Game Overview (v1.9)

The Warhammer: Invasion LCG is played in three zones: the kingdom, the quest zone, and the battlefield. Armies, heroes, villains, and creatures from the Old World are played into these zones, with the goal of acquiring resources in the kingdom, drawing more cards in the quest zone, and attacking the opponent in the battlefield. Attacking the opponent leads to the ultimate goal of burning down the sections of his capital. The first player to burn two of the three sections on his opponent's capital wins the game.

The Races

There are six different races in the *Warhammer: Invasion LCG*, each with its own distinct flavor and identity. Each race is represented in the game with a unique symbol and colour/texture on its card border.

The Empire ⚜, Dwarf ⚒, and High Elf ⚘ races constitute the "Order" races. On the other hand, the Chaos ✪, Orc ✋, and Dark Elf ☽ races are known as the "Destruction" races. Order cards and Destruction cards cannot be combined in the same deck.

Cards with a grey border and no racial symbol are neutral. Neutral cards are not specific to any race, and can be used in both Order and Destruction decks, unless their card text specifies otherwise.

The Golden Rule

If the rules text of a card contradicts the text of this rulebook, the rules on the card take precedence.

Running Out of Cards

If at any time a player has no cards in his deck, that player is immediately eliminated from the game.

The Card Types

There are six different types of cards in the *Warhammer: Invasion LCG*.

Unit Cards

Unit cards represent heroes, villains, soldiers, armies, creatures, monsters, and daemons from the Old World. Players need unit cards to attack their opponent's capital from the battlefield, and to go on quests in the quest zone. Units can also be used in the kingdom to produce resources. Finally, units can be used to defend the zone where they are located when that zone is attacked.

Tactic Cards

Tactic cards represent battle maneuvers, spells, actions, disasters, and other unexpected twists. A tactic card is normally played from a player's hand, its text effects are resolved, and it is then placed in its owner's discard pile.

Quest Cards

Quest cards represent long term pursuits that a player's units can attempt to complete. After a quest is completed by a player, that player is generously rewarded with a powerful effect. Quest cards are played into a player's quest zone, and then that player can play a unit card directly onto the quest card if he desires to send that unit on that quest.

Support Cards

Support cards represent buildings, locations, fortifications, items, weapons, and other attachments. Once played, support cards remain in play until destroyed by game or card effects.

Exception: Cards that are attached to another card (most often *Attachments* are support cards) are sacrificed (put into the discard pile) if the card they are attached to leaves play for any reason.

Legend Cards (v1.8)

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

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

A Legend's power is considered to be equal to the number of power icons it has in its weakest zone.

Example: Malekith has 2 Kingdom power icons, 2 Quest power icons, and 2 Battlefield power icons. His power is considered to be 2.

Developments (v1.5)

During his capital phase, the active player may also play one card face down as a development.

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.

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.

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.

Card Anatomy Key

1. Title: The name of this card. A card with a banner next to its name is unique (see "Unique Cards," below).

2. Cost: The number of resource tokens a player needs to pay in order to play this card from his hand.

3. Race Symbol: The race the card belongs to.

4. Loyalty Icons: An additional variable cost to play the card that can be reduced by controlling cards that are loyal to this card's race (see page 8).

5. Power Icons 🔴: Depending on the zone in which the card is played, power icons enable the player to collect more resources (in the kingdom), draw more cards (in the quest zone), or inflict more damage upon the opponent (in the battlefield).

6. Card Type: This banner indicates whether the card is a unit, support, tactic, or quest card.

7. Hit Points: The amount of damage a unit can take. If a unit has as many damage tokens as it has hit points, that unit is destroyed and is placed in its owner's discard pile.

8. Traits: Special designators that have no rules, but may be affected by other cards in play. Examples include Warrior, Hero, Spell, and Building.

