



Flesh and Blood
Comprehensive Rules v1.4
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1 Introduction to Flesh and Blood TCG

Flesh and Blood™ is a competitive Trading Card Game where two heroes face off in a fight to the death. Each player starts the game with their hero, weapon and equipment set in play. The battle is fought through strategic use of resources, knowing when to defend and when to go in for the kill.

1.1 Symbols

This document uses the following text based representation of the symbols printed on cards:

- {i} Intellect
- {h} Life
- {r} Resource Point
- {p} Power Value
- {d} Defense Value

2 Card Text vs Comprehensive Rules

2.1 If a card text would contradict a rule(s) contained in this document, the card text will supersede the applicable rule section of this document.

2.2 Card text is always considered to be;

2.2.1 The official card text on the most recent printed version of a card unless a card has received errata.

2.2.2 If a card has received errata, it will be announced in an errata bulletin and included in the errata log at fabtcg.com/errata. The official card text will be updated to match the errata.

3 Winning the Game

3.1 The game is won by reducing the opposing hero's life {h} to zero **or** meeting an in-game win condition.

3.1.1 The game ends as soon as a hero's life becomes zero or an in-game win condition is met. Unresolved cards, abilities, or effects on the chain do not resolve.

3.2 If both hero's life would simultaneously be reduced to zero, the game is a draw.

- 3.2.1 When damage is dealt, a hero's life is changed by the total amount of damage dealt. *(eg. Hero X has 3 life, and Hero Y has 1 life. A card deals 3 damage to each hero. Both heroes will go to zero life and the game will be a draw.)*

4 Deck Requirements - Constructed Formats (Classic Constructed & Blitz)

- 4.1 When playing an official constructed format tournament, each player must start the tournament with a prepared collection of cards that meet the requirements of the format being played. This is considered a player's **registered deck** irrespective of whether a written list of cards is required to be provided or not.
- 4.1.1 A player cannot change the cards in their **registered deck** once a tournament has begun, unless advised otherwise by the tournament organizer or head judge.
- 4.1.2 For official Classic Constructed tournaments, up to 80 cards + 1 hero card must be registered. This is your **registered deck**.
- 4.1.2a A Classic Constructed **registered deck** may contain up to 3 copies of each unique card legal to play in the Classic Constructed format. See <https://fabtcg.com/resources/rules-and-policy-center/card-legality-policy/> for details on cards that are legal to play. A card is unique if it has a different card name or pitch value from any other card. *(eg. Sink Below pitch {r} is unique from Sink Below pitch {r}{r}{r}. You can have up to 3 copies of each version of Sink Below in your deck.)*
- 4.1.3 For official Blitz tournaments, 1 young hero card, up to 11 weapons and/or equipment, and exactly 40 cards that can begin the game in your deck zone must be registered. This is your **registered deck**.
- 4.1.3a A Blitz **registered deck** may contain up to 2 copies of each unique card legal to play in the Blitz format. See <https://fabtcg.com/resources/rules-and-policy-center/card-legality-policy/> for details on cards that are legal to play. A card is unique if it has a different card name or pitch value from any other card. *(eg. Sink Below pitch {r} is unique from Sink Below pitch {r}{r}{r}. You can have up to 2 copies of each version of Sink Below in your deck.)*
- 4.1.3b If a card is on the Blitz restricted list (Refer Card Legality Policy), a **registered deck** may contain up to 1 copy of each unique version of that card.
- 4.1.4 When a card's text refers to a card's owner, it means the player who started the game with that card as part of their **registered deck**.

- 4.1.5 When a card's text refers to "cards you own", it means all the cards that were part of your **registered deck** at the start of the game
- 4.1.6 A **registered deck** may contain only Generic cards and cards with the same class and/or talent card type as your hero card (*eg. Guardian, Ninja, Shadow, Light Warrior*).
- 4.1.7 A **registered deck** may contain only 1 copy of each unique card with **Legendary**.
- 4.1.8 A **registered deck** may contain **specialization** cards only if the first name of your hero card matches the specialization name, ignoring name prefixes such as "Ser". (*eg. Crippling Crush is a **Bravo Specialization**. You may only include Crippling Crush in your **registered deck** if the first name of your hero card is Bravo.*)
- 4.2 When playing a game, including during the start of game procedure, the cards in your deck zone are considered your **deck**.
 - 4.2.1 For Classic Constructed you must begin the game with a minimum of 60 cards in your **deck**.
 - 4.2.2 For Blitz you must begin the game with exactly 40 cards in your **deck**.
 - 4.2.3 If your hero has an effect that allows you to start the game with 1 or more cards in the arena that could start the game in your **deck**, these cards count towards your minimum deck size.
 - 4.2.4 Your **deck** may only contain cards with the card types action, instant, attack reaction, defense reaction, mentor, or resource.
- 4.3 When playing a game, the cards that did not begin the game in your **deck** or in the arena, are considered your **sideboard**.
 - 4.3.1 The **sideboard** is not a zone. It is a defined collection of cards outside the game.

5 Deck Requirements - Limited Formats (Sealed Deck & Booster Draft)

- 5.1 When playing an official Limited format tournament, each player obtains a collection of cards through the mechanism applicable to the Limited format being played. This collection of cards is considered a player's **registered deck** irrespective of whether a written list of cards is required to be provided or not.
 - 5.1.1 A player cannot change the cards in their **registered deck**, unless advised otherwise by the tournament organizer or head judge.

- 5.1.2 For official Sealed Deck play, all non-token cards you open (your card pool) is your **registered deck**.
 - 5.1.3 For official Booster Draft play, all cards you draft (your card pool) is your **registered deck**.
 - 5.1.4 For official Limited play, any number of young hero and/or weapon cards that are printed as tokens in the product(s) being used, may be added to your **registered deck** from outside your card pool.
 - 5.1.5 For official Limited play, any number of cards named Cracked Bauble may be added to your **registered deck** from outside your card pool.
 - 5.1.6 When a card's text refers to a card's owner, it means the player who started the game with that card as part of their **registered deck**.
 - 5.1.7 When a card's text refers to "cards you own", it means all the cards that were part of your **registered deck** at the start of the game.
- 5.2 When playing a game, the cards that begin the game in your deck zone are considered your **deck**. You must begin the game with a minimum of 30 cards in your **deck**.
- 5.2.1 If your hero has an effect that allows you to start the game with 1 or more cards in the arena that could start the game in your **deck**, these cards count towards your minimum deck size.
 - 5.2.2 Your **deck** may contain only Generic cards and cards with the same class and/or talent card type as your hero card (*eg. Guardian, Ninja, Shadow, Light Warrior*).
 - 5.2.3 Your **deck** may only contain cards with the card types action, instant, attack reaction, defense reaction, mentor, or resource.
 - 5.2.4 Your **deck** may contain any number of copies of each unique card.
 - 5.2.5 Your **deck** may only contain only 1 copy of each unique card with **Legendary**.
- 5.3 When playing a game, the cards that did not begin the game in your **deck** or in the arena, are considered your **sideboard**.
- 5.3.1 The **sideboard** is not a zone. It is a defined collection of cards outside the game.

6 Card Types – Hero

- 6.1 You play the game of Flesh and Blood as your hero card. The use of the word “you” in card text means your hero card. The use of the word “opponent” means your opponent’s hero card.
- 6.2 Your hero card starts the game in your **hero zone** (Refer to Section 12 - Start of Game Procedure).
- 6.2.1 A hero card cannot change zones.
- 6.3 A hero card cannot be destroyed by a card effect.
- 6.4 There are 6 properties a hero card may have that affects game play;
- 6.4.1 Card name. This defines which **specialization** cards your deck can contain.
- 6.4.2 Super-type(s)
Super-types appear before “Hero” in the card type field. A hero card will typically have a Class and/or Talent super-type that defines which non-generic cards you may include in your deck.
- 6.4.3 Sub-type(s)
Sub-types appear after the hyphen in the card type field. Sub-types are either functional, attaching rules to a card, or non-functional, acting as a tag for other cards and/or rules and policy to reference to reference.
- 6.4.3a As of the release of Monarch, the non-functional hero sub-types are:
- Young
- 6.4.3b As of the release of Monarch, there are no functional hero sub-types.
- 6.4.4 Text box
This defines the abilities and/or effects of the hero.
- 6.4.5 Intellect {i}
Located in the bottom left corner of a hero card, this defines a hero’s base intellect.
- 6.4.5a A hero’s intellect can be modified by game effects. Unless an effect explicitly states otherwise, modifying an intellect value does not change the base intellect value of a card.
- 6.4.5b You can have more cards in hand than your hero’s intellect.
- 6.4.6 Life {h}
Located in the bottom right corner of a hero card, this defines a hero’s base life.

6.4.6a A hero's life is considered to be equal to the hero's base life plus life gained and minus life lost, as recorded by the players of the game. If a hero's base life changes during a game, such as Shiyana copying a hero with a greater or lesser base life than her own, that hero's life is its new base life plus life gained and minus life lost this game.

6.4.6b A hero's life can be greater than its base life.

6.4.6c A hero cannot have a negative life total. If damage would reduce a hero's life to less than zero, instead it reduces it to zero.

7 Card Types - Weapon

7.1 Weapon cards start the game in your **weapon zones** or your **sideboard** (Refer to Section 12 - Start of Game Procedure)

7.2 There are 5 properties a weapon card may have that affects game play;

7.2.1 Card name

Applicable only when other cards reference a weapon of a specific name.

7.2.2 Super-type(s)

Super-types appear before "Weapon" in the card type field. A weapon card will typically have a Class and/or Talent super-type that defines which heroes can use it.

7.2.3 Sub-type(s)

Sub-types appear after the hyphen in the card type field. Sub-types are either functional, attaching rules to a card, or non-functional, acting as a tag for other cards to reference.

A weapon will typically have a non-functional sub-type that defines what kind of weapon it is. There are many cards that care about weapon sub-types, such as modifiers for specific kinds of weapons.

As of the release of Monarch, the non-functional weapon sub-types are:

- Axe
- Bow
- Claw
- Club
- Dagger
- Flail

- Gun
- Hammer
- Orb
- Pistol
- Scepter
- Scythe
- Staff
- Sword

7.2.3a A weapon will always have a functional sub-type that defines how many weapon zones a weapon card requires to be in the arena.

- One handed (**1H**) weapons require 1 weapon zone (*ie. You can have up to two (1H) weapon cards in the arena*).
- Two handed (**2H**) weapons require 2 weapon zones (*ie. You can have up to one (2H) weapon card in the arena*).

7.2.4 Text box

This defines the abilities and/or effects of the weapon.

7.2.5 Power {p} (if any)

Located in the bottom left corner of a weapon card, this defines a weapon's base power.

7.2.5a A weapon's power value {p} can be modified by game effects. Unless an effect explicitly states otherwise, modifying power value {p} does not change the base power of a card.

7.2.5b A card cannot have a negative power value {p}. If an effect would reduce a weapon's power value {p} to less than zero, instead it reduces it to zero.

8 Card Types - Equipment

8.1 Equipment cards start the game in your **head, chest, arms, and legs zones**, or your **sideboard** (Refer to Section 12 - Start of Game Procedure).

