

CALL of CTHULHU

THE CARD GAME

FAQ/ERRATA VERSION II

This document contains the card clarification and errata, rules clarifications, timing structure, and frequently asked question for the *Call of Cthulhu Living Card Game*. All official play and tournaments will use the most recent version of this document to supplement the most recent *Call of Cthulhu LCG* rulebook.

The version number will appear in front of every entry so you can easily see which changes have been made with every revision of this document.

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CORE SET:

Frozen in Time (F163)
Should read: "Each player must discard 2 cards from his deck for each resource attached to each of his domains, or destroy that resource." This means that each player selects every resource attached to all of his domains and applies the effect to each of them. Each resource is also dealt with individually. For example, if a player has six total resources, he can choose to destroy two of them, and then discard eight cards from his deck to keep the other four.

Pulled Under (F57)
Should read: "Exhaust a character with at least 2  icons..."

Serpent from Yoth (F149)
Should read: "**Forced Response:** After Serpent from Yoth..."

SUMMONS OF THE DEEP ASYLUM PACKS:

THE SPAWN OF THE SLEEPER
Trent Dixon (F6)

Should read: "...If Trent Dixon is the only character you control that is committed to a story, count his skill and icons to all other story cards as well."

When he is committed alone on his controller's turn, the application of Trent Dixon's skill and icons to the other stories does not cause those stories to resolve. While he is committed alone on his opponent's turn, the application of Trent Dixon's skill and icons will only take place on stories where there are attackers. Trent Dixon is only committed to one story, and can only go insane or take wounds from lost struggles at the story to which he is actually committed

Erich Zann (F10)
Should read: "...in which Erich Zann is participating"

Bringer of Fire (F14)
Should read: "Exhaust all copies of Bringer of Fire you control..."

The Black Goat's Rage (F16)
Should read: "Play only if every card you control has the  faction..."

Julia Brown (F17)
Julia's disrupt ability is an example of a replacement effect. The word instead indicates that a replacement effect is being triggered. Replacement effects completely replace one effect with another. (See Replacement Effects under Official Rules clarifications.) This means when Julia Brown sacrifices and replaces herself with a new copy from your deck, you have effectively gotten around the consequences of losing a Terror struggle.

THE HORROR BENEATH THE SURFACE
Arkham Advertiser Archives (F28)
Should read: "...exhaust Arkham Advertiser Archives to refresh 1 of your domains with 2 or fewer resources attached."

Book of Eibon (F34)
Book of Eibon does not prevent a player from drawing above 5 cards in hand (for example during the draw phase). The card does, however, force a the player affected by its card effect to immediately discard cards from his hand until he has 5 cards remaining anytime he has more than 5 cards in hand.

THE ANTEDILUVIAN DREAMS
Dynamite (F42)
Should have the *Attachment* subtype.

Across Dimensions (F53)
Should read: "Play only if every character you control has the  faction..."

THE TERROR OF THE TIDES
Summoning Circle (F74):
Should read: "...(X is the number of  icons on the characters exhausted for the cost.)"

Descendant of Eibon

Should read: "**Action:** Discard 2 of your success tokens to put Descendant of Eibon into play from your hand or into your hand from your discard pile. At the end of the phase, if he is still in play from this effect, return Descendant of Eibon to your hand."

THE THING FROM THE SHORE
Endless Interrogation (F82)

Once Endless Interrogation is returned to the owner's hand, the card is treated as a new copy of the card because it is in an out of play zone. The card can then be played again, using the same response window.

Literature Professor (F83)
Should read: "While every card you control has the  faction..."

Obsessive Inmate (F97)
Obsessive Inmate does stay committed to the story during the opponent's turn. However, the story he is committed to will not resolve during his opponent's turn, unless the opponent commits at least one character to the story.

The Spawn of Madness (F99)
Should read: "...refresh all domains in play."

THE PATH TO Y'HA-NTHLEI
Military Bike (F102)
Characters can only be re-committed by Military Bike to a unresolved story where there are already characters.

Eye of the Deep (F108)
Should read: "...Those characters are considered 1 skill characters with no abilities and   until the end of the phase." Abilities include all keywords, passive abilities, and triggered abilities in the text box of the card.

Scaleshorn Asylum (F109)
Should read: "...gains the *Deep One* subtype"

Scaleshorn Asylum (F109)
Brain Transplant (F111)
Unspeakable Transformation (F115)
Strange Delusions (F118)
All should read: "**Action:**" instead of "**Any Phase:**"

DREAMLANDS ASYLUM PACKS

SEARCH FOR THE SILVER KEY
Dream Dagger (F58)
Should read: "Attach to a character you control."