9. Card Text: The special effects unique to that card.

10. Collector Information: Denotes the set symbol and collector number of the card.

Unique Cards

Some cards in this game are unique. They are marked with a banner 🔨 before their card name to indicate their uniqueness.

If a player has a copy of a unique card in play, he cannot play, take control of, or put into play (via a card effect) another copy of that card. It is possible, however, for both players to have the same unique card in play at the same time. If a unique card is in a player's discard pile, that player is allowed to play another copy of that unique card according to the normal rules.

Turn Sequence

The Warhammer: Invasion LCG is played over a series of turns. Each player completes his entire turn before the other player takes his turn.

A player's turn is divided into five phases, which are taken in this order:

0. Beginning of the Turn.
1. Kingdom Phase (collect resources)
2. Quest Phase (draw cards)
3. Capital Phase (play units, supports, and quests)
4. Battlefield Phase (attack opponent's capital)

5. End of Turn Phase.

Following is a detailed outline of the turn sequence.

Important Exception: During the very first turn of the game, the first player must skip his entire quest phase and his entire battlefield phase. This is known as the "first player penalty" and only applies to the starting player on the very first turn of the game.

0. Beginning of the Turn

All beginning of turn effects are resolved, and both players have the opportunity to take actions.

1. Kingdom Phase

First, the active player resets his resources by returning all of his unused resources to the centre of the playing area and then taking 1 resource for each power in his kingdom. The kingdom starts with a base power of three.

The active player also has the opportunity to restore (see Corruption, p 8) any single corrupted card under his control at the beginning of his kingdom phase, before any player actions can be taken.

Then, both players have the opportunity to take actions (including using tactic cards). Once both players have chosen not to take an action, play proceeds to the next phase.

Example: At the beginning of his kingdom phase, Kris first returns all of his unspent resources to the pool in the centre of the table. Then, he counts the number of power in his kingdom zone. His capital provides a base power of three for his kingdom, and he also has a Zhufbar Engineers (1 power icon) and a Contested Village (1 power icon) in his kingdom. Kris therefore collects a total of 5 resources during his kingdom phase.

2. Quest Phase

The active player draws one card for each power in his quest zone. The quest zone starts with a base power of one.

Then, both players have the opportunity to take actions (including using tactic cards). Once both players have chosen not to take an action, play proceeds to the next phase.

Example: To draw cards, Kris first counts the number of power in his quest zone. His capital provides a base power of one for his Quest zone, and Kris also has the Mountain Brigade (2 power icons) in his quest zone. Therefore, Kris draws a total of three cards for his quest phase.

3. Capital Phase

The capital phase is the only phase in which a player is allowed to play unit, support, and quest cards from his hand to his three zones (kingdom, quest, and battlefield). Only the active player may play unit, support, and quest cards from his hand during this phase.

In order for a player to play a card from his hand, he must pay for it by spending a sufficient number of resources (equal to the card's total cost), returning them to the pool in the centre of the play area. When a unit, support, or quest card is played in this manner, the controller of the card chooses where (amongst his three zones) the card is placed.

A card's cost is determined by adding the card's printed cost (the numerical value in the upper left hand corner of the card)

and its loyalty cost (the number of loyalty icons under the printed cost minus the number of matching race symbols the player controls in play). Notice that each Capital Board has one race symbol for the race it represents. A card's loyalty cost cannot be less than zero.

Example: During his capital phase, Kris wishes to play Thyrus Gorman from his hand to his battlefield. To do so, he must first determine the cost of the card. The printed cost of the card is 3, and the card has 3 Empire loyalty icons. Kris has 2 Empire race symbols in play, so the card's loyalty cost is 1 (3 Empire loyalty icons on the card minus 2 Empire race symbols in play). This loyalty cost is added to the card's printed cost, for a total cost of 4. To play Thyrus Gorman, Kris must spend 4 resource tokens by moving them from the pile in front of himself to the pool in the centre of the table. After paying the cost, Thyrus Gorman is placed in Kris's battlefield.

