

LRAW Comprehensive Tournament Rulebook Version 2.4

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Section 1: Legions Constructed Tournament Format

*****Note***** All Card Errata's (Effective Post-Frontiers Release July 2022) and the most updated Suspended/Restricted/Limit List cards (Updated as of November 21st, 2023) must be made aware of by all participants and implemented by all judges for tournament play.

Sub Section 1.1 - Structure for All Official Organized Play Events & Tournaments

Small Scale Tournament Rounds (16 or Less Players)

All rounds are a best of 3 games. Side Decking before the first game of each round is not allowed. However, Side Decking between games in a round is allowed.

Large Scale Tournament Rounds (17 or More Players)

All Preliminary rounds **before** a cut to Top 8 players can be played as a best of 1 game at the Head Judge's discretion. If this is the case Side Decking before the first game is allowed.

After a cut to Top 8 has been decided, all rounds will be a best of 3 games. Side Decking before the first game is no longer allowed and will now be allowed between games in the round.

- **NOTE: Side decking occurs before the losing player declares the turn order for the next game (ex. Player 1 beats Player 2; Side decking occurs; Player 2 then states whether they are going 1st or 2nd).**

Sub Section 1.2 - Round Time & Time in Round Procedure

Timing for rounds is ultimately decided by the Tournament Organizer in conjunction with the LGS Manager of each event. However, in most events, FLS recommends a 45–50-minute time limit per round, to ensure rounds move and flow easily for the sake of tournament advancement. All rounds must be played with the same amount of time allocated.

Once the 45-50 minutes have expired, or "Time in Round" is called by the Tournament Organizer, the game goes into a 3 turn based tiebreaker, used to close out the end of the game in an appropriate manner. When time in round is called, the current active player's turn will be considered Turn Zero. Turns are then played back and forth until the conclusion of Turn Three. Upon the conclusion of Turn Three, the match is called and decided. If a Warlord is defeated during any of these turns, the following turns are not played.

The results of the match at that point can go one of two ways:

- 1) One Warlord has been defeated by the end of Turn Three, meaning that a Warlord was dealt their entire Damage Counter Max.
- 2) Neither Warlord was defeated, and the game is considered and recorded as a draw.

The **DCM** of each Warlord is common knowledge within the game, and as such a way to track this in a way that is visible to all players is expected. Common ways are by spin-down counter, phone application, or notepad.

Sub Section 1.3 - In-Game Note Taking/Tracking

Note taking is allowed during a match, however the following **MUST** be observed, or game warnings will be given at the judge's discretion:

- Notepad must be empty before the beginning of each match (no pre-prepared notes)
- Try to not delay the game. Slow play will be called at the discretion of the judge.

Section 2: Deck Construction Rules

Sub Section 2.1 - Contents of Decks & Battlefield

All Tournament Players must have the following cards:

A Veil/Realm for their corresponding Legion

- Veil/Realms with a Bounty Legion Crest can only be played with decks that also play a Warlord with a Bounty Legion Crest

A Warlord for their corresponding Legion

A Synergy for their corresponding Legion

- Synergy cards with a Bounty Legion Crest can only be played with decks that also play a Warlord with a Bounty Legion Crest

A playset of 5 of each Token their deck could produce.

In addition, all Tournament Players must have one of the following:

- A Guardian for their corresponding Legion,
- A Guardian with a Bounty Legion Crest,
- Or a blank card used to represent a base of 30 Alchemy Points (AP)

All decks must have:

A minimum of 50 cards (this does not include Veil/Realm, Warlord, Synergy, Guardian, or Tokens)

A maximum of 60 cards (this does not include Veil/Realm, Warlord, Synergy, Guardian, or Tokens)

A Side Deck consisting of exactly 0 or 15 cards. A Side Deck can contain Unified Cards, Fortified Cards, Warriors, Synergies, and/or Guardians.

All cards in both the Main Deck and the Side Deck must be cards of a player's chosen Legion. Bounty Realm cards (Grey Colour) can also be included in both the Main Deck and the Side Deck.

All cards in the Main Deck and Side Deck cannot exceed the legal number of playable copies based on Rarity or the [Suspended/Restricted/Limited List](#).