IN THE DREAD OF NIGHT
Halfings of D'haz (F75)
The loser of the  struggle where Halfings of D'haz participated must assign additional

wounds for each icon the struggle was lost by among characters he committed to the story.

JOURNEY TO THE UNKNOWN KADATH

Moon-Beast Galley (F99)

Should read: "... ready all *Dreamer* characters at the beginning of each player's turn."

BANNED LIST

The following card is banned from official tournament play for Call of Cthulhu: The Card Game

Aspiring Artist (Ancient Horrors F12)

LCG CORE SET RULES OF PLAY BOOK ERRATA

On p 6 of the Core Rule Book, under For the First Game, it should read:

"... by adding one of the two neutral card packets (F141-147 and F148-154)."

On p 11 of the Core Rule Book, under Conspiracy Cards, it should read:

"... No more than three conspiracy cards with the same title may be in a player's deck."

On p 12 of the Core Rule Book, under Steadfast, the example should read:

"... (one of which is Agency)"

On p 14 of the Core Rule Book, under Insanity, it should read:

"... have the following statistics: 0-cost, 0-skill, no faction, no icons, no subtypes, and no text..."

CARD EFFECTS

(v1.0) Adding and Removing Subtypes

Players can only add existing subtypes (i.e., a subtype that exists on any tournament-legal card) to a card through card effects.

For example, a player cannot add the subtype "Direwolf" to a card using *False Papers* (Summons of the Deep F106).

(v1.1) Attachments

Cards with the Attachment subtype are followed by the term in the card text box "Attach to X." (For example, attach to a

character you control). This term is not a card effect, but rather an additional requirement to play the card. This means that attachment cards are played on the card that they attach to (instead of entering play, and then attaching to the card)

An attachment only checks the requirements for attaching it when the card is played. For example, if an attachment had the requirement "Attach to a Servitor character," and if the Servitor character it was attached to later on loses the Servitor subtype, the attachment would still remain.

(v1.1) Attached Cards

When a card becomes attached to another card due to card effects (like *Tear Gas*, Summons of the Deep F86), that card is now considered a support card (regardless of its normal type) with the Attachment subtype. The card loses all of its characteristics (such as skill value, icons, and type) except for any text that applies to its attached state. The card retains its faction identity and printed cost.

When a card changes **type** (character, support, event, or story), any cards that are attached to it are immediately discarded from play.

(v1.0) Card Effect vs. Game Effect

All effects are either card effects or game effects. Card effects are produced by cards, game effects are produced by the rules of the game.

(v1.0) Choosing Targets

A player cannot trigger a card effect that requires him to choose a character, support card, or story card if there is no card of that type that he is able to choose.

For example, a player could not play *Opening the Limbo Gate* (Core Set F116) unless every player's discard pile contained at least one character card.

In addition, a player cannot trigger a card effect that requires him to choose a certain number of targets if there are not enough valid targets available.

Also note that if a card is targeted, but becomes an illegal target (e.g., via a *Disrupt*: action), the targeting effect is then ignored.

For example, if Darrin plays *Shotgun Blast* (Core Set F16) on Tommy's *Jack "Brass" Brady* (Core Set F61), Tommy may choose to use *Jack "Brass" Brady's Disrupt*: action, which would return him to Tommy's hand. Assuming both players subsequently pass, the *Shotgun Blast* now resolves. However, since *Jack "Brass" Brady* is no longer in play and is thus an illegal target, the *Shotgun Blast* is ignored and discarded without any effect.

(v1.0) Day and Night

If at any time cards causing it to be both Day

and Night are simultaneously in play, it is considered to be both Day and Night for the purposes of triggering effects and choosing targets.

(v1.0) Duration of Effects

If a triggered ability has no specified duration, then the effects of that ability expire at the end of the current phase. "Put into play," "Remove from play," and "Take Control" effects are all an exceptions to this rule, and unless specified by a specific duration are considered to be permanent effects.

With "take control" effects, control of the card in question is granted to the most recent "take control" effect.

(v1.0) Eligible Targets

In order to target a card with an effect, that card must meet the targeting requirements. Any part of the effect for which that character is ineligible is simply ignored.

For example, with *Brain Transplant* (Summons of the Deep F111) you may target one insane character and one ready character who are both controlled by the same player, as per the targeting requirement. If the ready character has Willpower or a  icon, it is ineligible for the second part of the card's effect ("The ready character goes insane, if able"), so that part of the effect is ignored.