During the capital phase, the active player also has the option of playing a card face down as a development in any one of his zones. One development can be played by the active player each turn. A development adds 1 hit point to the zone in which it was played. Each zone starts with 8 hit points, and developing a zone is a useful means of protecting it from being overrun by an opponent. Some card effects also become more powerful as a zone is developed. Developments in a zone only add hit points to that particular section of their controller's capital. A player may look at his developments (but not at his opponent's) at any time.

A player is considered to be taking an action when playing a unit or support card from his hand (or when playing a card face down as a development) during the capital phase. The other player may still take actions (play tactics or trigger card abilities) during this phase, but only the active player is permitted to play unit, support, and quest cards from his hand. Once both players have consecutively passed, play proceeds to the next phase.

Sending a Unit on a Quest

Quest cards are played from a player's hand into his quest zone in the same manner that unit and support cards are played. Once a quest card is in play, the controller of that card has the option of sending his units on that quest.

To send a unit on a quest, a player plays the unit on top of the quest card when he plays that unit from his hand. The questing unit is still considered to be a part of its controller's quest zone (it contributes power and can be used to defend the zone when it's attacked), but it is also considered to be "questing" on the quest upon which it was played. A questing unit allows resource tokens to be accumulated on the quest, and once the specified number of resources have been accumulated on a quest, its effect can be utilized by its controller.

These resource tokens come from the pool in the centre of the playing area, and are not subtracted from the resources a player collects during the kingdom phase. Resource tokens on a quest card cannot be used for anything other than the effects of that card. Only one unit can be questing on any given quest card at any time. If the questing unit leaves play for any reason, or is moved to another zone, the quest card remains in

play but all resource tokens accumulated on that quest card are discarded, and returned to the pool in the centre of the table.

4. Battlefield Phase

During the battlefield phase, the active player has the option of attacking one of his opponent's zones with any number of units in his (the active player's) battlefield. The defending player then has the option of defending the attacked zone with any number of his units that are stationed in that zone.

The goal of attacking a zone is to damage that section of the opponent's capital. Any time a section has as many (or more) damage tokens as it has hit points, that section is considered overrun and burning. All damage tokens on that section are immediately replaced with a burn token. If two of a player's three sections are burning, that player has lost the game.

Attacking an opponent requires engaging in combat, which is broken up into 5 steps:

1. Declare Target of Attack
2. Declare Attackers
3. Declare Defenders
4. Assign Damage
5. Apply Damage

Note that players have the option of taking actions after each of these 5 steps, and play does not proceed to the next step until both players have consecutively passed the opportunity to take actions. Each of these steps is explained in detail below.

1. Declare Target of Attack

The active player first decides which of his opponent's three zones (kingdom, quest, or battlefield) he is attacking. The player also has the option of attacking an opponent's legend, through one of his zones.

After the target zone has been declared, both players have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, play proceeds to the next step.

2. Declare Attackers

The active player decides which of his units in his battlefield (if any) are going to participate in the attack. Note that only unit cards in the battlefield can be declared as attackers. If at least 1 attacker is declared, then the zone is now considered to be attacked.

After attackers have been declared, both players again have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, play proceeds to the next step.

(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.)

3. Declare Defenders

The defending player now decides which of his units in the attacked zone (if any) are going to participate in the battle to defend the zone. Only unit cards in the attacked zone can be declared as defenders. The defending player may allocate as many units in his zone as he wishes to defend. Defending units

do not block particular, individual units; the attackers all attack together and the defenders all defend together.

After defenders have been declared, both players have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, play proceeds to the next step.

4. Assign Damage

First, both players determine how much damage their participating units inflict. Each player counts the number of power icons on the units he controls that are participating in the battle: this is the amount of damage he will be inflicting upon his opponent.

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 (including any cancellation effects) 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 choice, 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.