Renown Rare Cards (Silver Stamped) ☆☆☆☆

- Limited to 2 copies of the same name per Main Deck and Side Deck

Exalted Rare Cards (Gold Stamped) ☆☆☆☆☆

- Limited to 1 copy of the same name per Main Deck and Side Deck

Elysian Rare Cards (Premium Stamped)

- Limited to 1 copy per Main Deck and Side Deck

Sub Section 2.2 - Side Decking Structure

In tournament play for Legions Realms at War TCG, all players are allowed to have a Side Deck consisting of 15 cards. When entering tournament play, your Side Deck must consist of exactly 0 or 15 cards. When Side Decking, either before your best of 1 match or in between games in your best of 3 match (****See Structures for All Official Legions Organized Play Events & Tournaments****), there are important rules to be followed:

- The Main Deck and Side Deck both need to always remain the same size after Side Decking. If you choose to put Side Deck cards into your Main Deck you must also remove the same number of cards from your Main Deck.
- You are allowed to Side Deck, Unified Fortified, Warriors, Synergy cards and Guardians.
- You cannot however Side Deck Veil/Realm cards or Warlords.

Sub Section 2.3 - Card Types & Corresponding Rulings

Veil/Realm

- Veil/Realm cards cannot be in a Side Deck
- All Veils start at VC 3 (meaning they start with 3 Veil Counters)
- All Veils remove 1 Veil Counter during the Countdown Phase (cannot be negated)
- When the Veil has no counters, the Veil is pierced (meaning the Veil flips over to reveal the Realm)
- When a Veil is pierced, the effect of the Realm goes onto the next Sequence.
- Realm effects, printed on the Realm Card, cannot be responded to, and are considered Absolute Effects (meaning no player can activate and/or trigger any cards or effects until it resolves)
- If any effects would activate from a Veil piercing during a Countdown Phase, such as keyword abilities of Warriors, destruction abilities, etc., these effects are also considered Absolute Effects
- If a Realm effect would trigger outside of the Countdown Phase, it is not considered an Absolute Effect, and can be responded to.

Warlord

- Warlords are the only card in the game with the term DCM printed on them. DCM stands for Damage Counter Max, and it is the maximum Damage your Warlord can receive before it dies, and you lose the game.
- All Damage sustained throughout a game of Legions Realms at War, whether through card effect, battle, or (Bloodbourned) costs paid (**See Bloodbourned**) counts upwards towards your Warlords DCM.
- If a card effect states, "Reduce the DCM of your Warlord by X", this means that you are using that card effect to heal or reduce the damage taken/sustained thus far by the number printed in the card effect.
- Warlords cannot use their Physical Attack (PA), Magical Attack (MA), or Special Ability (SA) until the Veil has been pierced (meaning the Realm side must be face-up)
- However, a Warlord can still take damage via (Bloodbourned) costs of cards, Card Effect Damage, and Battle Damage from opposing Warriors and/or Warlords before the Veil has been pierced.
- Warlords cannot use their Physical Attack (PA), Magical Attack (MA), or Special Ability during the opposing player's turn (meaning they can only use these during the active player's turn)
- Warlords can use their choice of either their Physical Attack (PA) or Magical Attack (MA) each turn, but not both (unless a card states otherwise)
- A Warlord's Special Ability (SA) can be activated on the same turn as the Warlord uses one of its attacks, providing all criteria can be met (this means your Warlord cannot be on its Cool Down (CD), some must pay a (Bloodbourned) cost, or both). You do not however, need to attack with your Warlord in order to activate its Special Ability (in most cases).
- Any Attack of a Warlord can only be used during your turn, while the sequence is empty. The Warlord's attack must function like any other Warriors attack but does not count as an attack from a Warrior.
- Special Abilities of a Warlord can be activated at any time during your turn, while you have priority, regardless of if the sequence is empty or not (**See Battle Subsection 4.1**).
- Any Warlord with a Passive Special Ability has the effects of that Special Ability always active on both players turn (after their Veil has pierced)
- Any Attack or Non-Passive Special Ability of a Warlord **can be responded to**

Synergy

- Synergy cards cannot use their effects until the Veil has been pierced (meaning the Realm side must be face-up)
- All Synergy effects can be used only during the active player's turn, not on the opposing player's turn.
- A Synergy can be activated instantaneously during the active player's turn, in response to an opposing player's Fortified card activation, and an opponent's Warrior Conscription or Revive from a Fortified card effect, or in response to the activation of Keyword Ability.
- Once a Synergy has used its effect it must be placed on Cool Down (CD)
- Synergy effects can be responded to