(v1.0) Gaining Control

If a card effect allows you to take control of a card, move that card into your playing area. If that card is an attachment, immediately attach it to an eligible card you control. (If you cannot, then you may not take control of the attachment.)

When you have taken control of a card, you are considered to be that card's controller, but not its owner. When that card leaves play for any reason, or at the end of the game, you must return it to its owner. If it leaves play as the result of a game or card effect, it is returned to its owner's control, but still is placed out of play. So, for example, if the card would be sent to a discard pile, it is placed in its owner's discard pile.

Note that if you already control a Heroic character, you cannot take control of a Villainous character, and vice versa.

When you gain control of a card, that card's status does not change. Thus, if you gain control of an insane or exhausted character, they remain insane or exhausted.

Any time a player gains control of a committed character during a story, that character is removed from the story.

The limits of unique cards still apply.

You cannot gain control of or play a unique card if you already control or own a copy of that card in play.

When an effect causes control of a card to change, control of any attachments on that card does not change. The attachments remain attached to that card and will continue to affect that card as described in their card text. They also remain under control of the player who originally played them.

(v1.0) Infinite Loops

It is possible, with certain card combinations, to create an “infinite loop” (such as having two cards exhaust to refresh each other indefinitely). When executing an infinite loop, the resolving player must follow these two steps:

1. Clearly display the infinite loop to the opponent (and tournament judge, if the opponent requires it). Thus, the player must display, using all cards involved, one full cycle of the infinite loop.
2. State how many times he or she wishes to execute this loop. For example, the player could say “I will now execute this loop seventeen million times.” Then resolve the loop that many times instantly. If the execution of this loop causes the player to win the game, the game is over and the executing player wins.

When both players have access to infinite loops that are in direct conflict with one another (for example, the players can alternate taking actions to add an icon to one of their characters, and they can each do this repeatedly), each player can be assumed to instantly do this an infinite number of times. The two loops immediately and completely negate each other, and the game should proceed under this assumption.

Infinite loops should never be abused to cause the game to stall.

(v1.0) Multiple Lasting Effects

Even if not triggered at the same time, multiple lasting effects may affect the same card at the same time. The order in which the lasting effects take place is irrelevant – the net sum result of all lasting effects is applied to the card.

For example, a *Young Deep One* (Core Set F52) (with 0 skill) is affected by two *Clover Club Bonncers* (Core Set F65), lowering that character’s skill by 2. The *Young Deep One*’s controller then attaches *Notebook Sketches* (Mountains of Madness F4) to it, increasing the *Young Deep One*’s skill by 1. The net sum of these three lasting effects is that the *Young Deep One* has a skill of -1.

Note, however, that a character’s skill is never considered to be below zero for purposes of resolving effects. Thus in the example above, the *Young Deep One*’s skill would count as though it were zero. However, if another lasting effect would give the *Deep One* +1

skill, the net skill would remain at zero.

Lasting effects that affect other character attributes (such as icons) work in the same fashion.

(v1.0) Simultaneous Effects

When card effects, passive abilities, or forced responses simultaneously affect multiple cards controlled by a player, all cards that are affected resolve in the order determined by the card’s controller, one at a time. The player must fully resolve each effect before the next effect takes place.

Whenever a card effect affects both players simultaneously, the active player resolves his effects first.

Whenever character or support cards enter or leave play at the same time, the controlling player chooses the order in which they enter or leave play. They are not required to follow the order in which they originally entered or left play.

(v1.0) Working Effects

In general, Support and Character card effects can only be triggered (or affect the game) when the card is in play. Event cards can be triggered from a player’s hand using an action. However, card effects on non-event cards in a player’s hand or discard pile are not considered to be actionable unless the card specifically states that it can be triggered while in its out-of-play state.

For Example: Darrin has *The Thing Behind You* (Summons of the Deep F110) in his hand. Normally he could not trigger the text on the card unless it was already in play. However, since the text on the card specifically states that a player may trigger its effect from your hand, Darrin may choose to use its ability.

Additionally, cards that are in play (or event cards that are played) do not interact with cards that are out of play unless they specifically refer to an out of play state they will interact with.

For example: *The Thing Behind You* (Summons of the Deep F110) has the ability: “**Action:** Pay 2 and return a  character to your hand to put *The Thing Behind You* into play from your hand.” This ability could not bring a character from a player’s discard pile to his hand, because the card does not specifically state that the player can take cards from their discard pile.

(v1.0) Searching the deck

If a card effect allows a player to search his deck, he must shuffle his deck afterwards.

DEFINITIONS AND TERMS

(v1.0) Card States

If a card has an ability that triggers in response to said card entering the discard pile, that effect does not resolve or trigger if that card had blank text due to a card effect, was attached to a domain as a resource, was discarded from hand, or was insane before it entered the discard pile.