8.2 There are 5 properties an equipment card may have that affects game play;

8.2.1 Card name

Applicable only when other cards reference an equipment of a specific name.

8.2.2 Super-type(s)

Super-types appear before "Equipment" in the card type field. An equipment card will typically have a Class and/or Talent super-type that defines which heroes can use it.

8.2.3 Sub-type(s)

Sub-types appear after the hyphen in the card type field. Sub-types are either functional, attaching rules to a card, or non-functional, acting as a tag for other cards to reference.

8.2.3a As of the release of Monarch, there are currently no non-functional equipment sub-types.

8.2.3b An equipment will always have a functional sub-type that defines what kind of equipment it is and the equipment zone it can start the game in. As of the release of Monarch, the functional equipment sub-types are:

- **Head** can start the game in the **head zone**.
- **Chest** can start the game in the **chest zone**.
- **Arms** can start the game in the **arms zone**.
- **Legs** can start the game in the **legs zone**.

8.2.4 Text box

This defines the abilities and/or effects of the equipment card.

8.2.5 Defense {d} (if any)

Located in the bottom right corner of an equipment card, this defines an equipment's base defense.

8.2.5a An equipment's defense value {d} can be modified by game effects. Unless an effect explicitly states otherwise, modifying defense value {d} does not change the base defense of a card.

8.2.5b A card cannot have a negative defense value {d}. If an effect would reduce an equipment's defense value {d} to less than zero, instead it reduces it to zero. This does not prevent an equipment from having -1{d} counters on it greater than the defense value {d} of the equipment.

9 Card Types - Action, Instant, Attack Reaction, Defense Reaction, Mentor, Resource

9.1 Action, instant, attack reaction, defense reaction, mentor, and resource cards start the game in your **deck** or **sideboard**.

9.2 There are 9 properties an action, instant, attack reaction, defense reaction, mentor, or resource card may have that affects game play;

9.2.1 Card name

Applicable only when other cards reference a card of a specific name.

9.2.2 Super-type(s)

Super-types appear before “Action”, “Instant”, “Attack Reaction”, “Defense Reaction”, “Mentor”, and “Resource” in the card type field. A card will typically have a Class and/or Talent super-type that defines which heroes can use it.

9.2.3 Sub-type(s)

Sub-types appear after the hyphen in the card type field. Sub-types are either functional, attaching rules to a card, or non-functional, acting as a tag for other cards to reference.

9.2.3a As of the release of Monarch, the non-functional sub-types for action, instant, attack reaction, defense reaction, mentor, and resource cards are:

- **Gem**

9.2.3b As of the release of Monarch, the functional sub-types for action, instant, attack reaction, defense reaction, mentor, and resource cards are:

- **Arrow.** Cards with sub-type arrow can only be played from arsenal, and only if you control a bow.
- **Attack.** An action card sub-type, referred to as an “attack action card.” When a card with sub-type attack is played to an empty chain, a combat chain opens. (Refer Section 20 - Combat Chain)
- **Aura.** When a card with sub-type aura resolves or enters the arena, it becomes a permanent in the arena.
- **Item.** When a card with sub-type item resolves or enters the arena, it becomes a permanent in the arena.
- **Landmark.** When a card with sub-type landmark resolves or enters the arena, destroy all other landmarks in the arena, then it becomes a permanent in the arena.
- **Trap.** Cards with sub-type trap can only be played from arsenal.

9.2.4 Text box

This defines the abilities and/or effects of an action, instant, attack reaction, defense reaction, mentor, or resource card.

9.2.5 Resource Cost (if any)

Expressed as a numeral or “X” within a resource point symbol located in the top right corner of action, instant, attack reaction, and defense reaction cards. This defines the base resource cost of the card.

9.2.5a A card’s resource cost can be modified by game effects. Unless an effect explicitly states otherwise, modifying a resource cost does not change the base resource cost of a card.

9.2.5b The visual expression and the numerical expression of resource cost are considered the same thing. (eg. “Search your deck for a card with cost 3 or more”, is the same as “Search your deck for a card {r}{r}{r} or more.”)

9.2.5c If an effect would reduce the resource cost of a card to less than zero, instead it reduces it to zero.

9.2.5d Mentor and Resource cards (such as Cracked Bauble) do not have a resource cost.

9.2.5e “X” means the resource cost is variable. X is considered to be zero in all zones, other than when the card or activated ability is a layer on the chain (Refer Section 15.5.1a Playing Cards and Activating Abilities)

9.2.6 Pitch value (if any)

Expressed visually as 1, 2, or 3 socketed resource symbols located in the top left corner of an action, instant, attack reaction, defense reaction, or resource card, this defines the base pitch value of a card.

9.2.6a A card’s pitch value can be modified by game effects. Unless an effect explicitly states otherwise, modifying a pitch value does not change the base pitch value of a card.

9.2.6b The visual expression and the numerical expression of pitch value are considered the same thing. (eg. “Search your deck for a card with pitch value 1”, is the same as “Search your deck for a card with pitch value {r}.”)

9.2.6c If an effect would reduce the pitch value of a card to less than zero, instead it reduces it to zero.

9.2.7 Color strip

The color strip is located at the top of action, instant, attack reaction, defense reaction, and resource cards, and is a visual representation of the base pitch value of a card as follows:

- Cards with base pitch value 3, have a blue color strip.
- Cards with base pitch value 2, have a yellow color strip.
- Cards with base pitch value 1, have a red color strip.
- Cards with no pitch value, are considered to have no color strip.

9.2.7a If the pitch value of a card is increased or decreased, it does not modify the color strip of the card.

9.2.8 Power {p} (if any)

Located in the bottom left corner of attack action cards, this defines the card’s base power in all zones.

9.2.8a An attack action card's power value {p} can be modified by game effects. Unless an effect explicitly states otherwise, modifying power value {p} does not change the base power of a card.

9.2.8b A card cannot have a negative power value {p}. If an effect would reduce an action card's power value {p} to less than zero, instead it reduces it to zero.

9.2.8c Instant, Attack Reaction, Defense Reaction, Mentor, and Resource cards do not have a power value {p}.

9.2.9 Defense {d} (if any)

Located in the bottom right corner of action, instant, attack reaction, defense reaction, mentor, and resource cards, this defines the card's base defense in all zones.

9.2.9a A card's defense value {d} can be modified by game effects. Unless an effect explicitly states otherwise, modifying defense value {d} does not change the base defense of a card.

9.2.9b A card cannot have a negative defense value {d}. If an effect would reduce an action card's defense value {d} to less than zero, instead it reduces it to zero.

10 Card Types - Token

10.1 Tokens are created by the effects of other cards.

10.2 Tokens are not considered "cards".

10.3 If a token leaves the arena, it ceases to exist.

10.4 There are 7 properties a token may have that affects game play;

10.4.1 Card name

Applicable only when other cards reference a token of a specific name.

10.4.2 Super-type(s)

Super-types appear before "Token" in the card type field. A token will typically have a Class and/or Talent super-type that defines which hero is able to create it.

10.4.3 Sub-type(s)

Sub-types appear after the hyphen in the card type field. Sub-types are either functional, attaching rules to a card, or non-functional, acting as a tag for other cards to reference.

10.4.3a As of the release of Monarch, the non-functional token sub-types are:

- **Demon**

10.4.3b As of the release of Monarch, the functional token sub-types are:

- **Ally.** When a token with sub-type ally is created, it becomes a permanent in the arena. Allies can be attacked and can't be defended with {d}. They are destroyed when they have taken damage equal to their {h}. At end of turn, heal all damage dealt to the ally.
- **Aura.** When a token with sub-type aura is created, it becomes a permanent in the arena.
- **Item.** When a token with sub-type item is created, it becomes a permanent in the arena.

10.4.4 Text box

This defines the abilities and/or effects of the token.

10.4.5 Power {p} (if any)

Located in the bottom left corner of a token, this defines the token's base power.

10.4.5a A token's power value {p} can be modified by game effects. Unless an effect explicitly states otherwise, modifying power value {p} does not change the base power of a card.

10.4.6 Defense {d} (if any)

Located in the bottom right corner of a token, this defines the token's base defense.

10.4.6a A token's defense value {d} can be modified by game effects. Unless an effect explicitly states otherwise, modifying defense value {d} does not change the base defense of a card.

10.4.7 Life {h} (if any)

Located in the bottom right corner of a token, this defines the token's base life value.

10.4.7a A token's life value can be modified by game effects. Unless an effect explicitly states otherwise, modifying life value does not change the base life value of a card.

11 Zones and The Arena

Zones provide structure to the placement and movement of cards during the course of a game. Zones are referenced by these rules to define where cards are placed, and in some instances, impose limitations, such as how many weapons, equipment, and arsenal cards you can have.

11.1 The zones are:

11.1.1 Hero

Only cards with card-type **hero** and cards in a hero's soul can exist in the hero zone.

11.1.2 Weapon

Only cards with card-type **weapon** or sub-type **off-hand** can exist in weapon zones. The number of weapon zones is indicative of the number of hands your hero has and limits the number of weapons you can use at any one time based on the (1H) or (2H) sub-type. You may only have one off-hand card in the weapon zones.

11.1.3 Head

Only cards with sub-type **head** can exist in the head zone.

11.1.4 Chest

Only cards with sub-type **chest** can exist in the chest zone.

11.1.5 Arms

Only cards with sub-type **arms** can exist in the arms zone.

11.1.6 Legs

Only cards with sub-type **legs** can exist in the legs zone.

11.1.7 Arsenal

Any card that could start the game in your **deck** can exist in your arsenal zone. Cards can be played from arsenal.

11.1.8 Chain

Any card type can exist on the chain. The chain is where cards and effects go while they are waiting to resolve. Whenever an attack is played or activated, the chain becomes the "combat chain".

11.1.9 Pitch

Any card that could start the game in your **deck** can exist in your pitch zone. A card is typically put into your pitch zone by pitching it to gain resource points to pay for cards and activated abilities.

11.1.10 Deck

Your **deck** starts the game in your deck zone.

11.1.11 Graveyard

Whenever a card is destroyed, discarded, resolves and doesn't become a permanent, or is a non-permanent cleaned up from the combat chain closing, it goes to the graveyard.

11.1.12 Banished

Any card type can exist in the banished zone. The banished zone is only used when a card effect instructs a player to “banish” or put a card into the banished zone.

11.1.13 Hand

Any card that could start the game in your **deck** can exist in your hand zone. A card is typically put into your hand by drawing it from your deck.