After the attacking player has assigned damage, the defending player assigns the damage inflicted by his defenders to the attacking units. Damage inflicted by defending units must be assigned to attacking units.

Damage tokens are placed near the card(s) to which the damage is being assigned. The defender may also over-assign damage to any attacking unit, in anticipation of Toughness or other cancellation effects. Defenders cannot assign damage to an attacker's capital.

After all damage has been assigned, both players have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, play proceeds to the next step.

5. Apply Damage

At this point, effects like Toughness (see Toughness, page 16) kick in and cancel damage before it reaches the target. Any damage tokens thus cancelled are returned to the pool in the centre of the play area. Both players now apply the assigned damage to the cards to which it has been assigned. Any unit that has as many (or more) damage tokens on it as it has hit points is destroyed (and discarded). If an attacked section of a capital is dealt damage that surpasses the number of hit points it has remaining (remember that each development in a zone adds one hit point to that section), that section is now considered burning. All damage tokens are removed from a burning section, and a burn token is placed on that section. A player wins the game immediately any time two sections of his opponent's capital are burning.

After all damage has been applied, both players have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, the battlefield phase is over.

5. End of Turn

This is the end of the active player's turn. The other player now becomes the active player, and starts his turn. Play proceeds with the turns alternating until one player has won the game.

Example: During his battlefield phase, Kris decides he wants to attack Tom's capital.

First, Kris must declare the target of the attack. This is done by choosing which of Tom's three zones he will be attacking, and Kris decides to target Tom's quest zone with this attack.

Next, Kris must decide which of the units he controls in his battlefield will participate in this attack. Kris has a Defender of the Hold, a Hammerer of Karak Azul, and King Kazador in play in his battlefield.

He decides the Hammerer and King Kazador will participate in this attack, but not the Defender of the Hold.

After attackers have been declared, Tom has the chance to declare defenders. Tom can only declare units in the attacked zone (his quest zone) as defenders. Tom has a Doom Divers and Urguck in his quest zone. Tom decides to defend with the Doom Divers, but not with Urguck.

Next, each player must determine how much damage his participating units inflict in this battle. This is done by counting the number of power icons those units possess. Kris's units inflict 4 hit points worth of damage (3 power on King Kazador and 1 power on the Hammerer of Karak Azul), and Tom's units inflict 2 hit points worth of damage (2 power on the Doom Divers).

After determining how much damage is inflicted, the players then assign that damage to their opponent, starting with the attacker.

Kris takes 4 damage tokens from the pool, and assigns them to Tom's defending units and capital. He must assign damage equal to each defending unit's remaining hit points to that unit before he can assign any damage to Tom's capital. The Doom Divers have 2 hit points, so Kris places 2 of the damage tokens near the Doom Divers. Then, he places the other 2 damage tokens near the quest zone on Tom's capital. Tom takes 2 damage tokens from the pool, and assigns them to Kris's attacking units. (Damage dealt by defenders cannot be assigned to a player's capital.) Tom places both damage tokens near Kris's Hammerer of Karak Azul.

After all damage has been assigned, it is applied simultaneously to all units and capitals. At this point, the Toughness keyword takes effect. The Hammerer of Karak Azul has been assigned 2 damage, but this unit has Toughness 1. This effect cancels 1 of the damage that has been assigned to the Hammerer, so this damage token is returned to the pool before it is applied.

All damage that was assigned to a unit or section is now moved onto that unit or section. 1 damage token is placed on the Hammerer of Karak Azul, but since this unit has 2 hit points, it survives the battle. Tom's Doom Divers have 2 hit points, and 2 damage tokens are moved onto them, so they are destroyed and placed in Tom's discard pile. 2 damage tokens are also moved onto the quest section of Tom's capital.

Condensed Turn Sequence:

Phase 0. Beginning of the Turn.

Beginning of the Turn (See D in Flowchart).
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 in Flowchart).
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 in Flowchart).
Actions may be taken by either player.