For example, Darrin controls *Living Mummy* (Core Set F104). His opponent Tommy has blanked its text with *Called By Azathoth* (Summons of the Deep F9). Then, Tommy plays *Shotgun Blast* (Core Set F16). *Living Mummy* takes 1 wound and is destroyed.

Once *Living Mummy* is placed in the discard pile, both players have the option to trigger responses from *Living Mummy* being placed in the discard pile, starting with the active player. However, since *Living Mummy*’s text was blanked, Darrin cannot trigger the response listed on its card. He would have to play a different response, or none at all. Once both players pass, play proceeds and the window to respond to the card being placed in the discard pile is now closed.

Similarly, after a card is placed in the discard pile, returned to a player’s hand, or leaves play for any reason, any effects and/or wounds are removed after all responses have resolved. Any attachments attached to a card that left play are discarded, unless otherwise stated in game text.

Note that some cards, like *Local Sheriff* (Core Set F3), are not triggered in response to entering your discard pile, but have “**Action:**” effects that can be triggered from your discard pile. These effects can be triggered from your discard pile even if the card was blank, insane, discarded from hand, or attached to a domain as a resource before it entered the discard pile.

(v1.0) Cost of 0

A card with a cost of 0 (including X=0) cannot be reduced.

(v1.0) Insanity

If you control an insane character, that character cannot be made insane again by either player until it has been restored.

One insane character must be restored during your refresh phase if you are able to do so.

An insane character’s skill, text box, cost, and icons cannot be modified. Although it still counts as a character under your control, it is always treated as having 0 skill, 0 cost, no icons, no subtypes, no text box, and no faction, regardless of any effects in play. Insane

characters may be targeted by any effect that targets a character, but any part of the effect that would modify the card's basic statistics is ignored.

(v1.0) Passive Effects

Passive effects are ongoing effects that are not optional, unless otherwise stated. Passive effects and abilities do not have a trigger such as **Action:**, **Forced Response:**, **Response:**, or **Disrupt:**

For example, Darrin controls *.45 Pistols*. (Core Set F143). The icon it provides is not optional.

(v1.1) Paying Costs

Costs are any resources paid in order to play a card, as well as anything before the "to" part of a card ability. For example, *Slavering Gug* (Core Set F124) reads "Action: Pay 4 to choose and wound a character." Paying 4 resources is the cost for that ability.

Note that sacrificing a card to pay for an effect is also considered paying a cost. For example, if a player wishes to activate *Predatory Byakhee* (Core Set F89), he must sacrifice the Byakhee. If the effect were canceled, the Byakhee would still be sacrificed.

If an effect is canceled, any costs that were paid to trigger that effect are still lost. For example, if Player A drains a domain to play *Shotgun Blast*, but Player B plays *Power Drain* (which cancels the *Shotgun Blast*). Player A's domain remains drained, even though the *Shotgun Blast* effects were canceled.

When any player has a sacrifice effect, that cost must be paid, if able. If said sacrifice does not happen, then the cost has not been paid and the effect does not resolve.

Similarly, if the effect is a **forced response**, that sacrifice must take place, if able.

For example: Darrin has *Cthulhu, The Great Old One* (Core Set F41) in play. During his draw phase, Darrin chooses *Jack "Brass" Brady* (Core Set F61) to be sacrificed. He then triggers the disrupt ability of *Jack "Brass" Brady*, which reads, "**Disrupt:** Before a triggered ability resolves, return *Jack "Brass" Brady* to his owner's hand." *Jack "Brass" Brady* is returned to its owner's hand, preventing the sacrifice. Thus, the cost has not been paid. However, since *Cthulhu's* ability is a forced response, the cost must be paid, if able.

Thus, Darrin must choose another character to be sacrificed. If *Cthulhu, The Great Old One* was the only legal target, then he must sacrifice *Cthulhu, The Great Old One*.

(v1.1) Mulligan

Players are allowed to mulligan their starting hand once. A mulligan allows for each player to shuffle his starting hand into his deck and draw a new starting hand. The player must keep his

second hand if he chooses to take a mulligan.

(v1.0) Player Hand

A player only has a "hand" if said player has at least one drawn card not currently in play. Thus, if a player does not possess at least one unplayed drawn card, he does not have a "hand" for the purposes of triggering effects, paying costs, or being targeted by card effects that require having a "hand."