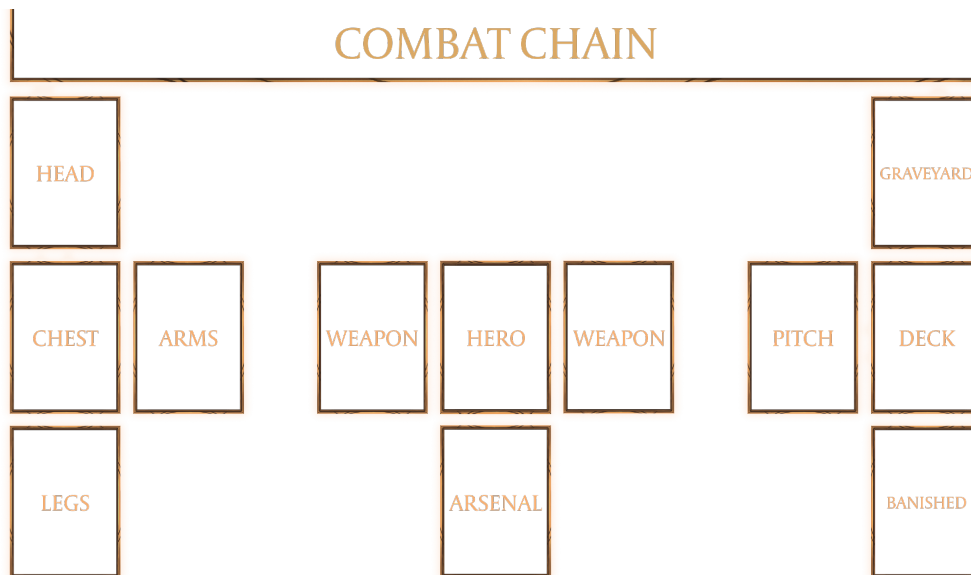
11.2 “The arena” means hero, weapon, head, chest, arms, legs, and chain zones, plus the non-specified space between these zones used for the placement of cards and tokens that stay-in-play, such as items, auras, and allies.

11.2.1 The deck, pitch, graveyard, banished, hand, and arsenal zones are not part of the arena.

11.2.2 The words “you control” means cards you own (and have not lost control of), as well as tokens and effects created by cards you control, as well as cards, tokens and effects you have gained control of, and which are in any zone that makes up the arena and not “under” another card or token such as being in your hero's soul.

11.2.3 The words “controlled by an opposing hero”, or variations thereof, means cards an opposing hero owns (and has not lost control of), as well as tokens and effects created by cards they control, as well as cards, tokens and effects they have gained control of, and which are in any zone that makes up the arena and not “under” another card or token such as being in their hero's soul.

11.3 The official Flesh and Blood zone layout is as follows:



- 11.4 For official tournament play, players may switch the positions of the equipment zones with the deck, pitch, graveyard, and banished zones.
- 11.5 With the exception of the chain zone which is a shared zone, there is a copy of each zone for each player, which are the zones they control.
- 11.6 With the exception of the deck zone, the order of cards in each zone is not relevant, meaning the order of cards is not required to be maintained.
- 11.7 When a card enters a zone that is not in the arena, it becomes a new card and has no relation to its previous existence.

Example 1: Endless Arrow is played and during the reaction step Snapdragon Scalars is activated to give it ``go again''. Endless Arrow hits and returns to the player's hand, entering a zone outside the arena, therefore becoming a new card. If the player plays the same Endless Arrow again it will not have ``go again'' because it is a new Endless Arrow card with no relation to its previous existence.

Example 2: Merciful Retribution has an effect that triggers when an object is destroyed and puts it into your hero's soul if it is a non-token Light card. This triggered effect references the card in the graveyard after it has been destroyed. If the card were then banished before the triggered effect resolved, then the card the triggered effect is referencing would no longer exist and the triggered effect would not resolve.

- 11.7.1 An ability that triggers when a card moves from one zone to another still references the new card, as long as the card is public information when it is moved to that zone.

- 11.7.2 An effect that moves a card from one zone to another still references the new card for the remainder of the effect, as long as the card is public information when it is moved to that zone.

12 Start of Game Procedure

- 12.1 Each player places their hero card face up in their **hero zone**.
- 12.2 A random method is used to determine which player will choose who will be the first **turn player**.
 - 12.2.1 If more than one game will be played to determine the winner of the match, for each subsequent game of the match, the loser of the previous game chooses who will be the turn player on the first turn of the game.
- 12.3 Each player who controls a hero chooses the equipment and weapon(s) they will begin the game with.
 - 12.3.1 Weapons and equipment chosen this way are placed face down in their respective zones or in a single face down pile next to the hero.
 - 12.3.2 If your hero has an effect that allows you to start the game with 1 or more cards in the arena, choose these cards and place them face down in the arena.
- 12.4 Each player chooses the cards from their **registered deck** that will become their **deck** they will begin the game with.
- 12.5 All other cards not chosen during section 12.3 or 12.4 become your **sideboard**.
- 12.6 Both players shuffle and present their deck to the opponent for final shuffle and/or cut.
 - 12.6.1 After a player has presented their deck, they may no longer change any cards they have chosen in section 12.3
- 12.7 After both players have shuffled and/or cut their opponent's deck, both players reveal the weapon(s), equipment, and any other cards that start the game in the arena, and place them in their respective zones.
- 12.8 Both players draw cards up to their hero's intellect.
- 12.9 The first **turn player** begins their **Start of Turn Phase**.

13 Turn Structure

A turn consists of 3 phases, in this order:

- Start of Turn Phase
- Action Phase
- End of Turn Phase

13.1 Start of Turn Phase. The start of turn phase exists solely for the administration of “at the start of turn” triggered effect and the expiration of “until the start of turn” effects.

13.1.1 Players do not get priority during the Start of Turn Phase.

13.1.2 “Until the start of turn” effects end.

13.1.3 “At the start of turn” triggers (if any) are added to the chain in the order chosen by the turn player. Because players do not get priority during the start of turn phase, after all triggered effects (if any) have been added to the chain, the chain will resolve as if both players were passing priority in succession.

13.1.4 When the chain is empty, the start of turn phase ends.

13.1.5 Unless an ability triggered, the game will proceed directly to the action phase.

13.2 Action Phase. The action phase is when players gain priority to play cards and activate abilities. The action phase happens in the following order:

13.2.1 The turn player has 1 action point.

13.2.1a This is a game system effect and does not use the chain.

13.2.1b This is not considered gaining an action point. It is not affected by effects that would modify or trigger when a hero gains an action point.

13.2.2 “At the beginning of the action phase” triggers (if any) are added to the chain in the order chosen by the turn player.

13.2.3 The turn player gains priority. (Refer Section 14 Priority and Active Player)

13.2.4 Whenever a player has priority, they may play cards and/or activate abilities. (Refer Section 15 Playing Cards and Activating Abilities)

13.2.5 When the chain is empty, the combat chain is not open, and both players pass priority in succession, the action phase ends.

13.3 End of Turn Phase. The end of turn phase (also referred to as the “end phase”), is where end of turn triggers resolve and clean up happens.

13.3.1 Players do not get priority during the end of turn phase.

13.3.2 “At the beginning of the end phase” triggers (if any) are added to the chain in the order chosen by the turn player. Because players do not get priority during the end of turn phase, after all triggers (if any) have been added to the chain, the chain will resolve as if both players were passing priority in succession.

13.3.3 When the chain is empty, end of turn clean up happens in the following order:

13.3.3a Unused action points and resource points are lost.

13.3.3b The turn player may put a card from their hand face down into an empty arsenal zone they control.

13.3.3c Each player puts all cards in their pitch zone (if any) on the bottom of their deck in any order. The order cards are put on the bottom of the deck this way is hidden information. You are not required to disclose hidden information to your opponent.

13.3.3d The turn player draws cards from the top of their deck until the number of cards in their hand is equal to their hero’s intellect {i}.

13.3.3e On the first turn of the game, all players draw cards from the top of their deck until the number of cards in their hand is equal to their hero’s intellect {i}.

13.3.3f “Until end of turn” and “this turn” effects end.

13.3.3g The turn ends. The player to the left of the player whose turn just ended becomes the turn player. The game moves to the Start of Turn Phase of the turn player.

14 Priority and Active Player

Priority is the game system structure that dictates when a player can play cards and/or activate abilities.

14.1 A player can only play a card or activate an ability if they have priority.

14.2 The action phase is the only phase when players get priority. At the beginning of the action phase, the game system gives the turn player priority. (Refer Section 13.2 - Action Phase).

- 14.3 When a player has priority, they are considered “the active player”.
- 14.4 When the active player has nothing they can/want to play or activate, they pass priority to the opposing player.
- 14.5 If there is a card, ability, or effect waiting to resolve on the chain (a layer on the chain), the most recent layer added to the chain will resolve when both players pass priority in succession. (Refer Section 19 - Resolving Layers)
- 14.6 If there are no cards, abilities, or effects waiting to resolve (layers on the chain), the combat chain is not open, and both players pass priority in succession (passing on an empty chain), the action phase ends.

15 Playing Cards and Activating Abilities

Whenever a player has priority, they may play cards and/or activate abilities.

- 15.1 Cards can only be played from hand or arsenal zones, unless the card itself or an effect applied to the card states otherwise, such as an effect that allows a player to play a card from their banished zone.
- 15.2 Abilities of cards and tokens can only be activated by the player who controls the card or token, and only while the card or token is face up in the arena.
 - 15.2.1 Activated abilities always have the syntax [ACTIVATED ABILITY TYPE] - [COST]: [EFFECT]. (*Eg. Once per Turn Action - {r}: **Attack***)
 - 15.2.2 Cards and tokens on chain links that have resolved (previous chain links) are still in the arena and their abilities can still be activated if it would be legal to do so. (*Eg. Exude Confidence's activated ability can be activated anytime you could activate an instant as long it's face up on the combat chain and attacking. Refer section 20.4.5 of Combat Chain*)
- 15.3 Action cards and action activated abilities can only be played or activated as layer 1 of a chain or chain link. (Refer 15.5.4 - Becomes a Layer)
- 15.4 Instant, attack reaction, and defense reaction cards and activated abilities can be played or activated as any layer of a chain or chain link. (Refer 15.5.4 - Becomes a Layer)
 - 15.4.1 If an action card or activated ability can be played or activated as though it were an instant, it can be played or activated as any layer of a chain or chain link.

- 15.4.2 An action card played as though it were an instant is still an action card.
 - 15.4.3 Attack reaction cards and abilities can only be played or activated by the attacking hero during the reaction step of a combat chain link (Refer 20.6 - Reaction Step).
 - 15.4.4 Defense reaction cards and abilities can only be played or activated by the defending hero during the reaction step of a combat chain link (Refer 20.6 - Reaction Step).
- 15.5 Playing a card or activating an ability follows these steps in this order:
- 15.5.1 Announce
 - 15.5.1a Announce the card or activated ability and place it face up in the chain zone. If the card or activated ability has a variable cost (the cost includes X), declare what the value of X is.
 - 15.5.1b If the card or activated ability has additional costs that are optional, declare if any optional costs will be paid.
 - 15.5.1c Choose modes (if any).
 - 15.5.1d Choose targets (if any). (Refer Section 23 - Choosing Targets)
 - 15.5.2 Determine Resource Cost
 - 15.5.2a Declare if an alternate cost is being paid (if this is an option), otherwise the cost is the base resource cost of a card being played, or the resource cost printed in the text box of an ability being activated.
 - 15.5.2b Apply effects that increase resource cost.
 - 15.5.2c Apply effects that reduce resource cost.
 - 15.5.3 Pay Costs
 - 15.5.3a If you have resource points in your resource pool of a type equal to or greater than the resource cost to pay, you must use those resource points to pay the resource cost. If not, then;
 - 15.5.3b You may pitch a card from your hand to gain resource points. Repeat this step until you have resource points in your resource pool of a type equal to or greater than the resource cost to be paid.
 - 15.5.3c Pay non-resource point costs (if any).

