



FAQ 1.5

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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SECTION 1: 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 card entries are ordered by the set in which the specified card was printed, with the earliest set in the front. 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.”

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.

75 Rip Dere ‘Eads Off!

If the revealed development is a unit card, that card is not considered to have “entered play.” (The card was already in play as a development.)

If the revealed development is a unit that cannot be in play (such as a **Hero** card in a zone that already contains a **Hero**), then the unit that caused the illegal state to occur is immediately sacrificed.

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.

Example: Dave plays Slaanesh’s Domination on Kris and reveals the card Flames of Tzeentch. Dave chooses to play Flames of Tzeentch for no cost, which results in the card dealing 0 damage to a target unit. However, since Flames of Tzeentch was just played, it then goes to Kris’s discard pile.

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.”



65 Flagellants

Flagellants are no longer considered to have an errata. (Reversal)



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 Sniktech

Should read: “**Action:** Corrupt this unit

to destroy one target unit with fewer hit points than the number of Skaven cards in play.”



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



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



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.”



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.”

MARCH OF THE DAMNED



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




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.”

RESTRICTED LIST


The following cards are restricted for 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.

 116 Warpstone Excavation

 119 &  57 Innovation

 2 Mining Tunnels

 25 Wilhelm of the Osterknacht

 42 Reclaiming the Fallen

 117 Soul Stealer

BANNED LIST

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

 8 Visit the Haunted City

SECTION 2:

OFFICIAL RULES

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

Action

Actions are usually denoted by a bold “Action:” trigger on a card. Other actions are playing a unit, support, development, or quest card from hand.

Playing 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.

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 during this action window 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.

Constant Effects (v1.4)

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

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.

Simultaneous Effects (v1.4)

When two 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 Actions, 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 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.

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.

Legends (v1.5)

Legends cannot defend capital zones.

Terminology

Clarifications

Triggering a Card Effect (v1.1)

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. If a player cannot fulfill any requirements to trigger a card effect, he cannot attempt to trigger it.

Card Effects (v1.4)

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 steal deal its Counterstrike damage.

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.

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.

"Just Played" (v1.3)

Some card effects reference cards that have been "just played." These cards can only be played in response to a card being played, and resolve before the card enters play or takes effect.

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 in response when that tactic is being played, but before it resolves.

"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.

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.

"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 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.

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).

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.

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.

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.

Sacrifice

Sacrifice means to put a card that you control into its owner's discard pile. It cannot be cancelled or prevented by other effects.

Destroy

Destroy means to put a card that is in play into its owner's discard pile. It is important to note that sacrificing a unit is not destroying it and vice versa.

Leaves Play

Leaves play is when a card that is in an

in play zone goes into an out of play zone, such as back into a hand, deck, or discard pile.

Targeting

Target (v1.3)

Targeting is checked when the card is played and again when the card effect resolves. A card effect to 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.

Counterstrike

Counterstrike is a keyword that allows a defending unit to immediately damage an attacker 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.

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 than what it would take to destroy the unit (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 assigns his first.

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).

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 (this occurs during the same timing as Toughness).

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.

Miscellaneous

Moving Units

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."

When a questing unit is moved out of the quest 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.

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.

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.

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.

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.

Scout keyword (v1.5)

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

SECTION 3:

UPDATED TIMING STRUCTURE

UPDATED TURN SEQUENCE

DIAGRAM

Phase 0. Beginning of the Turn

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 10).

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 10).

Actions may be taken by either player.

Phase 3. Capital Phase

Beginning of the Phase (See D under Detailed Timing Structure on page 10).

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 10).

Active player decides which of his opponent's zones he is attacking, **if any**.

Actions may be taken by either player.

Active player declares attackers.

Actions may be taken by either player.

Defending player declares defenders.

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. Characters leave play if they have damage equal to or greater than their hit points. Burn tokens are placed on the capital if necessary.

Actions may be taken by either player. This is considered to be the "End of Turn" action phase. (See E under Detailed Timing Structure on page 10).

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.**

The turn ends. 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 active player, 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 at resolution and are cancelled if all targets are invalid

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

4. After B-3 resolves, players may take additional actions [Go to B-2] starting with the next player (*players alternate turns when taking actions*). 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)*

SECTION 4:

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. This timing window functions the same as all other action windows in the game.

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), targeting 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 targeting 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 (Legends 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.

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 8 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: What happens to any excess damage after a legend is destroyed?

A: Whenever a legend is attacked and destroyed, any excess damage will not be assigned to that zone or anywhere else. It is ignored, just like damage that is assigned to an already burning zone.

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?