Guardian

- Guardians come as an addition to the base game in Booster Set 1: Ravaged Lands
- All Guardians start the game with all their Alchemy Points (**AP**)
- All Guardians have 'after the mulligan' effects that must be activated at this time if the player chooses to activate them.
- Additional abilities of the Guardian can trigger at the cost of paying a (Consume) cost (meaning that their Alchemy Points (**AP**) are drained by the number in the (Consume) cost keyword ability) but only when the specific criteria for the effect have been met.
- It is important to note that Guardian (Consume) Abilities can normally only activate **ONCE** during your turn, of course unless a card states otherwise.

Warrior

- Only one Warrior can be conscripted per turn (unless a card states otherwise)
- Some Warrior cards have Keyword Abilities (Some are when the Warrior enters play, battles, or when the Warrior is destroyed/sent from the field to the discard pile)
- Warrior Keyword Abilities that can be activated by the Warrior entering play can go on an existing sequence when it enters play during a card effect activation or can be placed on a new sequence. (See Sequencing Rulings for further information)
- Warriors can be Conscripted from the hand, deck, discard pile or eradication zone.
- Warriors can be Revived from the discard pile or eradication zone.

Unified

- Can only be activated on the Active Turn Player's turn.
- Can be set and activated same turn.
- All Unified cards can be activated at any point when you have priority during your turn as the Active Turn Player.
- Priority is passed to the opponent for an “**Opportunity Window**” after playing/activating an effect (**See Sequence**). **YOU CANNOT HOLD PRIORITY.**
- Unified cards can only be activated from your hand, by playing the Unified card in a **UNOCCUPIED** Unified card zone (a zone not currently occupied by a Unified on the field or on the sequence in that zone). Therefore, if you do not have an unoccupied Unified card zone available out of your five available Unified card zones, then Unified cards you are wanting/attempting to activate can **NOT** be played.

Fortified

- Can only be set face-down on the Active Turn Player's turn.
- Fortified cards can only be activated during an opponent's turn.
- Set and face-up ACT Fortified cards on the field can be activated at any point when you have priority during the opposing player's turn.
- Exemptions to the above rule can be in certain situations, such as dealing with Fortified cards that are considered **Direct Negates** (**See Negates**)
- Fortified cards that stipulate that they must be activated during a certain **Phase** of the game (i.e., Reinforce Phase or End Phase) can be activated at those specific times at any point without a prior card or effect needing to be activated. Priority is still passed when playing/activating these effects.

Section 3: Official Turn Breakdown

Sub Section 3.1 - Basic Turn Structure

Countdown Phase
Reinforce Phase
War Phase
End Phase

Decide who goes first by rolling a die; higher roll chooses who goes first. Also, if there is a best of 3 games, now as a **Round** taking place, the winner of the die roll, still decides who goes first in game 1 of the round, then in the player who loses the first game then chooses who goes first in the second game. This also applies, of course to the player who loses game 2, if the players find themselves in a split decision scenario.

Mulligans

- After determining who goes first, each player draws six cards from the top of their deck
- After looking at their six cards' players will decide whether to keep their hands or not.
 - The Player who is going first declares whether they will mulligan first; then the player going second declares
- Each player has the option to 'Mulligan' one time, which requires them to place their original six cards at the bottom of their deck and draw six more from the top; this is an all or nothing Mulligan, **and the deck DOES NOT get shuffled.**
- If a player decides to Mulligan, their opponent may draw an additional card.
- If both players decide to Mulligan, both players draw an additional card.

Sub Section 3.2 - Active/Defending Turn Player Including 1st Turn Player (Start of Game)

****Note**** Prior to the start of turns before the game both players have the opportunity to activate their Guardian's, 'after the mulligan' effect. This can only be used by players with a Guardian on their side of the field. First turn player resolves first; then second turn player resolves next.