15.5.3d If the card being played or ability being activated is an action, pay 1 action point.

15.5.4 Becomes a Layer

15.5.4a The card or activated ability is now considered to have been “played”. It becomes layer N on the chain, where N is 1 plus the number of other layers waiting to resolve.

15.5.4b If the card has the sub-type **attack**, a combat chain opens or continues.

15.5.4c If the activated ability has an **attack** effect, a combat chain opens or continues, and the power {p} of the attack is equal to the power value of the source of the effect.

16 Triggered Effects

Triggered effects are effects that happen when a game event or game state matches the condition that causes the trigger to occur. Triggered effects typically have syntax that includes “when”, “whenever”, or “if”.

16.1 Triggered effects are typically created by face up cards and tokens in the arena, or by another effect that created a delayed triggered effect.

16.1.1 Cards and/or tokens on chain links that have resolved (previous chain links) are still in the arena and can create triggered effects. *(Eg. An attack with **phantasm** can trigger while it's face up on a chain link that has resolved, such as when the defending hero plays Art of War later in the combat chain.)*

16.2 When an effect triggers, its effect is added as a layer to the chain.

16.2.1 If the triggered effect includes choosing between modes, the mode(s) must be chosen when the layer is added to the chain.

16.3 If multiple effects trigger simultaneously, the **turn player** chooses the order the triggered effects are added to the chain (including triggered effects controlled by the opponent). Each triggered effect is a separate layer on the chain.

16.4 Some triggers have a delayed effect, also known as a delayed triggered effect. A delayed triggered effect will state when the trigger is added to the chain.

- 16.4.1 A delayed triggered effect only triggers once, when the effect is added to the chain. (Eg. **Battleworn** and **Bladebreak** are delayed triggered effects. They trigger once, when the combat chain closes.)
- 16.5 The game state that causes a trigger event to occur must also be true for the triggered effect to resolve. If it's no longer true, the triggered effect will not resolve, the layer is removed from the chain, and the turn player gains priority. (Eg. An attack with **phantasm** is defended by an attack action card with 6{p}. Before the **phantasm** effect resolves, the attacking hero plays **Blinding Beam**, giving the defending card -2{p}. When the **phantasm** effect resolves, the condition that caused **phantasm** to trigger is no longer true, and the **phantasm** effect does not resolve.)
- 16.6 If a continuous effect would create a trigger, it only triggers once each time the game state matches the condition that causes the trigger to occur.
- 16.7 “**Once per Turn Effects**” are triggered effects that can only trigger once each turn regardless of how many times the trigger condition may occur.
- 16.7.1 **Once per Turn Effects** trigger the first time the trigger condition occurs each turn. If the controller of the effect chooses not to use the effect (if it's optional), or misses the trigger, it will not trigger again during the same turn if the trigger condition occurs again.

17 Continuous Effects

Continuous effects modify the properties of cards and/or the rules of the game for a specified or indefinite period of time.

- 17.1 Continuous effects can be created by face up cards and tokens in the arena or by the resolution of an effect. (Eg. An action card that says “Attacks you control gain +1{p} this turn.”)
- 17.2 Continuous effects are always on for as long as the card or token that creates it is face up in the arena, or for the duration specified by the effect that creates it, unless it's a conditional continuous effect.
- 17.2.1 Conditional continuous effects can turn on and off based on the game state either meeting or not meeting the condition of the effect. (Eg. **Exude Confidence** is a conditional continuous effect. It is always looking at the game state to see if there are any defending cards with power equal to or greater than its own. **Exude Confidence**'s conditional continuous effect can turn on and off multiple times during a combat chain as the game state changes.)

17.3 If an effect is conditional on whether a power value {p} or defense value {d} has increased this turn, and a continuous effect has been increasing power value {p} or defense value {d} since before the start of turn phase, the conditional effect will not be active.

17.4 Continuous effects do not use the chain.

18 Replacement Effects

Replacement effects are a type of continuous effect or card effect that looks for certain game events to occur. When an effect would resolve that meets the criteria a replacement effect is looking for, it replaces the effect that would resolve, either completely or partially, with a different effect.

Replacement effects have syntax that often includes the word “would” to identify the event it is looking to replace, and always has the word “instead” to describe what the replacement effect is.

18.1 Replacement effects themselves do not use the chain. They replace the effects of other cards, activated abilities, and triggered effects on the chain.

18.2 An event can only be replaced once per replacement effect.

18.3 An event can be replaced multiple times by different replacement effects. *(Eg. You have played 2 cards this turn that say “The next time an attack you control would gain {p} this turn, instead it gains double that much {p}.” Then you activate Goliath Gauntlet and attack with Command and Conquer. Command and Conquer will gain +8{p}.)*

18.4 The resolution of an effect that has been replaced can cause abilities to trigger that would not have triggered if the replacement effect did not exist.

18.5 If multiple replacement effects are trying to replace the same event, the **turn player** chooses the player order that replacement effects will apply. *(Eg. All of player A's then all of player B's.)* Player A and Player B then each choose the order they apply their own replacement effects.

18.6 If an event is replaced, the event that was replaced is considered to have never happened.

18.7 Some replacement effects apply to damage. (Refer Section 26 - Damage, Damage Types, and Prevention)

19 Resolving Layers

19.1 When both players pass priority in succession, the top layer on the chain resolves, then the turn player gains priority. *(Eg. The chain has 3 layers and both players pass priority. The card, ability, or effect at layer 3 will resolve, then the turn player gains priority. When a player has priority,*

they either add an additional layer to the chain, or they pass priority. Each time both players pass in succession, the highest remaining layer on the chain resolves. This process repeats until all layers on the chain resolve.)

- 19.1.1 If targets were chosen when playing a card, activating an ability, or adding a triggered effect to the chain, at least 1 chosen target must still be a legal target for the layer to resolve.
 - 19.1.1a If an activated ability or triggered effect is unable to resolve, the layer is removed from the chain, and the turn player gains priority.
 - 19.1.1b If a card is unable to resolve, the layer is removed from the chain, the card is put into its owner's graveyard, and the turn player gains priority.
- 19.2 When resolving a layer, effects are resolved in the order they are written on the card.
- 19.3 When a card effect references its own card name, it's referring to itself and not other cards with the same name unless it explicitly states otherwise.
- 19.4 If the resolution of a layer requires or gives a player the option to pay resources, they may pitch cards to do so.
- 19.5 If the resolution of an effect offers any choices other than the choices already made when the card, ability or effect was added to the chain, the player asked to make the choices announces them. They must make legal choices if possible. If a legal choice cannot be made, that part of the effect is ignored.
- 19.6 Some effects look at the value of certain card properties, such as cost or power. Sometimes a card will not have the property an effect is looking for. *(Eg. Resource cards such as Heart of Fyendal, don't have a cost value.)*
 - 19.6.1 If an effect is looking for a defined value, each card the effect looks at can either be true or false. *(Eg. Harmonized Kodachi's continuous effect looks at each card in your pitch zone and asks, "Does this card cost zero?". The answer is either true or false. A resource card such as Heart of Fyendal does not have a resource cost and the answer is "false".)*
 - 19.6.2 If an effect requires a value to be returned, each card the effect looks at can either be true, false, or "no value to return". When there is no value to return, the value is considered to be zero.

Example 1 - Find Center can't be defended by cards with {r} cost less than the number of chain links you control. It requires a cost value to be defined for every card that could defend it. Equipment has "no cost value to return", therefore equipment cost value is considered to be zero.

Example 2 - You play Ravenous Rabble, revealing Gorganian Tome. Ravenous Rabble requires a pitch value to be defined for the card revealed this way. Gorganian Tome has “no pitch value to return”, therefore its pitch value is considered to be zero.

- 19.7 If any part of an effect cannot legally resolve, that part of the effect is ignored and as much as possible of the remaining effect(s) will try to resolve.
- 19.8 When a ‘non-attack’ action card or instant card has finished resolving, it is put into its owner’s graveyard unless it has a card sub-type that makes it become a permanent in the arena, such as aura or item.
- 19.9 When an attack reaction card or defense reaction card has finished resolving, it stays on the chain link it was played to until the combat chain closes. (Refer Section 21 - Closing the Combat Chain)

20 Combat Chain

The combat chain is the framework for how players attack and defend. In general, it’s the interactions that happen on the combat chain which determine the winner of a game of Flesh and Blood.

- 20.1 When a card with sub-type attack is played, or an ability with an attack effect is activated, if the chain is empty, a combat chain opens.
- 20.1.1 If the attack effect of an activated ability is on the chain link (not a previous chain link), and its source is destroyed, the layer will not resolve and the combat chain will close. *(Eg. A Spectral Shield's activated ability has created a 4{p} attack effect. During the reaction step, the defending hero plays Steelblade Shunt, destroying the Spectral Shield that was the source of the attack. The combat chain will close.)*
- 20.2 A combat chain is made up of 1 or more independent **chain links**. A chain link is a special game state, where an attack moves through multiple steps of resolution.
- 20.3 The steps of a chain link are:
- Attack Step
 - Defend Step
 - Reaction Step
 - Damage Calculation
 - Chain Link Resolution
- 20.4 Attack Step

- 20.4.1 An attack that opens a combat chain becomes layer 1 of chain link 1 of the combat chain. This is referred to as “the chain link”.
- 20.4.1a If a combat chain was already open, the attack becomes layer 1 of chain link N, where N is 1 plus the number of previous chain links on the combat chain. This is referred to as “the chain link”.
- 20.4.2 “When you play” and “When this becomes the target” triggered effects (if any) are added as layers to the chain (*Eg. If the target of the attack has **spectra**, it triggers.*) Effects that modify attacks are applied, such as “Your next attack this turn”, “The next attack action card you play this turn”, and “Attacks this turn”.
- 20.4.3 The turn player gains priority. They may play and or activate instants, or pass priority.
- 20.4.3a With the exception of layer 1 (the attack itself), layers resolve as normal. (Refer Section 19 - Resolving Layers)
- 20.4.4 When both players pass priority in succession on layer 1 of the chain link (the attack itself), the attack becomes “attacking” and is considered to be “attacking” until it leaves the combat chain. If the attack is a non-ally attack, the player who controls the attack becomes the “attacking hero” until the chain link resolves, and if a hero is being attacked they become the “defending hero” until the chain link resolves.
- 20.4.4a You are considered to have “attacked”. (*Eg. An activated ability that can only be activated if you have attacked this turn, can be activated the next time you have priority.*)
- 20.4.4b Continuous effects of the attack turn on. (*Eg. Exude Confidence’s continuous effect is now active.*)
- 20.4.4c If the target of the attack is no longer a legal target, the attack does not resolve and the combat chain is closed.
- 20.4.4d “When you attack” triggered effects are added as layers to the chain. (**Note – starting with products releasing July 2021, effects that trigger here have the syntax “When you attack...”. Prior to this, effects that trigger here are identified by not being dependent on damage calculation or chain link resolution.**)

Example 1 - Drawn to the Dark Dimension has the effect “When you attack with Drawn to the Dark Dimension, draw a card.” This triggers now. You will draw a card when both players pass priority on this trigger before moving to the defend step.