(v1.0) Printed Icons

Printed icons refer only to the icons printed on the left-hand side of character cards. Thus, icons granted to a character by card abilities would not be removed by the event **Binding** (Core Set F36) which reads, "**Action: Choose a character.** Until the end of the phase, that character loses all of its printed icons."

(v1.0) "Put into Play" vs "Play" vs "Enters Play"

"Put into Play" is a game mechanic that bypasses all costs (including resource matches) and play restrictions, with the exception of uniqueness.

For example: *The Terror of the Tides* (Summons of the Deep F67) reads "**Action:** Pay 3 to put *The Terror of the Tides* into play from your hand. Then, give *The Terror of the Tides* 4 wounds." By paying 3 resources, the controlling player is able to bring *The Terror of the Tides* into play any time he is able to play an **Action**. Note that by using this ability to bring *The Terror of the Tides* into play, the controlling player bypasses the need for a Cthulhu resource match.

To "Play" a card is to pay all costs and follow all play restrictions in order to bring the card into play from a player's hand. Card effects that take place when a card is played do not work if the card entered play through any alternate way.

For example: *Aspiring Artist* (Ancient Horrors F12) reads "**Response:** After you play *Aspiring Artist*, draw 2 cards..." This card effect only works when the card is played from a player's hand, and all costs associated with playing the card are paid. However, if *Aspiring Artist* was to be put into play due to some other means, such as the effect of a *Hungry Dark Young* (Core Set F131), then the player would not have "played" *Aspiring Artist* (as he did not pay the costs associated with playing the card), and he would not be able to use the card's response.

"Enters Play" is an all-encompassing term that covers both "Put into Play" and "Play." All cards that are "Put into Play" or "Play" are considered to "Enter Play."

For example: *Victoria Glasser* (Core Set F 82) reads: "**Forced Response:** After *Victoria Glasser* enters play, choose a character. That character goes insane." This effect would activate regardless of if the card was brought into play due to a card effect, or if *Victoria Glasser* was brought into play by paying the

card's costs.

(v1.0) Replacement Effects

The word "instead" lies at the heart of the replacement effect, as it allows the new effect to occur in place of the effect it is replacing. Therefore, the original effect does not occur, the new effect occurs instead.

For example, *Julia Brown* (Summons of the Deep F17) which reads, "...**Disrupt:** If *Julia* would go insane as a result of a struggle, sacrifice her instead. Then, search your deck for a card titled "*Julia Brown*" or "*The Sleepwalker*," put it into play committed to the same story, and then shuffle your deck" sacrifices and "replaces" herself with a new copy from the controlling player's deck, the sacrifice replaces a Terror struggle and the controlling player has effectively gotten around the consequences of losing a Terror struggle (making one of his characters go insane).

(v1.0) "X" (The Letter "X")

Unless specified by a preceding card, card effect, or granted player choice, the letter "X" is always equal to zero.

For example, Darrin controls *Shadow Company* (Summons of the Deep F89), which has an "X" for the card's skill value. His opponent, Tommy, targets it with *Called By Azathoth* (Summons of the Deep F9). Since the *Shadow Company* has a blank text box, it does not have a value assigned to X. Thus, its skill is now zero.

(v1.0) Playing Events

When a player plays an event (from his hand), it doesn't immediately go into his discard pile. It is placed in his discard pile after the action is complete.

When a player plays an event from his discard pile, it does not remain in his discard pile, but rather is placed back in his discard pile after the action is complete.

(v1.0) Multiple Effects and the word "Then"

Some cards have effects that attempt to do more than one thing. Generally, these effects resolve independently of one another. (If the first effect of the card does not or cannot resolve, the second effect will still occur.) For example: *Y'Golonac's* (Core Set F122) ability reads: "**Action:** pay 1 to choose and ready a character. That character must commit to the same story as Y'Golonac, if able." *Y'Golonac* can target a ready character with this ability, and even though the first part (ready a character) does not resolve, the second part of the effect does resolve.

Any time two effects are linked by the word "then," the first effect *must* resolve in order for the second effect to occur.

For example: *Julia Brown's* (Summons of the

Deep F107) text reads: “**Forced Response:** After Julia Brown commits to a story, discard 2 cards at random from your hand, then draw 2 cards.” The player must discard 2 cards at random from his hand in order to draw the 2 cards.

(v1.0) Exchange Control or Game Position
An exchange must involve two entities that are changing their status or position. If one of the entities is absent or cannot be changed, the exchange attempt fails.

(v1.0) Forced Responses
A **forced response** must trigger, if able.