1. Countdown Phase

- While in the Countdown Phase, prior to the Veil being pierced, no cards, card effects, or activated trigger abilities can activate or be used, except for the Veil card, which begins its countdown from 3.
- **Veil Counter reduction is an Absolute Effect and cannot be negated or responded to.**
- The moment a Veil reaches **ZERO Veil Counters**, during this phase, the Veil **MUST** be pierced.
- While in the Countdown Phase (and at any point when the Veil is Pierced) The regularly printed Realm Activation Effect, on the Realm Card, is an absolute effect and **MUST** resolve without any interruptions. However, if the Realm Effect is being activated outside of the Countdown Phase, the regularly printed Realm Activation Effect, on the Realm card, becomes the only effect that is Absolute.
- During the Countdown Phase, if the Realm requires and/or creates a Sequence (****See Sequence****) that Sequence must be built and resolved without interruptions from either player. Therefore, this means, that if a Realm Activation Effect were to Conscript a Warrior(s) with enter play Keyword Abilities to your side of the field for example, then the Keyword Abilities of the Warrior(s) are placed on the Sequence, and if choose to be activated, then would eventually resolve in the place of the Sequence order without any interruptions from any player. In short, this means that the Realm, whether it creates a Sequence or not is an Absolute Effect, and therefore subsequently a Sequence created by the Realm Activation Effect (only during the Countdown Phase) is also treated as an Absolute.

2. Reinforce Phase (Skipped on first turn of the game)

- Drawing a card from your deck
- Cards and/or effects cannot be activated during this phase, unless a card otherwise states or is a **Direct Negate**. (****See Negate****)
- Costs of cards that trigger/activate and/or states they must be paid during this phase must be paid.

3. War Phase

- You have the ability to conscript one Warrior for the turn (unless a card states otherwise).

- You have the ability to activate any number of Unified cards from your hand, and/or discard pile during this turn.
- You have the ability to set any number of Fortified cards from your hand face-down onto your side of the field.
- You cannot declare any form of battle on the opening turn of the game, as your opponent has not yet had the opportunity to set up a form of defense.

4. End Phase

- During this time, you have the ability to activate any 'end of turn' card effects that you may have on your field or in your discard pile.
- Cards and/or effects cannot be activated during this phase, unless a card otherwise states or is a **Direct Negate**. (**See Negate**)
- Costs of cards that trigger/activate and/or states they must be paid during this phase must be paid.
- **Maximum Hand Size upon the Conclusion of your turn is 8 cards.** If your hand is exceeding 8 cards at this time, you must discard cards down to Maximum Hand Size. This is a Game-State Mechanic (**See Game-State Mechanics**) and this must be done at the last possible moment before passing your turn to the opposing player.

Sub Section 3.3 - Defending/Active Turn Player Including 2nd Turn Player (Start of Game)

1. Countdown Phase

- Card effects cannot activate during this phase except for the Veil card, which begins its countdown from 3.
- Veil Counter reduction is a mandatory effect and cannot be negated.

2. Reinforce Phase

- Drawing a card from your deck
- Cards and/or effects cannot be activated during this phase, unless a card otherwise states or is a **Direct Negate**. (**See Negate**)
- Costs of cards that trigger/activate and/or states they must be paid during this phase must be paid.

3. War Phase

- You have the ability to conscript one Warrior for the turn (unless a card states otherwise)
- You have the ability to activate any number of Unified cards from your hand, and/or discard pile during this turn.
- You have the ability to set any number of Fortified cards from your hand face-down onto your side of the field.
- You are eligible to attack with any and all Warriors on your side of the field.

****Note** The opponent has an Opportunity Window to activate 1 prior set Fortified card at the end of the opponent's War Phase before the Phase changes to the End Phase.**

4. End Phase

- During this time, you have the ability to activate any 'end of turn' card effects that you may have on your field or in your discard pile.

- Cards and/or effects cannot be activated during this phase, unless a card otherwise states or is a **Direct Negate**. (**See Negate**)
- Costs of cards that trigger/activate and/or states they must be paid during this phase must be paid.

Sub Section 3.4 - Actions Within the War Phase

Conscription

This is the action of placing a Warrior from your hand, deck and sometimes (in certain specialty cases by card effect; from Discard Pile or Eradication Zone) onto your side of the field, into one of your unoccupied Warrior card zones. Conscription and Revive are not the same thing.