Example 2 - Snatch has the effect “If this hits, draw a card.” You will draw a card during chain link resolution, if Snatch hits.

Example 3 - You play Dread Triptych. If you have played a ‘non-attack’ action card and/or dealt arcane damage this turn, Dread Triptych’s effect(s) will trigger. You will create a Runechant when both players pass priority on each effect that triggered, before moving to the defend step.

Example 4 - You control a Runechant and attack with a weapon. The Runechant triggers now.

20.4.5 The attack remains as layer 1 of the chain link until the combat chain closes.

20.4.6 When both players pass priority in succession on layer 1 of the chain link (the attack itself), the attack step ends. The chain link moves to the defend step.

20.5 Defend Step

20.5.1 The defending hero can defend with any number of non-defense reaction cards from their hand and/or equipment cards they control to the chain link.

20.5.1a A card must have a defense value {d} to defend (zero is a value).

20.5.1b There is no cost to defend with a card.

20.5.1c Defending with a card this way is not “playing” the card.

20.5.1d Defending with a card this way does not create a layer on the chain link.

20.5.2 The defending hero must declare all cards and/or equipment they are defending with simultaneously, or declare they are defending with no cards. Cards declared this way become “defending cards”.

20.5.2a The defending cards are placed on the chain link of the attack they are defending and remain there until the combat chain closes.

20.5.2b The defending cards are considered to be “defending” until they leave the combat chain.

20.5.2c If there is more than one defending card, all defending cards are considered to be added to the chain link simultaneously. If an effect would modify “the next card you defend with”, and it could modify more than one of the defending cards, the defending hero must specify which defending card the effect will modify. (Eg. The defending hero has a delayed trigger effect from Flic Flak and

*they defend with two cards that have **combo**. They must specify which card the delayed trigger effect will modify.)*

20.5.2d Text box effects of defending cards are ignored unless the effect specifically applies while defending and/or the effect modifies the defense value {d} of the card.

20.5.2e Defending cards retain their intrinsic properties, such as power value {p}, card types, and base cost.

20.5.2f A defending card may cause other effects to trigger. *(Eg. Defending an attack with **phantasm** with a card that has 6 or more power will cause **phantasm** to trigger, which creates a layer on the chain link.)*

20.5.3 Triggered effects (if any) are added to the chain link.

20.5.4 The turn player gains priority. They may play and/or activate instants, or pass priority.

20.5.4a With the exception of layer 1 (the attack itself), layers resolve as normal. (Refer Section 19 - Resolving Layers)

20.5.5 When both players pass priority in succession on layer 1 of the chain link (the attack itself), the defend step ends and the chain link moves to the reaction step.

20.6 Reaction Step

20.6.1 Triggered effects (if any) are added to the chain link.

20.6.2 The turn player gains priority.

20.6.3 The attacking hero can play and/or activate attack reactions any time they have priority during the reaction step.

20.6.4 The defending hero can play and/or activate defense reactions any time they have priority during the reaction step.

20.6.4a Defense reaction cards are played to the chain link, paying costs as normal. When a defense reaction card is played (before it resolves), the defending hero is considered to have defended with that card.

20.6.4b When a defense reaction card resolves, it becomes a “defending card”.

20.6.4c Defending cards are placed on the chain link of the attack they are defending and remain there until the combat chain closes.

20.6.4d The defending cards are considered to be “defending” until they leave the combat chain.

20.6.4e A defense reaction card can’t be played if an effect would prevent a player from “defending”. (*Eg. An opponent is attacking you with an attack that has **dominate**. You defend with 1 card from hand during the defend step. You can’t play a defense reaction from your hand because of **dominate**.*)

20.6.5 All players can play and/or activate instants any time they have priority during the reaction step.

20.6.5a With the exception of layer 1 (the attack itself), layers resolve as normal. (Refer Section 19 - Resolving Layers)

20.6.6 When both players pass priority in succession on layer 1 of the chain link (the attack itself), the reaction step ends and the chain link moves to damage calculation.

20.7 Damage Calculation

20.7.1 Players do not get priority during damage calculation.

20.7.2 The total power {p} of the attack is compared to the total defense value {d} of defending cards on the chain link.

20.7.2a If the total power {p} of the attack is greater than the total defense value {d} of defending cards on the chain link, the target of the attack is dealt damage equal to the difference.

20.7.2b If damage is dealt this way, the attack is considered to have “hit”.

20.7.3 Damage calculation ends and the chain link moves to chain link resolution.

20.8 Chain Link Resolution

20.8.1 Triggered effects (if any) are added to the chain link.

20.8.2 The turn player gains priority. They may play and/or activate instants, or pass priority.

20.8.2a With the exception of layer 1 (the attack itself), layers resolve as normal. (Refer Section 19 - Resolving Layers)

20.8.3 When both players pass priority in succession on layer 1 of the chain link (the attack itself), the chain link resolves.

20.8.3a If the attack has **go again**, its controller gains 1 action point. If the attack is no longer on the combat chain, last known information is used to determine whether the attack has **go again** for the purpose of chain link resolution.

20.8.3b The attack is now considered to have resolved.

20.8.3c The turn player chooses 1;

- Continue the combat chain. If they do, chain link resolution ends, “the chain link” becomes a “previous chain link”, and the turn player gains priority.
- Close the combat chain. If they do, chain link resolution ends and the combat chain closes. (Refer Section 21 - Closing the Combat Chain)

20.8.3d If a combat chain is open, and the turn player plays or activates a ‘non-attack’ action card or ability, the combat chain will close. A ‘non-attack’ action card played as an instant will not close the combat chain. (Refer Section 21 - Closing the Combat Chain)

20.9 If a combat chain is open, with no layers on the chain waiting to resolve, and both players pass priority in succession, the combat chain will close. (Refer Section 21 - Closing the Combat Chain)

Example 1 - During chain link resolution, you choose to continue the combat chain. You gain priority. To pay for the attack you are planning to play, you activate Energy Potion. Your opponent is Kano, who responds by playing an instant that would deal arcane damage to you. You decide to pitch the attack action card you were planning to play to prevent damage with arcane barrier. You no longer want to / can continue the combat chain. You and your opponent both pass priority. The combat chain closes.

21 Closing the Combat Chain

Typically a combat chain is closed during chain link resolution, but it can occur from game effects such as **phantasm** and **spectra**. Whenever a combat chain is closed, the following happens in this order:

21.1 All permanents on the combat chain (such as weapons and equipment) return to their respective zones.

21.2 Any layers on the current chain link that are not an attack, an attack reaction, or a defense reaction, continue to be layers on the chain in the same order. All other cards on the combat chain are put into their owner’s graveyard.

Example: If you have a Runechant in play, and you target a card with Spectra with an attack action card (Layer 1), as the turn player you can choose to order the Runechant triggered effect on layer 2 and the Spectra triggered effect on layer 3. When the Spectra triggered effect resolves and the combat chain closes, the Runechant triggered effect on layer 2 of the chain link will become layer 1 on the chain. Therefore the triggered effect from the Runechant token will still resolve even if the combat chain closes.

21.3 “When the combat chain closes” triggers (if any) are added to the chain.

21.4 The turn player gains priority.

22 Last Known Information

When an effect is trying to resolve and the source of that effect is no longer in the arena, the last known information about the source is used.

Example 1 - Dissipation Shield has 3 steam counters on it. You activate its ability, destroying it as part of the cost. When the effect of Dissipation Shield tries to resolve, it needs to know how many steam counters are on it. Last known information about Dissipation Shield will be used, and the effect will prevent 3 damage.

*Example 2 - You play Warmongers Recital then attack with Head Jab. Head Jab hits and is put on the bottom of your deck. When chain link resolution tries to check if the attack had **go again**, it will use the last known information about Head Jab. You will gain 1 action point from **go again**.*

23 Choosing Targets

23.1 You must choose a legal target(s) whenever you attack, play cards and activate abilities that target, or add triggered effects that targets to the chain.

23.1.1 If you cannot choose a legal target, you cannot attack, play cards or activate abilities that target.

23.1.2 If a variable cost is dependent on having the variable number of targets, the variable cost declared cannot exceed the number of legal targets. (Refer Section 15.5.1 - Playing Cards and Activating Abilities)

23.1.3 If you cannot choose a legal target for a triggered effect that requires a target, no part of the triggered effect will be added to the chain.

- 23.2 Only cards and/or tokens in the arena can be chosen as a legal target, unless the effect specifically instructs a player to choose a target from a zone outside the arena, such as the graveyard.
- 23.2.1 The word “opponent” means your opponent’s hero card. (Refer Section 6 - Card Types – Hero) *(Eg. You must be able to choose an opposing hero card as a legal target to play a card that says “Target opponent discards a card”)*
- 23.2.2 Cards and/or tokens on chain links that have resolved (previous chain links) are still in the arena and can be chosen as a legal target. *(Eg. You play Rout with reprise active. You can target a defending card from a chain link that has resolved.)*
- 23.3 Attacks must target an opposing hero, or a permanent controlled by an opposing hero that can be attacked, such as an ally or a card with **spectra**. You cannot attack yourself or a permanent you control.

24 Searching Zones and Shuffling

- 24.1 When an effect requires a player to search a zone, they must do so.
- 24.2 If a player is searching a hidden information zone for a card with defined properties, they may fail to find a card, even if there is one or more cards in the hidden zone that do meet the defined properties of the search effect. If so, the search effect finds no card and the rest of the effect will resolve as normal. *(Eg. You play Lesson in Lava and can search your deck for a Wizard ‘non-attack’ action card with cost 1 or less. When searching your deck you decide you do not want any of the cards you could find with this effect to be put on top of your deck with Lesson in Lava’s effect. You declare that you are failing to find a Wizard ‘non-attack’ action card with cost 1 or less..Your deck is shuffled and the search effect resolves.)*
- 24.2.1 A hidden information zone includes all cards in a players deck, cards in hand that are not revealed, and face down cards in all other zones.
- 24.2.1a If the top card of a deck is revealed or face up when an effect requires a player to search that deck, that card is no longer considered to be revealed or face up.
- 24.2.2 A zone can include public and hidden information at the same time, such as the banished zone having face up and face down cards, or a player’s hand having some number of cards revealed. If so, a player can only fail to find a card that is hidden information.

- 24.3 If a player is searching a hidden zone for a card with no defined properties, they must find a card unless there are no cards in that zone. *(Eg. Sand Sketched Plan searches your deck for “a card”. It does not define any properties of the card it is searching for. As long as your deck has 1 or more cards in it, you must find a card.)*
- 24.4 Whenever a deck is searched, it’s shuffled afterwards, including when failing to find a card.
- 24.5 If an effect requires a player to shuffle up to X cards into their deck, and X equals zero, the deck is not shuffled. *(Eg. You play Remembrance and choose zero action cards from your graveyard. You do not shuffle your deck.)*

25 Power and Modifiers

- 25.1 Cards and tokens with a power value {p} have a base power. Typically base power is the number printed on the card.
- 25.1.1 If a card does not have a power value {p} it does not have a base power. *(Eg. Potion of Strength does not have a power value {p}, therefore it does not have base power.)*
 - 25.1.2 Cards without a power value {p} can be given power value {p} and base power. *(Eg. Iris of Reality gives auras you control a power value {p} with base power 4 during your action phase.)*
 - 25.1.3 If a card has an X where it would have a power value {p}, it is considered to have zero base power in all zones other than when it’s a layer on the chain.
 - 25.1.4 If a card has an asterix (*) where it would have a power value {p}, it means the base power of the card is variable in all zones. Refer to the card’s text box to define its base power in all zones.
- 25.2 Base power can be modified by effects that set a defined numerical value, such as base power becomes N or double the base power.
- 25.3 Effects that cause a card to “gain”, “get”, “has”, “have”, “lose” “plus”, or “minus” {p}, do not change a card’s base power. *(Eg. An attack has base power 4. It gains +3{p}. The power value {p} of the attack is now 7. The base power is still 4.)*
- 25.4 Counters on a card, such as +1{p} counters, do not change a card or token’s base power.