Phase 3. Capital Phase

Beginning of the Phase (See D in Flowchart).

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.

Phase 4. Battlefield Phase

Beginning of the Phase (See D in Flowchart).

Active player decides which of his opponent's zones he is attacking, if any.
Actions may be taken by either player.

Active player simultaneously declares all attackers. If at least 1 attacker is declared, then the zone and player are now considered to be attacked and units are considered to be attacking. The other player and zone are now considered to be defending.

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

Defending player simultaneously declares all defenders. The units are now considered to be defending and, if there are still attacking and defending units, they are considered to be opposed in combat.
Actions may be taken by either player.

Damage is counted then assigned, without yet being applied.
Actions may be taken by either player.

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

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Actions may be taken by either player.

Phase 5. End of the Turn

The turn ends. (See E in Flowchart)

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 next chain, or starting a new one)*

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

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

 -This continues until both players have passed consecutively

3. Resolve the Action chain

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

 -Effects exist independently of their source

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

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

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

C. Resolving a Constant/Forced Effect

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

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

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

D. Beginning of a Phase/Turn

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

2. Action Window [Go to **B**]

E. End of a Phase/Turn

1. Action Window [Go to **B**]

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

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

Advanced Concepts

Following is a discussion of some of the more advanced concepts players might encounter as they delve deeper into the *Warhammer: Invasion LCG*.

Card Effects

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

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.

Triggering a Card Effect (v1.7)

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

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.

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).

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.

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.

Resolving a Card Effect (v1.7)

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

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

Simultaneous Effects (v1.6)

When two non-Action card effects trigger at the same time, the player whose turn it currently is (the active player) 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 and Conditional Actions are considered Constant Effects during all timing resolutions.

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

Two or more Constant Effects that do not have a trigger condition are not considered to be simultaneous. Players should always apply the net effect of Constant Effects that do not have a trigger.

Card Effects Resulting in Playing Cards (v1.8)

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

Example: Greg plays Slaanesh's Domination (CS 105). If the tactic is not canceled, then when it comes time to resolve Slaanesh's Domination he will reveal three cards from his opponent's hand. Two of them are tactics. As part of the resolution of Slaanesh's Domination, Greg is able to play both of the tactics for no cost, and does so. After they resolve and are discarded, chain resolution resumes.

Actions

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. Actions are always optional, and can be triggered by either player during any action window in the game sequence. In order to trigger an action on a unit, support, or quest card, the card on which the action is printed must be in play, unless the action specifies that it can be triggered from an out of play state. Tactic cards are actions that are played from a player's hand. Players can take actions during any of the shaded "player action" boxes in the "Detailed Turn Sequence" chart on page 6.

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.

Playing an Action "In Response"

Actions can also be played or triggered in response to other actions. When an action is played "in response" to another action, it resolves *before* the action it is responding to, in a "last in, first out" manner.

Sometimes, multiple actions will be taken or played in response to one another. These action chains can create surprising and sometimes complex game situations.

Players should just remember to always resolve the final response first, and then work their way back through the response chain to the original action.

All costs must be played and any targets must be chosen when the action is triggered, regardless of whether or not the effect resolves immediately.

Example: Tom plays the tactic card Pillage ("Action: Destroy one target support card.") from his hand, choosing Kris's Grudge Thrower as the target. Kris decides to use the Grudge Thrower's action ability "in response" to Tom's tactic. This means that the Grudge Thrower ability actually resolves first, before the Pillage card takes effect.

Once an effect has been paid for, that effect is a part of the action chain, and the effect resolves even if the source of the effect is removed from play. It is possible to avoid an effect either by removing the *target* of the effect from play, or by cancelling the effect with another action.

Triggered 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.

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.

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.

Quests (v1.7)

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

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

Forced Effects

Forced effects are denoted by a bold "**Forced**:" trigger on a card. Forced effects are triggered by specific occurrences throughout a game, and they occur automatically, whether the card's controller wants them to resolve or not. Forced effects always occur immediately whenever their trigger is met, and they cannot be cancelled or interrupted by other actions.