For example: Darrin has *Bokrug* (Ancient Horrors F10) in play. During a story, Darrin’s characters lose a combat struggle and *Bokrug* is chosen to be wounded. Even during the story resolution phase when normal actions and responses cannot be used, *Bokrug*’s **Forced Response** which reads, “After Bokrug is wounded as the result of a  struggle, choose and wound another character committed to that story, if able.” must trigger.

(v1.0) Icon Boosters
Icon boosters are large struggle icons that add an additional struggle of the same type. Story cards with booster icons (either added by characters or support cards) are treated as having extra icons of that struggle.

Thus, if one icon was removed from the story card by a card effect, there would be one fewer struggle.

For example, if a player commit to a story that has *Sleep of Reason* (Core Set F53) attached (which adds three Terror struggles) and his opponent plays *Inside Information* (Core Set F151) to remove a Terror struggle, there would still be three Terror struggles to be resolved.

Icon boosters are always resolved immediately following the first struggle of the matching type (i.e., if the booster icon was Terror, there would be two Terror struggles before moving on to the Combat struggle).

(v1.0) Paid, Overpaid, and Cost
The **printed cost** of a card is the cost that is printed on that card. The **actual cost** of a card or effect is the printed cost after any cost modifiers have been applied. The actual cost of a card is also the amount that is **paid** to play the card from a player’s hand, or to trigger an effect.

Overpay is the difference between the number of resources on the domain that was drained to play the card or trigger the effect minus the value that was paid for the card or effect, if that difference is one or higher. In order to “overpay” for a card or triggered effect, that card must have an actual cost of one or greater.

(v1.0) Icon Removal

If, after all modifiers have been applied, a character has a negative number of a specific icon, that character is considered to have 0 icons of that kind.

If a new modifier is added into the mix, all icon modifiers must be re-applied to the printed number of icons in order to re-determine how many icons of that type that character has.

A player can “remove” an icon from a character who does not have that icon, but the modified number of icons that character possesses will still be 0.

(v1.0) “If Able”
Certain card effects contain the text “if able.” For these cards all normal rules apply for choosing targets and triggering effects, with one exception: If there is no legal target during resolution, there is no effect.

For example, Darrin’s opponent Tommy plays *The Black Goat’s Rage* (Summons of the Deep F16) which reads “... **Action:** Each player counts the  icons on all readied characters he controls. The player who counts the fewest  icons must immediately choose two characters he controls to go insane, if able.” Both players pass on using disrupt actions and the effect now resolves. Darrin counts fewer  icons and must choose two characters to go insane. However, all of his characters have Willpower. Since there are no legal targets for Darrin to choose, the text of *The Black Goat’s Rage* has no effect.

If a player cannot fulfill the entire effect of an “if able” clause, that effect is ignored.

For example, if a player plays *Byakbee Attack* (Core Set F95) which reads, “...**Action:** Each opponent chooses and discards 2 cards from his hand, if able.” an opponent with only one card in hand cannot choose and discard two cards, so they keep the card in their hand. (a player can still play *Byakbee Attack* because of the “if able” clause, but since the clause cannot be fulfilled its effect is ignored by that opponent.)

If a player must choose between multiple “if able” effects, he may not choose an option that has no eligible targets unless no alternative with an eligible target is available.

(v1.0) Invulnerability
If a character with Invulnerability ever has a wound on it that would destroy that character, that character is still destroyed. (For example, if a character with Toughness is wounded, gains Invulnerability, and then loses the Toughness, that character is destroyed.)

(v1.0) Lowest Skill
A character is considered to be the character with the lowest skill if it is the only character in play.

At any time a card effect targets a character with the lowest skill and there is a tie, the card effect’s controller may choose which character is affected.

(v1.0) “Minimum of 1”
If an effect allows a player to reduce a card’s cost, it cannot be lowered below one if the reducing effect has stipulation “to a minimum of 1.”

If a player uses a combination of effects to reduce the cost of a card where one of the effects has the “minimum of 1” stipulation, and the other reducing effect does not, the “minimum of 1” takes precedence.

(v1.0) Moving Wounds
Moving a wound to a character is not considered wounding that character, or choosing that character to be wounded, for the purposes of triggering card effects. A character still suffers from a wound that has been moved onto it.

A player cannot move a wound onto a character with Invulnerability.

(v1.0) Multiple Effects
If a card has multiple effects, all effects on the card are resolved, if possible, independently of whether any other effects of the card are successful (following targeting restrictions as normal), **with the following important exception:**

If a card uses the word “then,” then the preceding effect must have been resolved successfully before the subsequent dependent effect can be resolved.