26 Damage, Damage Types, and Prevention

26.1 Whenever a non-ally card or token deals damage, it's considered to be your hero dealing damage with that card.

Example 1 - Sonic Boom says "If Sonic Boom deals damage, look at the top card of your deck... If it's a Wizard...". If Sonic Boom deals damage, it's considered your hero dealing damage with Sonic Boom.

Example 2 - Crippling Crush says "If Crippling Crush deals 4 or more damage to a hero, they discard 2 random cards.". If Crippling Crush deals damage, it's considered your hero dealing damage with Crippling Crush.

26.2 Whenever an ally card or token deals damage, it's considered to be that ally dealing damage.

26.3 The card or token that would deal damage, or created an effect that would deal damage, is considered the source of the damage.

26.3.1 A source can create multiple triggered effects that deal damage. Each triggered effect is added to the chain as an independent layer. *(Eg. Seeds of Agony gives an attack action card the effect "When this attacks, deal 1 arcane damage to target hero." If you have played 3 Seeds of Agony then you play an attack action card, that attack action card will add 3 independent triggered effects to the chain when it attacks, each dealing 1 arcane damage. (Refer Section 20.4 - Attack Step))*

26.4 There are 3 types of damage.

26.4.1 Physical damage is dealt by a card or token's power value {p}.

26.4.2 Arcane damage is dealt by an effect that specifically deals arcane damage.

26.4.3 Damage without a specified type, has no type. It is referred to simply as "damage".

26.4.3a Effects that modify or prevent damage of a specific type, can't modify or prevent damage of any other type. *(Eg. An effect that prevents arcane damage can't prevent damage of an unspecified type.)*

26.4.3b Effects that trigger from damage of a specific type being dealt, don't trigger from damage of any other type being dealt.

26.4.3c Effects that modify or prevent damage without specifying a type, can modify or prevent damage of any type. *(Eg. An effect that prevents the next 4 damage you would be dealt, can prevent any type of damage from being dealt.)*

26.4.3d Effects that trigger from damage being dealt without specifying a damage type, trigger from damage of any type being dealt. *(Eg. "The next time you deal damage this turn, draw a card" will trigger if you deal damage of any type.*

- 26.5 If damage is prevented, including with a replacement effect such as **arcane barrier**, it's considered to have never been dealt. *(Eg. Blazing Aether says "Deal X arcane damage to target hero, where X is the amount of arcane damage you have dealt to that hero this turn." Arcane damage that was prevented prior to Blazing Aether being played is considered to have never been dealt, and therefore does not contribute towards the X in Blazing Aether's effect.)*
- 26.6 Effects that cause loss of life are not considered damage. *(Damage prevention effects such as Bone Head Barrier will not prevent loss of life from **blood debt**.)*

27 Glossary

Action Points

- ◆ Action points are an intangible component of the game system.
- ◆ Action points are used to pay for action cards and action activated abilities.
- ◆ At the beginning of your action phase the game system gives you 1 action point.
 - Additional action points are typically gained from cards and activated abilities with **go again**.
- ◆ You can only gain action points during your action phase.
 - If you would gain 1 or more action points during another player's turn, the part of the effect that would gain action points does not resolve. (Refer Section 19.7 - Resolving Layers)
- ◆ You can have any number of action points during your action phase.
- ◆ Action points last until you spend them or your turn ends.

Arcane Barrier N

- ◆ **Arcane Barrier** is a damage replacement effect.
- ◆ **Arcane Barrier N** is a keyword that means "If your hero would be dealt arcane damage, you may pay N resource points instead. If you do, prevent N arcane damage that source would deal."

- ◆ **Arcane Barrier** is always followed by a number, which indicates how much arcane damage can be prevented from each instance of arcane damage, and how many resource points must be paid to use the **arcane barrier** effect.
 - An amount of resource points exactly equal to the arcane barrier number must be paid, even if the arcane barrier effect would prevent more than the amount of arcane damage that would be dealt. *(Eg. You control Arcanite Skullcap with arcane barrier 3. Your opponent plays a card that would deal 2 arcane damage to you. You pay {r}{r}{r} to use Arcanite Skullcap's arcane barrier 3 effect. The replacement effect prevents the 2 arcane damage that would be dealt to you.)*
- ◆ **Arcane Barrier** can replace some or all of each instance of arcane damage that would be dealt to your hero. It can only replace each instance once.

Example 1 - A source would deal 3 arcane damage to you. You control a Nullrune Hood, which has arcane barrier 1. Nullrune Hood can replace a maximum of 1 arcane damage for each instance you would be dealt arcane damage. If you use Nullrune Hood to replace damage from this source, you will be dealt 2 arcane damage.

Example 2 - An opponent controls 15 Runechants and they attack you. The Runechants trigger, adding 15 layers to the chain, all targeting you. You control Nullrune Hood, which has arcane barrier 1. Nullrune Hood can replace 1 arcane damage for each instance you would be dealt arcane damage. Nullrune Hood can prevent 1 arcane damage from multiple Runechants, as each Runechant trigger is a separate instance of arcane damage.

Example 3 - An opponent has played 3 Seeds of Agony and attacks you with Wounding Blow, which gains 3 instances of "When this attacks, deal 1 arcane damage to target hero." Each effect triggers, adding 3 layers to the chain. You control Nullrune Hood, which has arcane barrier 1. Nullrune Hood can prevent 1 arcane damage from multiple triggers, as each trigger is a separate instance of arcane damage.

- ◆ Whenever you use an arcane barrier effect, it is replacing that specific instance of arcane damage. If an arcane barrier effect could prevent more damage than the instance would deal, no additional prevention effect exists from the "unused" arcane barrier effect. *(Eg. You control Arcanite Skullcap with arcane barrier 3. Your opponent plays a card that would deal 1 arcane damage to you. You pay {r}{r}{r} to use Arcanite Skullcap's arcane barrier 3 effect. The replacement effect prevents the 1 arcane damage that would be dealt to you. No additional prevention effect exist.)*

Battleworn

- ◆ **Battleworn** is a triggered effect found on equipment.

- ◆ **Battleworn** is a keyword that means “If you defend with this card, put a -1{d} counter on it when the combat chain closes.”
- ◆ When an equipment with **Battleworn** becomes a defending card, it creates a delayed triggered effect. The effect only triggers once, when the combat chain closes.

Blade Break

- ◆ **Blade Break** is a triggered effect found on equipment.
- ◆ **Blade Break** is a keyword that means “If you defend with this card, destroy it when the combat chain closes.”
- ◆ When an equipment with **Blade Break** becomes a defending card, it creates a delayed triggered effect. The effect only triggers once, when the combat chain closes.

Blood Debt

- ◆ **Blood Debt** is a triggered effect.
- ◆ **Blood Debt** is a keyword that means “At the beginning of your end phase, if this card is in your banished zone, lose 1{g}.”
- ◆ A card has **Blood Debt** in all zones, but only triggers if it’s face up in your banished zone at the beginning of your end phase.

Boost

- ◆ **Boost** is an optional additional cost that creates a triggered effect..
- ◆ **Boost** is a keyword that means “As an additional cost to play this card, you may banish the top card of your deck. When you do, if it’s a Mechanologist card, this card gains **go again**.”
- ◆ A player must declare if they are paying the **boost** cost during the announce step of playing the card. (Refer Section 15.5.1b - Playing Cards and Activating Abilities)
- ◆ Cards that refer to “if you have **boosted**” mean if you have paid a **boost** cost. You have **boosted** regardless of whether the conditional effect of **boost** is met.
- ◆ You cannot **boost** if you can’t pay the cost (ie. you have no cards in your deck).

Channel

- ◆ **Channel** is an effect label. The word channel itself has no rules meaning.
- ◆ **Channel** is a triggered effect. It triggers at the beginning of the end phase.
- ◆ **Channel** cares about putting cards of a specified card type from your pitch zone onto the bottom of your deck. Only cards of the specified card type can be put on the bottom of your deck by a **channel** effect.
- ◆ If a **channel** effect requires multiple cards of a specified card type to be put on the bottom of your deck, either the full amount of cards of the specified card type are put on the bottom of the deck, or none are.
- ◆ You choose the order of the cards you put on the bottom of your deck. The cards that are put to the bottom are open information to your opponent while the order of the cards are hidden information from your opponent.

Charge

- ◆ **Charge** is a keyword that means “Put a card from your hand face up under your hero card.”
- ◆ **Charge** does not add a layer to the chain. It’s a resolution effect.
- ◆ You cannot **charge** if you have no cards in hand.
- ◆ If an effect that is not **charge** puts a card face up under your hero card, you are not considered to have **charged**.

Combo

- ◆ **Combo** is an effect label. The word combo itself has no rules meaning.
- ◆ **Combo** effects can be continuous effects, triggered effects, and/or add optional additional costs.
- ◆ **Combo** effects are conditional on a specific card name being the attack of the most recent previous chain link of the combat chain.
- ◆ If the attack on a previous chain link leaves or is no longer on the combat chain, the game state will no longer know the name of the attack that was on that chain link. This may cause the condition of a **combo** continuous effect to no longer be met.
- ◆ If a card with **combo** has added a trigger to the chain, the game state that caused the trigger event to occur must also be true for the trigger to resolve. If it’s no longer true (such as the last attack is no longer on the combat chain), the trigger will not resolve, the triggered effect

is removed from the chain, and the turn player gains priority. *Note - once a triggered effect has resolved, it's no longer dependent on the game state that caused the trigger to remain true.*

Counters

- ♦ Counters remain on cards and tokens while they are in any zone of the arena and/or arsenal, including moving between zones in the arena and arsenal.
- ♦ If a face up card that has counters on it is turned face down, the counters remain on the card as long as it's in the arena or arsenal.
- ♦ If a card with counters on it moves to a zone other than the arena or arsenal, all counters are removed from it.

Crush

- ♦ **Crush** is an effect label. The word crush itself has no rules meaning.
- ♦ **Crush** effects are triggered effects that trigger whenever the card deals 4 or more damage to a hero.
- ♦ **Crush** effects are not hit effects. **Crush** effects trigger whenever the card deals 4 or more damage to a hero.
- ♦ **Crush** effects only trigger when 4 or more damage is dealt in a single instance.