Example: Tom has played Thyrus Gorman into his kingdom. Thyrus Gorman has the text "Forced: After your turn ends, this unit takes 1 damage." At the end of his turn, Tom must immediately deal 1 hit point of damage to Thyrus Gorman.

Constant Effects

Card effects that do not have a bold trigger are considered constant effects. Constant effects continually affect the game state, as long as the card is in play and any other specified conditions are met. Unless otherwise noted, constant effects only apply to cards in play.

Example: Kris has played the Boar Boyz into his battlefield. The Boar Boyz card has the text: "This unit gains 👁️👁️ while you control at least 1 damaged unit." This text is active as long as the Boar Boyz are in play, and whenever Kris controls at least one damaged unit, the Boar Boyz card gains 2 power icons.

Keywords

Keywords are used as shorthand for common game effects that appear on a number of cards. The Keywords and their role in the game are explained below.

Counterstrike

The Counterstrike keyword allows a defending unit to immediately damage an attacker whenever it is declared as a defender. The Counterstrike keyword is always followed by a numeric value (Counterstrike 1, Counterstrike 2, etc.). Note that when a unit is gaining Counterstrike from multiple sources, the numerical effects stack on top of each other.

Whenever the unit with the Counterstrike keyword is declared as a defender, it immediately deals *uncancellable combat* damage equal to this numeric value. This damage must be dealt to a single attacking unit of the defending player's choice; a unit with Counterstrike cannot split the Counterstrike damage amongst more than one unit. Counterstrike damage is always applied as soon as it is assigned, before any other actions can be taken.

Any unit dealing damage with the Counterstrike keyword still participates in the battle and deals normal combat damage as well.

Kingdom/Quest/Battlefield Only

Some cards have keyword restrictions that dictate the zone into which the card can be played (or put into play). When these cards enter play, they can only do so in one of the specified zones. Note that this keyword only restricts the card when it enters play, it can then be moved (through card effects) to another zone.

Limited

A player may play (or put into play) only one card with the Limited keyword each turn.

Order/Destruction Only

Some neutral cards have the keyword Order Only. These cards cannot be used in the construction of a Destruction (Chaos, Orc, or Dark Elf) deck.

Some neutral cards have the keyword Destruction Only. These cards cannot be used in the construction of an Order (Empire, Dwarf, or High Elf) deck.

Scout (v1.5)

After combat damage is applied, the controller of any surviving participating unit(s) with the Scout keyword forces his opponent to discard one card at random from his hand for each of his participating units with Scout that survived the combat.

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

Toughness

The Toughness keyword is always followed by a numeric value (Toughness 1, Toughness 2, etc.). Whenever a unit with the Toughness keyword is assigned damage, the Toughness keyword cancels its numeric value of that damage before the damage is applied.

Cancelled damage is not applied to the unit.

Some card effects deal damage that is "uncancellable."

This damage cannot be cancelled by Toughness. When a unit is gaining Toughness from multiple sources, the numerical effects stack on top of each other.

Savage X

This keyword allows a unit, when it is dealt 1 or more damage, to deal X damage to one target unit in any corresponding zone. It is important to note that the unit with the Savage keyword must survive the damage it was dealt in order for the Savage keyword to trigger.

When a unit gains Savage from multiple sources, the numerical effects stack on top of each other.

Necromancy

This keyword allows a unit to be played from the discard pile as though the unit was in its owner's hand. The unit enters play from the discard pile, and if it is still in play at the end of the turn, it is put on the bottom of its owner's deck.

Terminology Clarifications

Cost (v1.4)

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

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

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

Loyalty

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

Reduction

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

Healing (v1.1)

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

Hit Points vs Remaining Hit Points (v1.9)

The term "hit points" refers to the printed hit point value on a unit, plus or minus any modifiers. Remaining hit points equals the hit point value of a unit minus the number of damage on that unit.

