, is considered the trigger condition. Any other text after a trigger condition is considered its resolution.

e.g. Spore Carrier's Rupture ability's trigger condition is "At the end of your Magic Phase, if this unit has 3 or more boost,"

e.g. Spore Carrier's Rupture ability's resolution is "destroy it."

- If 2 or more effects are triggered at the same time, they will all resolve, if possible (even if the card containing one of those triggered effects leaves play while another triggered effect is resolving). The active player (the player whose turn it is) chooses the order in which those effects resolve (see Simultaneous Effects).

- Triggered effects resolve according to the game state at the time of their resolution, rather than at the time they were triggered, unless otherwise specified.

- The following is a list of trigger condition timings and exactly when and how they occur:

  - "At the start of" or "at the end of" a phase or turn:
  At the start or end of a phase or turn, check one time for all effects whose trigger conditions are met, and resolve them. After this first check, do not check for that trigger again.

  e.g. When the active player declares the end of their Magic Phase, only Spore Carriers that have 3 or more boost at

that time will trigger their Rupture abilities. Rupture will not trigger for other Spore Carriers even if they gain boost before moving on to other effects.

Effects that last until the end of a turn last until all "end of turn" effects have triggered and resolved.

- "Before" an effect occurs:
These effects trigger (and resolve) when the intention to perform a triggering effect is declared but before it is resolved. After resolving a "before" effect, the effect that triggered it must still be resolved, unless rendered impossible by the game state.

- "When", "each time", or "the first time" an effect occurs (including when an effect "would" occur):
These effects occur at the same time as each other and at the same time as their triggering effect. These effects fall into two general categories:

1. Effects that modify the triggering effect are usually denoted by "when" or "the first time". These must be applied and modify how the triggering effect resolves.

   e.g. Swift modifies how a unit moves by letting it move 1 extra space, and Summoned by Fire modifies how a unit is summoned (i.e. modifies the cost required for it to be summoned).

   Note: if the effect has the word "would", the triggered effect completely replaces the triggering effect, which could alter whether other effects are triggered.

2. Effects that do not modify the triggering effect are usually denoted

by "each time". These effects occur in the same timing window as the triggering effect. However, although these triggered effects share a timing window with their triggering effect, the triggering effect must be resolved first. Once it has been resolved, the active player chooses the order of any triggered effects.

e.g. If you control 2 units with Blood Fury, you decide which gets boosted first, but you cannot boost before resolving the trigger of a unit being destroyed.

- "After" an effect occurs:

These effects trigger and resolve immediately after their triggering effect is fully resolved.

If a unit is destroyed by an attack, "after a unit is destroyed" effects trigger before "after a unit attacks" effects. Attack damage destroys units during Step 3 of the attack ("Add damage"), which occurs before the attack is fully resolved.

The timing of the three following triggers is identical: "after this unit attacks", "after this unit attacks and damages a card", and "after this unit attacks and destroys a card". The second and third triggers include a condition for what must have happened during the attack, but still resolve only after the attack itself has fully resolved.

Player Initiated Effects

- Only triggered effects can occur at the start/end of a turn/phase. A player cannot initiate an effect at these times.

e.g. You may not initiate an attack at the "end" of the Attack Phase.

e.g. You may not initiate an effect that can be activated at any point "during your turn" at the "start" or "end" of your turn (including after drawing up to 5 cards at the end of your turn).

Under Effects

- A card that is under another card is not on the battlefield, but is still in play. It does not have any abilities but will often still modify the card it is under (regardless of control).

- Cards placed under another card are controlled by the player that placed them there.

e.g. When a card with a Wrench Rat under it is destroyed, the damage from Rig Explosives is caused by the player who placed (and therefore controls) the Wrench Rat. Changing control of the card the Wrench Rat is underneath does not change control of the Wrench Rat.

Granted Abilities

- Sometimes a card can have or gain abilities other than its base abilities (e.g. via copying like Mind Witch or Sairook, via events like Pile On or Hand Cannon, via other units like Ava or Thrak, etc.). These abilities are granted abilities, as opposed to base abilities.