*Example 1 - You play a card that says "Whenever an attack hits a hero this turn, it deals 3 damage to them". You attack with an 11{p} Crippling Crush which is defended with 10{d}. Crippling Crush hits, dealing 1 damage which triggers the hit effect that deals 3 damage to the defending hero. Neither instance of damage has met the trigger condition of dealing 4 or more damage, so the **crush** effect does not trigger.)*

*Example 2 - You play a card that says "The next time a source you control would deal damage this turn, instead it deals that much damage plus 3. You attack with an 11{p} Crippling Crush which is defended with 10{d}. Crippling Crush would deal 1 damage which is modified by the replacement effect to instead deal 4 damage. The trigger condition of dealing 4 or more damage has been met and the **crush** effect triggers.)*

Destroy

- ♦ To destroy something means to put that thing into its owner's graveyard.

- ◆ Cards can be destroyed while they are in the arena, including while they are a layer on the chain, and while they are in the arsenal.

Discard

- ◆ Discard means to put a card from a player's hand into its owner's graveyard.
- ◆ If a player is instructed to discard cards, that player selects the cards to discard, unless the discard is random.
- ◆ Pitching a card is not discarding.
- ◆ If the destination of the discarded card is changed by a replacement effect, it is still considered discarded for the purposes of triggers and replacement effects.

Dominate

- ◆ **Dominate** is a continuous effect.
- ◆ **Dominate** is a keyword that means "The defending hero can't defend this attack with more than 1 card from their hand."
- ◆ While an attack has **dominate**, the defending hero can't defend the attack with more than 1 card from their hand. This includes playing defense reaction cards from hand (Refer Section 20.6.4 - Combat Chain).
- ◆ If an attack gains **dominate** after a defending hero has defended with more than 1 card from their hand, it does not affect defending cards already on the chain link, but does prevent the defending hero from defending with additional cards from their hand, such as playing a defense reaction.

Essence

- ◆ **Essence of [SUPER-TYPE]** is a hero card keyword ability that means "You may have [SUPER-TYPE] cards in your deck." (*Eg. An Elemental Runeblade with essence of Earth and essence of Lightning can include in their deck; Generic cards, Elemental cards, Runeblade cards, Elemental Runeblade cards, Earth cards, and Lightning cards.*)
- ◆ The **essence** keyword supercedes the Deck Requirements sections 4.1.6 and 5.2.2 of the Comprehensive Rules.
- ◆ A deck must have been legal at the time it is presented during the Start of Game Procedure (Refer 12.6 - Start of Game Procedure). Past this point, if a hero were to lose the essence ability, it will not affect the legality of their deck.

Fusion

- ♦ **[CARD TYPE] Fusion** is an optional additional cost that means “As an additional cost to play this card, you may reveal a [CARD TYPE] from your hand”.
- ♦ You cannot reveal a card for **fusion** and then pitch the same card to pay the resource cost of the card with **fusion**, **because resource costs are paid before additional costs.** (Refer 15.5.3 Playing Cards and Activating Abilities)
- ♦ You cannot reveal multiple cards to fusion unless the card states you can (i.e a card with dual fusion).
- ♦ You cannot reveal a card that does not fit the card type criteria i.e you cannot reveal an Ice card to a Lightning fusion card.
- ♦ Defending with a card is not the same as playing and therefore you cannot fuse while defending with a card with fusion. Note, defense reactions are played in order to defend, paying their cost to do so. You can fuse a defense reaction card that has fusion.
- ♦ When you pay a **fusion additional cost**, you are considered to have fused.

Go again

- ♦ **Go again** is a keyword effect that means “When this action resolves, gain 1 action point.”
- ♦ **Go again** does not add a layer to the chain. It’s a resolution effect.
- ♦ An action with **go again** that is played as though it were an instant, still gives its controller 1 action point when it resolves.
- ♦ Multiple instances of **go again** on the same card or activated ability do not stack.

Intimidate

- ♦ **Intimidate** is an effect that creates a delayed triggered effect (*At the beginning of the end phase, return all cards banished this way to their owner’s hand.*).
- ♦ **Intimidate** is a keyword that means “Target hero banishes face down a random card from their hand. At the beginning of the end phase, return all cards banished this way to their owner’s hand.”
- ♦ If a card leaves the banished zone before the end phase, the delayed trigger will not be added to the chain.

- ◆ The owner of a card banished face down can look at that card anytime.
- ◆ While a card is face down it has no properties other than being a card.

Legendary

- ◆ **Legendary** is a keyword that means “You may only have 1 of this card in your deck.”
- ◆ A constructed format registered deck may contain a maximum of 1 of each card with **legendary**.
- ◆ A limited format deck may contain a maximum of 1 of each card with **legendary**, even if the card pool contains multiple copies of the same card with **legendary**.

Mentor

- ◆ **Mentor** is a keyword (in addition to being a card type).
- ◆ **Mentor** is a keyword that means “You may only have this card in your deck if your hero is young.”
- ◆ Cards with the card type mentor do not have a resource cost. They are not played like an action card or instant card would be played. Mentor’s “stand behind” your hero, in the arsenal zone, from where they advise and instruct a young hero.
- ◆ Mentor is a special card type whose effects are active while they are face up in an arsenal.
- ◆ Mentor cards have a triggered ability that turns them face up while they are face down in an arsenal.
 - When this trigger is added to the chain, the mentor card is revealed from its hidden information state.
 - If this trigger does not resolve, such as if it were **negated**, the mentor will remain face down in the arsenal until the next time its trigger condition is met.
 - The mentor is not face up in the arsenal until the trigger resolves.

Negate

- ◆ **Negate** is a keyword effect that means “Remove target layer from the chain. If that layer is a card, put it into its owner’s graveyard.”

- ◆ **Negate** does not add a layer to the chain. It's a resolution effect.
- ◆ If a card is **negated**, the layer is removed from the chain and the card is put into its owner's graveyard. The card does not resolve.
- ◆ If an activated ability or triggered effect is **negated**, the layer is removed from the chain. The activated ability or triggered effect does not resolve.

Opt N

- ◆ **Opt N** is a keyword effect that means "Look at the top N cards of your deck. You may put them on the top and/or bottom in any order."
- ◆ **Opt** does not add a layer to the chain. It's a resolution effect.
- ◆ If a deck has less than N cards, the player will look at all cards in their deck, and put them back in any order.

Phantasm

- ◆ **Phantasm** is a triggered effect that is found on Illusionist attack action cards.
- ◆ **Phantasm** is a keyword effect that means "If this attack is defended by a non-Illusionist attack action card with 6 or {p}, destroy this card and close the combat chain.)
- ◆ Whenever there is a non-Illusionist card with 6 or more {p} defending a card with **phantasm**, **phantasm** will trigger. The game state that caused the trigger event to occur must also be true for the trigger to resolve. If it's no longer true, phantasm will not resolve, the layer is removed from the chain, and the turn player gains priority.
- ◆ **Phantasm** only triggers when the game state that would cause a trigger event to occur changes from false to true.

Example 1 - An attack with phantasm is defended by an attack action card with 5{p}. The defending hero plays Art of War giving attack action cards they control +1{p}. The game state that causes phantasm to trigger has changed from false to true. A phantasm trigger is added to the chain.

Example 2 - An attack with phantasm is defended by an attack action card with 6{p}, causing phantasm to trigger. Before the trigger resolves, the defending hero plays Art of War giving attack action cards they control +1{p}. The game state that causes phantasm to trigger has not changed from false to true. Phantasm does not trigger again.

- ◆ When a phantasm effect resolves, the card with phantasm is destroyed and the combat chain closes. (Refer Section 21 - Closing the Combat Chain)
- ◆ Phantasm can trigger on a previous chain link. *(Eg. An attack with **phantasm** on a previous chain link was defended by an attack with 5{p}. Later in the combat chain, the defending hero plays Art of War choosing to give attack action cards they control +1{p}. The trigger condition is now met, and phantasm triggers. If the phantasm effect resolves, the combat chain will close.)*

Pitching

- ◆ Pitching is the primary way to gain resource points in Flesh and Blood.
- ◆ Whenever there is a resource cost to pay and you don't already have resource points in your resource pool of a type and amount equal to or greater than the cost to be paid, you may pitch a card. (Refer 15.5.3b - Playing Cards and Activating Abilities)
- ◆ To pitch a card, put it from your hand face up into your pitch zone.
 - Only cards in hand can be pitched.
- ◆ When you pitch a card, you gain resource points equal to its pitch value. (Refer 9.2.6 - Pitch value (if any))
 - Only cards with a pitch value can be pitched.
- ◆ Pitching does not use the chain.
- ◆ If you gain more resource points than the resource cost to be paid, unspent resource points remain in your resource pool until you spend them or the turn ends.
- ◆ If pitching a card causes an effect to trigger, the effect will become a layer on the chain the next time a player has priority. *(Eg. Eye of Ophidia is pitched to activate Kano's hero ability. Eye of Ophidia's triggered effect is added to the chain after Kano's activated ability has become a layer on the chain.)*
- ◆ Pitching a card is not discarding.

Reload

- ◆ **Reload** is a keyword effect that means "If you have no cards in your arsenal, you may put a card from your hand face down into your arsenal."
- ◆ **Reload** does not add a layer to the chain. It's a resolution effect.

- ◆ “No cards in your arsenal” means no cards in any of your arsenal zones (if you had more than 1 arsenal zone).

Reprise

- ◆ **Reprise** is an effect label. The word reprise itself has no rules meaning.
- ◆ **Reprise** effects are conditional on the defending hero having defended with a card from their hand to the chain link before the card with reprise is played.
- ◆ **Reprise** effects can be continuous effects or resolution effects.
- ◆ If a hero has defended with a card from their hand and that card leaves the chain link, they are still considered to have defended with a card from their hand to that chain link.

Resource Points

- ◆ Resource points are an intangible component of the game system.
- ◆ Resource points are used to pay resource costs.
- ◆ You can gain resource points during any players action phase.
- ◆ Resource points are typically gained by pitching cards (Refer 9.2.6 - Pitch value (if any))
- ◆ You can have any number of resource points.
- ◆ Resource points stay in your resource pool until you spend them or the turn ends.

Revealing cards

- ◆ Revealing a card means to change a card from being hidden information to public information. A card can't be revealed if it's already public information.
- ◆ When a card stops being revealed, it's returned to a state that is not visible to any player other than its owner, and is considered to be hidden information again.
- ◆ Revealing a card does not change the zone the card is in.
- ◆ When an effect instructs a player to reveal a card, unless stated otherwise, the card stops being revealed when the effect resolves.

- ◆ When an additional cost instructs a player to reveal a card, the card stops being revealed when the cost has been paid.
- ◆ When a card is revealed, all players must be given a reasonable opportunity to see what the card is while it's public information.
- ◆ If a player voluntarily shows an opponent a card (ie. not from a game effect), that card is not considered to be revealed.
- ◆ The fact of all players knowing what a hidden information card is, does not change that the card is considered to be hidden information. *(Eg. You have 1 card in hand and reveal it for an effect. When the effect resolves, the card stops being public information. Although all players know what the card in your hand is, it's considered to be hidden information as soon as it stopped being revealed.)*
- ◆ If more than 1 card is revealed from the top of a player's deck, and the effect does not state that the revealed cards can be returned in any order, the cards must be returned to the top of the deck in the same order as they were before being revealed.