Corruption

Some effects in the game will cause a card to become "corrupt." When this occurs, the card's controller turns the card 90 degrees to show that it is corrupt.

Corrupt cards cannot be declared as attackers or defenders.

Some cards become corrupt when they use an ability.

Other effects can corrupt an opponent's forces, thereby preventing those forces from attacking or defending.

At the beginning of his kingdom phase, a player has the option of restoring one corrupt card that he controls. To restore a card, turn it back 90 degrees in the other direction, so that it is again vertical on the playing area. A restored card is no longer corrupt.

"Limit one Hero per zone"

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

"Search" (v1.1)

Search is a game term for looking at the top of a player's deck. There are cards in the game that reference this specific game term in their abilities. It is important to note that the term "search" and "look at" are different game terms. Cards that reference "search" do not include "look at" and vice versa.

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.

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.

The Word "Cannot"

If an effect has the word "cannot" in its description, then that effect is absolute, and it cannot be overridden by other effects.

Example: The Blessing of Isha support card has the text, "Attached unit cannot be corrupted." This effect cannot be overriden by another card effect such as
Seduced by Darkness, which has the text, "Action: Corrupt one target unit."

Control and Ownership

Players "own" cards that they included in the deck they are playing. Players "control" cards that they own, unless another player steals control of the card through a game effect. Any time a card leaves play, it reverts to its owner's hand, deck, discard pile (as directed by the effect forcing the card out of play).

Sacrifice

Any time a player is instructed to sacrifice a card, the card is placed in its owner's discard pile. A sacrifice is absolute, and cannot be cancelled by other effects.

Non Combat Damage

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.

Attacks Outside of the Battlefield Phase (v1.9)

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

Example: Wolves of the North (CC 32) reads: "Action: During your quest phase, the unit questing on this card can initiate a single attack against a single zone controlled by an opponent." When a player initiates an attack using this action, he must follow each step of the battlefield phase.

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.

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

Out of Play

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

Play

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

Put into Play

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

Enters Play

Any card that is played or put into play is also considered to have entered play. Cards may enter play from the hand, deck, or the discard pile.

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).

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 response 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.

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.

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.

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.

"Just Played" (v1.8)

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

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

Sacrifice (v1.7)

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

Destroy (v1.7)

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

Leaving Play (v1.7)

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

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

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

*A self-referential effect uses the language "this unit" or "this card".

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.

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.

Zone Specific Effects

Some card effects are preceded by an italicized zone name. (*Kingdom*, *Quest*, or *Battlefield*.) Such effects are only active when the card is located in the specified zone.

Example: The Runesmith has the text: "Quest. Action: Spend 2 resources to have a target unit gain 🔴 *until the end of the turn." If Kris plays the Runesmith in his quest zone, he will be able to use this effect. If he plays the Runesmith in his kingdom or in his battlefield, he will not be able to use this effect.*

Corresponding Zones

If a card refers to an opponent's "corresponding" zones, it is referring to each opponent's zone of the same name as the zone in which the card is located.

If a card refers to each player's corresponding zone, it is referring to the zone in which the card is located as well as each opponent's zone of the same name.

Example: Tom has a Zhubar Engineers in his battlefield. The Zhufbar Engineers have the text: "Forced: After this unit leaves play, each opponent must sacrifice a unit in this corresponding zone." When the Zhufbar Engineers leave play, their effect forces Tom's opponent, Kris, to sacrifice a unit in his own battlefield.

Targeting

Target (v1.3)

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

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.

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.

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.

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.

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.

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.

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

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

Indirect Damage

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 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.

Card Errata

The errata on any individual card always applies to all reprinted versions of that card. This section also lists tournament restricted 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 Slannesh'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 canceled.

