

- 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.
- All triggered effects have two parts: the trigger and the effect.
- "If 2 or more game effects ever occur at the same time, the player whose turn it is determines the order in which those effects will resolve."
- 98% of the time, the triggering of these abilities does not affect the other abilities that need triggered. But in rare cases, it does, so here are some more details about how triggered effects are resolved.
- * Fungal Transformation gets a small nerf. "Rupture Chaining" is no longer possible, in which one rupture makes more ruptures immediately triggerable. (Although there are cases where the new logic will be favorable.)
- * Abilities like Withdraw and Soul Shift, which can make a unit that was adjacent during an attack no longer adjacent, are slightly nerfed since they can't be used to avoid damage via Immolate and Rig Explosives.
- With the Eternal Council's Warn and Exploit abilities, you now **MUST** carry out the effects after paying the cost, if possible.
- (Forged Reminder) A structure, including a unit that is also a structure, cannot move unless an effect allows it to.