Roll a 6 sided die

- ◆ When an effect instructs a player to roll a 6 sided die, a mechanism must be used that provides an output of either 1, 2, 3, 4, 5, or 6, and which any of the 6 possible outputs has an equal chance of occurring.

Soul

- ◆ Each hero has a soul. Heroes with the Light talent are able to add cards to their soul and use those cards in different ways.
- ◆ When a card is put into a hero's soul, it is put face up under the hero card. The cards in a hero's soul is public information.
- ◆ Cards in a hero's soul are considered to be in the hero zone.
- ◆ The order of cards in a hero's soul is not relevant.
- ◆ Cards in a hero's soul are not considered to be in the arena or controlled by that player.

Specialization

- ◆ **Specialization** is a keyword that means "You may only have this card in your deck if your hero is NAME."

- ◆ A specialization card may be included in the registered deck of any version of a hero with that first name, ignoring prefixes. *(Eg. Lumina Ascension is a Boltyn specialization. It can be included in a deck using the hero card Boltyn or Ser Boltyn, Breaker of Dawn.)*

Spectra

- ◆ **Spectra** is a triggered effect found on Illusionist auras.
- ◆ **Spectra** is a keyword effect that means “This can be attacked. When this becomes the target of an attack, destroy it and close the combat chain.”
- ◆ When a **spectra** effect resolves, the card with **spectra** is destroyed and the combat chain closes. (Refer Section 21 - Closing the Combat Chain)
- ◆ **Spectra** triggers and resolves before the attack is considered “attacking” or the attacking hero is considered to “have attacked”. (Refer Section 20.4.2 - Combat Chain)
- ◆ “Your next attack this turn” effects are not applied to an attack that targets a card with **spectra**. *(Eg. You activate Potion of Strength which says “Your next attack this turn gains +2{p}”, then you attack a card with spectra. Spectra triggers and resolves before “your next attack” effects are applied. If you attack again later this turn, the attack will get +2{p}.)*
- ◆ “The next attack action card you play this turn” effects are not applied to an attack action card that targets a permanent with **spectra** (Refer Section 20.4.4b - Attack Step), but they no longer exist because an attack action card is considered to have been played. (Refer 15.5.4a - Playing Cards and Activating Abilities)

Spellvoid N

- ◆ **Spellvoid** is a damage replacement effect.
- ◆ **Spellvoid N** is a keyword that means “If your hero would be dealt arcane damage, you may destroy this card instead. If you do, prevent N arcane damage that source would deal.”
- ◆ **Spellvoid** is always followed by a number, which indicates how much arcane damage can be prevented from a single instance of arcane damage.
- ◆ **Spellvoid** can replace some or all of a single instance of arcane damage that would be dealt to your hero. *(Eg. A source would deal 3 arcane damage to you. You control Talisman of Dousing, which has spellvoid 1. If you use Talisman of Dousing to replace damage from this source. You are dealt 2 arcane damage.)*
- ◆ When you use **spellvoid N**, it prevents N damage of a specific instance of arcane damage. If N is greater than the arcane damage that instance would deal, no additional prevention effect

exists from the “unused”**spellvoid**. (Eg. You control *Ebon Fold* with **spellvoid 2**. Your opponent has played a card that would deal 1 arcane damage to you. You destroy *Ebon Fold* to use **spellvoid 2**. The replacement effect prevents the 1 arcane damage that would be dealt to you. No additional prevention effect exists.)

Temper

- ◆ **Temper** is a triggered effect found on equipment.
- ◆ **Temper** is a keyword that means “If you defend with this card, put a -1{d} counter on it when the combat chain closes then destroy it if it has zero{d}.”
- ◆ When an equipment with **temper** becomes a defending card, it creates a delayed triggered effect. The effect only triggers once, when the combat chain closes.
- ◆ **Temper** only checks if an equipment has zero{d} when the **temper** trigger resolves. **Temper** does not destroy an equipment if it's {d} value becomes zero in any other way.

*Example 1 - Buckling Blow puts a -1{d} counter on an equipment with **temper** that is not defending, reducing the equipment's {d} value to zero. The equipment is not destroyed.*

*Example 2 - You control Forged for War and defend with Crater Fist that already has one -1{d} counter on it. When the combat chain closes, the **temper** trigger puts a second -1{d} counter on Crater Fist, making it's base {d} zero. However, **temper** does not destroy Crater Fist because Forged for War is giving equipment you control +1{d}, making Crater Fist's {d} value 1. At the start of your action phase, when Forged for War is destroyed, Crater Fist's {d} value becomes zero. It is not destroyed because **temper** only checks if an equipment has zero{d} when the **temper** trigger resolves.*

Turn Player

- ◆ The turn player is the player whose turn it is.
- ◆ The first turn player of the game is chosen during the start of game procedure. (Refer to Section 12.2 - Start of Game Procedure)

28 Appendix

Version 1.4 Updates

- ◆ 11.1.2 Added that you may only have 1 off-hand equipment in the weapon zones.
- ◆ 15.5.3c Removed the term “additional” to clarify that all non-resource point costs are paid at this step (e.g. alternative costs), and not just additional costs.
- ◆ 19.5 Clarified that the player that is instructed by an effect, is the one who makes any choices when that effect resolves.
- ◆ 20.4.3 Clarified that turn player gains priority, and made the language consistent with similar rules.
- ◆ Added Channel, Essence, and Fusion Glossary entries.
- ◆ Additional clarifications for Discard Glossary entry
- ◆ Changed the definition of Boost to clarify that it’s an additional cost with a triggered ability, to be consistent with similar additional/alternative costs.

Version 1.3 Updates

- ◆ 11.7, 11.7.1, and 11.7.2 New rules that lay out the definition of object identity. Addresses interactions that involve objects that are subjects of effects before moving into or out of the arena.
- ◆ 13.2.5 and 14.6 Clarified that the combat chain must be closed before passing in succession would end the action phase.
- ◆ 16.2.1 Clarified that when a modal triggered effect is added to the chain that mode must be chosen, which is consistent with triggered effects that target.
- ◆ 20.4.2 and removal of 20.4.4b Moved the window for effects that apply to attacks to be consistent with the playing/activating of the attack rather than its resolution. 20.4.4c has become 20.4.4b and 20.4.4e has become 20.4.4d.
- ◆ 20.4.4 Changed the definition of attacking hero to mean the player when attacking with a non-ally attack, and limited the window of attacking hero and defending hero to be per chain link rather than per combat chain.
- ◆ 21.2 Clarified that non-combat related layers, such as instants and triggered effects will still resolve despite the combat chain closing.

Version 1.2 Updates

- ◆ 20.1.1 A new rule that covers cases where the source of an attack ability is destroyed while the attack is undergoing resolution as a chain link. This is particularly relevant for Spectral Shields, with Iris of Reality or Luminaris.
- ◆ 20.6.4a Clarified the term “defend” as a verb when it comes to playing defense reactions. This modification reflects how this has been played up until now and will help when processing interactions that rely on the “defended” clause for effects during the reaction step of combat.
- ◆ 20.8.3d An addition that clarifies that ‘non-attack’ action cards and abilities close the combat chain after chain link resolution (with the exception of ‘non-attack’ actions played as instants). This addition reflects how this has been played up until now.
- ◆ Reprise Glossary definition updated to reflect how this has been played up until now. Specifically that reprise is checked when you play the card with reprise, not when it resolves.

Version 1.1 Updates

- ◆ 4.1.3 Deck requirements: Mentor and Resource were missed off the list of card types that can be included in a Blitz deck. Wording updated to not specify the card types, but simply state “...exactly 40 cards that can begin the game in your deck zone must be registered.” Section 5.2.3 already defines all the card types which can start the game in your deck zone.
- ◆ 4.1.3a Deck requirements: The italic example text incorrectly stated a Blitz could have up to 3 copies of Sink Below, contradicting the section this example was supporting, which correctly stated a deck may contain up to 2 copies of each unique card.
- ◆ 6.4.4 Card Types - Hero / Text box: Updated to more correctly state the text box defines the abilities and/or effects of a hero card.
- ◆ 6.4.6 Life: Updated from “starting life total” to “base life”.
- ◆ 6.4.6a: Updated to define what a hero's life is at any point during the game, which covers off what happens when Shiyana shapeshifts into a hero who has a different base life to Shiyana's.
- ◆ 6.4.6b: Updated from “starting life total” to “base life”.
- ◆ 7.2.4 Card Types - Weapon / Text box: Updated to more correctly state the text box defines the abilities and/or effects of a weapon card.

- ◆ 8.2.3a Card Types - Equipment / Sub-types: Typo fixed referencing hero that should have said equipment.
- ◆ 8.2.4 Card Types - Equipment / Text box: Updated to more correctly state the text box defines the abilities and/or effects of an equipment card.
- ◆ 9.2.4 Card Types - Action, Instant, Attack Reaction, Defense Reaction, Mentor, Resource / Text box: Updated to more correctly state the text box defines the abilities and/or effects of these card types.
- ◆ 9.2.7 Color Strip: Updated to remove "pearl" as a color strip value. Cards with no pitch value are considered to have no color strip, such as Mentors and Landmarks.
- ◆ 10.4.4 Card Types - Tokens / Text box: Updated to more correctly state the text box defines the abilities and/or effects of a token.
- ◆ 11.2.2 Zones and The Arena: Expanded to include tokens and effects in the definition of the words "you control".
- ◆ 11.2.3 Zones and The Arena: Expanded to include tokens and effects in the definition of the words "controlled by an opposing hero".
- ◆ 11.5 Zone and The Arena: Added to clarify that each player controls their own instance of all the zones, with the exception on the chain, which is a shared zone.
- ◆ 11.6 Zone and The Arena: Added to clarify that the order of cards is not relevant in any zone other than the deck zone.
- ◆ 13.3.3e: Superfluous annotation removed.
- ◆ 15.5c Playing Cards and Activating Abilities: Added to define that attack reaction cards and abilities can only be played or activated by an attacking hero, and only during the reaction step of a combat chain link.
- ◆ 15.5d Playing Cards and Activating Abilities: Added to define that defense reaction cards and abilities can only be played or activated by a defending hero, and only during the reaction step of a combat chain link.
- ◆ 15.5.4c Playing Cards and Activating Abilities: Added to define that an activated ability with an attack effect, such as a weapon, has power equal to power value of the source of that created the attack effect.
- ◆ 20.4.4b Combat Chain / Attack Step: Updated for clarity.

- ◆ 20.4.4e Combat Chain / Attack Step: Updated to clarify that all "When you attack" effects trigger here, not just effects of the attack itself, such as when you control a Runechant or Quicken and attack with a weapon.
- ◆ 20.4.6 Combat Chain / Attack Step: Updated for clarity that the attack step ends when both players pass priority in succession on layer 1 of the chain link (the attack itself).
- ◆ 20.9 Combat Chain: Updated to reflect that the combat chain will close if both players pass priority in succession when there are no layers waiting to resolve.
- ◆ 26.6 Damage, Damage Types, and Prevention: Added to clarify that effects that cause loss of life, such as blood debt, can not be prevented with damage prevention effects.