For example, Darrin controls *Forest Sister* (Core Set F125) which reads, “**Disrupt:** Pay 1 to cancel a wound to *Forest Sister*.” His opponent, Tommy, plays *Sacrificial Offerings* (Core Set F59) which reads, “**Action:** Choose and wound a character controlled by an opponent. Then, that character’s controller may choose and wound a character.” choosing *Forest Sister* to be wounded.

Darrin chooses to use *Forest Sister*’s disrupt action to prevent the wound. Since the wound was canceled, Darrin may not choose and wound a character.

(v1.0) Resource Match
Card effects that grant a resource match do not affect other costs, such as Steadfast. Resource match effects do, however, affect Loyal cards unless otherwise stated in game text.

(v1.0) Sacrifice, Destroy, Discard from Play
“Sacrifice”, “Destroy” and “Discard from Play” are not interchangeable terms. Thus, a card that is “destroyed” is not considered to be “sacrificed,” and vice versa.

(v1.0) Steadfast

If a Steadfast card has a printed cost of zero, the player must still control at least a number of resources of the correct faction equal to the amount of steadfast necessary to play the card, although that player does not need to drain a domain in order to play the card.

(v1.0) Text Box

A card's text box consists of subtypes and game text relevant to gameplay, including keywords such as **Willpower** and **Fast**.

A card's cost, title, descriptors, faction symbol, skill, printed card type (i.e., character, support), collector information, and flavor text are not considered to be part of the text box.

A card attached to a domain as a resource does not have a text box, unless the card has a **Zoog** resource symbol.

(v1.0) Transient and Steadfast

The play restriction on whether or not a player can play a Steadfast card is checked before he drains a domain to pay for that card. When checking faction resources to see if a player is able to play a Steadfast card, Transient cards count as a single resource of their faction. Transient cards only count as two resources when the card is actually drained to pay for a card.

(v1.0) "Cannot"

The word "cannot," when appearing in card text, is absolute. Effects that attempt the described action will not affect any card that "cannot" be affected by such an effect.

(v1.0) Immune

Some cards have the card text "Immune to X" in their text boxes. This means that they cannot be targeted by cards with that subtype and/or card type. This also means that if a card with that subtype and card type does not target a specific character, but affects all characters or a group of characters, these cards ignores that effect.

For example: *Alaskan Sledge Dog* (Mountains of Madness F16) reads "Immune to **Polar** events." This means that the card cannot be targeted by any event cards with the **Polar** subtype. In addition, if there was a card effect with the **Polar** subtype that affects all characters, *Alaskan Sledge Dog* would not be affected.

(v1.0) Ready/Exhausted vs Committed/Uncommitted

There is an important distinction between Ready and Exhausted versus Committed and Uncommitted.

Characters are Ready when they are upright and have not been exhausted.

Characters are Exhausted as costs for card effects, by card effects, and to commit to a

story (unless a card effect states otherwise).

Characters are Committed to a story when they are going to participate in the struggles for that story and either attack or defend there.

Characters are Uncommitted from a story when they are removed from the challenges due to a card effect, or after the story has resolved.

(v1.0) Attacking vs Defending

Some effects are specifically dependent on whether a player is attacking or defending. The active player is always considered the attacker, and the opponent is always considered the defender.

(v1.0) Counting Skill

Some effects reference counting skill or not counting skill. These effects do not change the actual numbers on the card. They only mean that the skill is counted or not counted during the skill comparison at the story.

(v1.0) Resources and Discard Pile

These zones of play are considered to be public information and can be viewed freely by either player during the course of the game.



(v1.1) Committing to Stories

Once the active player has committed one or more characters to a story, opponents are able to commit their own characters. Opponents are able to commit characters only to stories where the active player has characters.

Stories will resolve only if the active player has characters at that story.

(v1.0) End of Turn vs. End of Story Phase

If the active player commits no characters to a story, the Story Phase ends immediately.

The End of the Turn is a separate phase that occurs after the Story Phase. The End of the Turn should have its own grey (non-interrupt) box in the timing flowchart.

(v1.0) Resolving Stories

Resolving struggles and determining success at all three story cards happens all within the same "gray box" on the timing flowchart. Thus, no actions or responses can be triggered between one story's resolution and the beginning of the next story's resolution. The only responses players can choose to trigger are Disrupts, however Forced Responses that apply to the situation must trigger automatically.

Additionally, if a story card is won by any

player before it is resolved (i.e., at any point during the story resolution sequence), all success tokens are removed from the story, and all characters are no longer committed to that story. Any remaining steps of the sequence are not resolved.

(v1.0) Winning an Icon Struggle

It is possible for a player to win an icon struggle even when his opponent has committed no characters, or characters with that icon, to the struggle. For example, a player would win a Terror struggle if he had committed any characters with one or more Terror icons and his opponent had committed no characters.