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 Elector

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

76 War Hydra

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

77 Reaper Bolt Thrower

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

79 Deathmaster Snikitch

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 Expansion

13 The Glittering Tower

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

19 Asuryan's Cleansing

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

36 Altar of Khaine

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

46 Gold Wizard Acolyte

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

Enemy Cycle

25 Wilhelm of the Osterknacht

Should read: "... **Action:** When this unit attacks, move one target unit from the defending zone to another zone controlled by the same player."

49 Return to Glory

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

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 Expansion

9 Garden of Morr

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

Morrslieb Cycle

11 Eatine Harbour

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

49 Voice of Command

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

Legends Expansion

40 Monster of the Deep

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

45 Track the Prey

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

51 Protective Spites

Protective Spites prevents all damage dealt to the attached unit with the removal of a single resource token. Should read: "... If attached unit would be dealt damage, you may remove a resource token from this card instead."

Capital Cycle

58 Chakax

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

104 Werner Ludenhof

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

109 The Imperial Zoo

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

Bloodquest Cycle

6 The Unending Horde

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

50 Red Arrow Coach

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

57 Arcane Power

Should read: "...if you control a legend or *Artefact* support card, return target card (other than an Arcane Power) from your discard pile to your hand."

90 Mage of Loec

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

108 Temple of Ulric

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

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.

44 Will of the Electors

116 Warpstone Excavation

119 & 57 Innovation

2 Mining Tunnels

5 Derricksburg Forge

25 Wilhelm of the Osterknacht

42 Reclaiming the Fallen

117 Soul Stealer

7 Rodrik's Raiders

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

Frequently Asked Specific 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 (CS63) face up with Rip Dere 'Eads Off ! (CS75), 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 and 3 units in play and my opponent plays a Troll Vomit, 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 to move units into my opponent's Quest zone?

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

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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 Glittering Tower 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 acton 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 1damage 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.

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?

A: The unit it is attached to stays faceup and is considered to be
a development for as long as Judgement of Loec remains attached to it (see page 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: Does there have to be three valid targets for Plague Bomb (MC 34) in order to play the card?

A: Yes. You cannot attempt to play Plague Bomb unless you have three valid targets for it. Whenever you trigger a card effect, you must have a valid target(s) and pay all costs at the time you trigger it. This is considered a requirement to triggering an effect. You also have to target three different units with Plague Bomb, so you could not target a single unit more than once.

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

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

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

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

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

A: It depends. The quest will only trigger if the development was an actual unit card itself. If it was a tactic, support card, or legend, then Offering to Hekarti would not trigger. When cards hit the discard pile, they do so as whatever their printed card type is, and not what type they may have been while in play.

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

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

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

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

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

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

Q: What does it mean to trigger an ability?

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

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

A: A unit that is sacrificed or destroyed is removed from play. After a sacrificed or destroyed unit leaves play, it attempts to enter its owner's discard pile. Volkmar the Grim's ability intercepts it and places that unit on the bottom of its controller's deck instead. This replacement does not prevent the unit from being sacrificed or destroyed.

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

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

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

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

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

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

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

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

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

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

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

A: No. Actions must be triggered at the first available opportunity, which is typically part of the same action chain and in response to another Action. If your opponent plays Jealous Eyes to end the action chain after you trigger your first "At the beginning of your turn" Action, then your first opportunity to trigger your second "At the beginning of your turn" Action will be at the start of the next action chain (still during Phase 0).

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

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

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

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

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

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

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

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

Credits

Fantasy Flight Games

Lead Game Design: Lukas Litzsinger

Additional Game Design and Development, Rules, Producer: Nate French, Eric Lang

Games Workshop

<u>For Additional Rules Information</u>

For additional information and updated card rulings see an unofficial rules summary at Deckbox.org or check out FFG's Warhammer:Invasion Rules Forum.

Printable Rulebook and FAQ conversion by Nick Jordan (Entropy/Entropy42)