- Each player gets 1 Conscription per turn (Unless a card states otherwise)
- A Conscription from hand is inherent to the game basics of the rules and will not start a sequence, and it can only be responded to by a **Direct Negate** to a Warrior. (Eg. "Majik Shifting Sands") (**See Negate**)
- A Warrior must be successfully Conscribed to the field for it to get any enter play Keyword Abilities (**See Keyword Abilities**)
- However, an enter play ability Keyword Ability, such as (Wisdom), (Perish), or (Charisma) will start a sequence, and therefore can be responded to.

*****Note*** Warriors Conscribed by a card effect CANNOT be negated by a Direct Negate of a Warrior. The Conscription of a Warrior via card effect MUST be negated at the source of the Conscription. This means a player MUST negate the card effect that Conscripts the Warrior to the field.**

Revive

This is the action of placing a Warrior from your Discard Pile and/or Eradication Zone onto the field. The card will state the word "Revive" in the card text. Revive and Conscription **are not** the same thing.

- Revive **can only** be done from the Discard Pile and/or Eradication Zone
- You can Revive any number of Warriors via card effects to either player's side of the field; providing there are unoccupied Warrior card zones (depending on the phrasing and limitations of the card effect allowing the Revive)

Manifest

This is the action of placing a Token(s) card(s) (appropriate to the specific Token Name stated on the card effect) into an unoccupied Warrior card zone on either player's side of the field. Manifest, Conscription, and Revive **are not** the same thing.

- Tokens are not Conscribed and/or Revived, Tokens are only ever Manifested.

*****Note*** Tokens when leaving the field due to a card effect, whether that be returned to hand, sent, destroyed, sacrificed, or eradicated, Tokens do see all zones before they cease to exist.**

Activate

This is an action of placing a Unified card face-up and/or flipping a Fortified card face-up, using a “When this card is activated” effect and/or using a “Once Per Turn” effect of a face-up Unified or Fortified card on your side of the field and/or Discard Pile.

- In order to **Activate** a card and/or its effects and/or its **Triggered Activation Effects** (See *****Triggered Activation Effects*****); you must first have met all the **Criteria** listed on the card (e.g. If the card states: “Target 2 Warriors on the field” and there is only 1 Warrior on the field to target; then you cannot meet the criteria of the card. However, if the card states: “Target up to 2 Warriors on the field” and there is only 1 Warrior on the field to target; then you can meet the criteria of the card, as the phrasing “up to” can be any number between 0 and 2 for this instance.
It is Important to *Note*** that Cards or Effects that have a value of “X” also fall under this where the value of “X” cannot be 0 but a value of up to “X” can be 0.**
- In order to **Activate** a card and or its effects, you must also pay the card’s **Cost** (**See Cost**) this **could** mean (**Bloodbourn**), (**Consume**), **Discard** cards from hand, **Eradicate** cards from hand, deck, field, or Discard Pile, or even **Send** cards from the top of your deck to the Discard Pile and/or Eradication Zone if the card states it as **Cost**.
- Some Unified and Fortified cards have a clause in the first lines of their card text stating “When this card is first activated...”. **It is important to ***Note*** That these effects, when the card is first activated can be chosen to be activated if they contain the words “you can” or “you may” and MUST be activated if they do not say these words. More importantly however, is that if you activate a Unified or Fortified card with a “When this card is first activated” clause and you either chose to or must activate the initial clause effect, then you CANNOT then respond in the same Sequence with a “Once Per Turn” effect that also may be listed on the card. This is not the same as Static Effects listed on these types of cards, as the Static Effects DO NOT ACTIVATE, they just simply exist once the card resolves. (**See Static Effects**)**
- When Playing an ACT Unified or Fortified Card that does not have an “When this card is first activated” effect but it does have a “Once Per Turn” effect it can be initially Activated from Hand or Field without activating a “Once Per Turn” effect on the card however when activating the card, you must Declare if you are Activating it without an effect or with a “Once per turn” effect. Playing an ACT from Hand or Field without activating an effect is still activating the card and opens an “Opportunity Window” for your Opponent to respond to the card. **If you Choose to not activate an effect when initially Activating an ACT Unified or Fortified and your Opponent responds to it you CANNOT then respond in the same Sequence with a “Once Per Turn” effect that also may be listed on the card.**
- If the **Criteria** and/or the **Cost** is met for a card’s activation, then **Priority** (**See Priority**) is passed to the opponent for a chance to respond to the card effect that is attempting to be activated; this is referred to as the **“Opportunity Window”**. If the opponent does not have a response to the activation of the card effect you are attempting to activate, then the activation is successful. If your opponent does have a response, then the **Sequence** starts to build (**See Sequence**).
- If the opponent does have a response, (e.g., a Fortified card that negates your card) **Costs** must still be paid and cannot be reversed.
- During your turn as the Active Turn Player, all cards (outside of your Fortified cards) can be played at **any point when you have priority**. This means that you can activate and/or respond at **any time during the War Phase** (after your Reinforce Phase), during your turn, with any of your card effects (outside of your Fortified cards).
- **All Unified cards that are activated from hand into an unoccupied Unified card zone on the field are considered a face-up card on the field while still building and resolving sequences.**