(v1.0) Story Totals

A player has achieved victory if he has three or more story cards in his "won" story card pile.

If any card effect shuffles a won story card back into the story deck, that player no longer has that story for the purposes of counting his victory total.

For example, Darrin has won two story cards and needs only one more to win the game. But his opponent then wins the story card *Dreamwalkers* (Core Set F164), and chooses to activate its effect that allows the opponent to remove one of Darrin's won story cards and shuffle it back into the story deck. Now Darrin needs two stories to win the game.

(v1.0) Actions, Disrupts, and Responses

Throughout the course of the game's action windows, players alternate taking actions. Actions consist of playing a card from hand, or of triggering an action effect on a card already in play.

Disrupt and Response effects are played as a result of the actions that the players take, or as a result of something that occurs because of a game effect. (Such as a character being wounded as the result of a combat struggle, or a player drawing cards during the draw phase.)

Disrupts can be played immediately, whenever their play requirement is met, and their resolution precedes the resolution of the occurrence that allowed the disrupt to be triggered.

Responses are played after the resolution of the action or framework game event that meets their play requirement, but before the next player action is taken, or before the next game event resolves. Any number of responses can be played in response to any occurrence that allows them to trigger, with response opportunities passing back and forth between players, starting with the active player. Once both players pass a response opportunity, play proceeds to the next action or game effect.

Forced Responses should always trigger immediately, whenever the circumstances of

their text would indicate.

Passive abilities are “always on,” and active whenever the circumstances of their text would indicate. The main difference between a passive ability and a forced response is that the Forced Response can be cancelled.

(v1.0) Responses on Cards Leaving Play

Some cards respond to leaving play, or to effects that may cause them to leave play. Such responses can be triggered as if the card were still in play. Note that only Response or Forced Response effects can be triggered in this manner, and they must respond to leaving play or the effect that causes them to leave play. Cards may not take “one last Action” before they leave play.

For Example: The “Response:” effect on *Professor Nathaniel Peaslee* (Core Set F24) can be triggered in response to *Professor Nathaniel Peaslee* entering the discard pile from play.

(v1.0) Story Resolution

Once stories start resolving, the resolution of all stories is considered a single game effect, and all responses to anything that occurs during story resolution will be played in the same window of opportunity. Disrupts will still interrupt story resolution and take place immediately, as they precede the occurrence being disrupted.

If Conspiracy Theorist (Summons of the Deep F117) which reads, “Players cannot win the game by winning story cards unless at least one of their won story cards is also a conspiracy card, or unless there are no story cards left in the story deck.” is in play, and is destroyed by a card effect. What happens if both players have 3 story cards in their won piles?

In this situation, the active player is considered to be the winner.

If Samantha Grace (Summons of the Deep F96) which reads, “Each player needs an additional story card in order to win the game.” is in play, and the opposing player runs out of cards in his deck, does her effect prevent the controlling player from winning the game?

No. Once the opponent runs out of cards in his deck, he is considered to be removed from the game, and all game effects are ended. Therefore, she does not prevent the controlling player from winning.

If Y’Golonac (Core Set F122) which reads: “... Action: Pay 1 to choose and ready a character. That character must commit to the same story as Y’Golonac, if able.” uses his ability during the Story Phase after both attackers and defenders have committed their characters to stories, does the effect force the targeted character to commit to the same story as Y’Golonac?

No. Y’Golonac’s ability does not create an additional window through which characters can be committed to stories. If anything (including game effects) prevents a player from fulfilling

the entire effect of an “if able” clause, that effect is ignored.

Also, it is important to note that Y’Golonac’s ability to ready a character exists independently of his ability to force characters to commit to the same story as himself. Therefore, he is able to target a ready character with this ability, and even though the first part (ready a character) does not resolve, the second part of the effect does resolve as long as there is nothing preventing them from committing to the same story.

If I have a Military Bike (Summons of the Deep F102) which reads: “... Disrupt: After a story to which attached character is committed resolves, exhaust Military Bike to immediately re-commit attached character to another unresolved story” and am the defending player, am I able to commit the attached character to an unresolved story where the attacker has not committed characters?

No, the defending player may not commit characters to stories where the attacking player has not committed characters to.

Can I ready Insane characters during my Refresh Phase?

No, Insane is a state like Ready and Exhausted. Insane characters that are not restored cannot be Ready or Exhausted.

If I take control of a character which has an attachment on it, do I take control of the attachment as well?

No, the attachment is not under your control.