- Before a card enters the battlefield, and after it leaves it and its abilities are no longer "in effect", it always has only its base abilities, i.e. it cannot lose its base abilities or be granted any additional abilities.

- If a card "has" all of another card's abilities (e.g. Mind Witch), it is granted both the other card's base abilities and the other card's granted abilities. It will also be granted any new abilities as they are

granted to the other card, and will lose any abilities granted by the other card when the other card loses them (e.g. via Freeze or Albus the Wise, or by leaving the battlefield).

e.g. If a unit targeted by Vlox's Master of the Art gains any new abilities later that turn, Vlox gains those abilities as well.

e.g. If a unit targeted by a Mind Witch's Mimic leaves the battlefield, that Mind Witch will lose any granted abilities the target had, but retain the target's base abilities (as cards always "have" their base abilities while not in play). Note: if the target re-enters play, this does not change the abilities the Mind Witch is being granted.

Playing the Same Card Twice

- When a card is placed anywhere other than the discard pile (in hand, in draw pile, etc.) when leaving the battlefield, it is considered a new card. If a discarded card is later placed anywhere, it is considered a new card.

↘ =

- When an effect states that "↘ = another symbol(s)/text", it means that you must also resolve that symbol(s)/text for each ↘ rolled.

- If there are multiple "↘ =" effects, they all apply.

  e.g. Two Ice Smiths under a common means when that common attacks, each ↘ rolled provides four ⚔.

Interacting with Cards not on the Battlefield

- Unless specified, effects that interact with cards only affect cards on the battlefield. Only cards on the battlefield can be within X spaces of another card, and cards in a hand or pile are not considered friendly/enemy to any other card.

  e.g. Gathering Song places friendly commons so it cannot be used to place commons from your hand (not "friendly"). Conversely, Blood Summon specifies that it places units from your hand.

- If a card is not on the battlefield (and its abilities are not in effect), it always has only its base abilities. No effect can remove its base abilities or grant it additional abilities.

Value Modifiers

- Strength modifiers (e.g. Strong, Gang Up, Divine Shield) stack with each other. The order in which they are applied only matters if they include an absolute minimum.

  - In that case, apply them in this order: (1) Effects that increase strength, (2) effects that decrease strength with an absolute minimum, (3) other effects that decrease strength.

    e.g. Coleen Brighton reduces a Horde Climber's strength by 2 while Pile On increases it by 2. The Climber's strength is $1 + 2 - 2$ (min 1) = 1.

    Note: "To a minimum of 1" is an example of an absolute minimum (step 2). "To a minimum of -3" is a relative minimum (step 3).

    Note: Multiple abilities with relative maximums/minimums apply those

separately, e.g. Imbued Strength and Imbued Spirit each have a maximum of +5. A unit with both abilities and 5 boost would have +10 strength!

- If an attacking unit has 0 or less strength, it can still attack but rolls no dice.

- Movement modifiers (e.g. Perplexing Tempest, Flight, and Slow) stack with each other. Units may never move 0 spaces.

  e.g. A Wind Archer that has Flight (from Gwalark) can move 4 spaces (+1 from Swift and +1 from Flight), and may move through cards. While Perplexing Tempest is active, a Beast Rider moving in one direction can only move 3 spaces instead of 4, and an Ice Golem cannot move.

Damage Reduction when "Paying Costs"

- Certain effects, such as Law of Sanctity, prevent an effect from adding more than 1 damage. When "paying costs" (e.g. Ret-Talus' Raise the Dead) that require adding more than 1 damage, the cost is paid even if the damage is reduced.

  e.g. Ret-Talus is affected by Law of Sanctity. You may still activate Raise the Dead. Your intent is to add 2 damage but because of the Law, you only add 1. You may still complete the rest of the effect.

Moving/Forcing Through

- A unit is considered to have moved/been forced through another card as long as it has entered that unit's space, even if it is destroyed while still in that space.

  e.g. Blast is used on an Ember Beast to force it through a Wind Mage, but doing so forces the Ember Beast away from a Deceiver. The Ember Beast takes 1 damage from the Deceiver's Engage ability while in the same space as the Wind Mage and is destroyed. Blast will still deal 1 damage to the Wind Mage because the Ember Beast is considered to have been forced through it.