- Unified cards and their effects **cannot be activated during the Reinforce Phase unless a card specifically states that it be activated during the Reinforce Phase or if it is a Direct Negate to a card that is activating during the Reinforce Phase.**
- During your turn as the Defending Player, all Fortified cards you have set prior to, on your turn, can be played at **any point when you have priority**. This means that you can activate and/or respond at **any time during the opponent's War Phase** (after their Reinforce Phase)
- Fortified cards and their effects **cannot be activated during the Reinforce Phase unless a card specifically states that it be activated during the Reinforce Phase or if it is a Direct Negate to a card that is activating during the Reinforce Phase.**
- Any card you **Activate** will either start or add to an existing **Sequence** (**See Sequence**)
- If you **Activate** a card effect that activates a **Triggered Activation Effect**, then that is considered a **NEW** card effect during the building or resolution of a Sequence then the new card effect is put into a **NEW Sequence** and does not activate at this time during the already building/built sequence. (**See Sequence and Triggered Activation Effects**)

Destroy

This is an action of placing cards that were on the field face-up or face-down in a Discard Pile after it is destroyed.

- Destruction can take place via battle and/or card effect.
- **Unified cards that are not Active (ACT) cannot be targeted or destroyed by card effects that specifically target or destroy a face-up Unified card on the field, unless the card targeting or destroying is a Direct Negate.**
- **(Perish)** Keyword Abilities that trigger on a Warrior can trigger via being destroyed.
- When a Warrior is protected from destruction, it can still take damage (**See Replacement Effects**). But then, after the replacement effect, if the Warrior's ATK reaches Zero by damage it is still destroyed as a Warrior cannot exist on the field at Zero ATK.

Eradicate

This is an action of placing cards either face-up and/or face-down in yours or your opponent's Eradication Zone. These cards are considered removed from the game while in this zone.

- Eradication can take place by card effect only.
- Card **Triggered Activation Effects** that activate from being eradicated can activate at this time (**See Triggered Activation Effects**)

Send

This is an action of placing a card wherever the card effect states the card to be sent to.

- **Send** effects do not count as **Destroy or Eradicate**
- **Send** effects can cause a card to leave the field or a card to leave a certain play zone and enter another play zone (depending on the card effect)
- **(Perish)** Keyword Abilities that trigger on a Warrior can trigger via being Sent, providing the Warrior is sent from the field to the Discard Pile.

Sacrifice

This is an action of forcing a card(s) to be sacrificed by a target player and placed in the Discard Pile.

- **Sacrifice** effects do not count as Destroy or Eradicate

- **(Perish)** Keyword Abilities that trigger on a Warrior can trigger via being Sacrificed, providing the Warrior is Sacrificed from the field to the Discard Pile.

Negate

This is an action which cancels the Activation of a card effect or before an active card effect can resolve its Effect or Triggered Activation Effect.

- **Negate** is a word used on a card that immediately cancels an Activated card and/or a Card Effect and/or a Triggered Activation Effect.
- **Negate** can also be considered in most instances as a **Direct Negate**, this means that the negate happening is in direct response to a card being activated, in which the opposing player can activate a card to directly negate the activation. Or if a Warrior is being Conscripted from hand as an inherent Conscription to the game basics of the rules, then this means that the negate happening is in direct response to the Warrior being Conscripted.
- **This complexity to the Negate Rule of a Direct Negate is very important going forward as in the case of a Warrior being Conscripted and/or Revived by a card effect, the Direct Negate NEEDS to be on the card effect that is Conscripting or Reviving the Warrior. It CANNOT be on the Conscription or Revival of the Warrior entering play.**
- Unless a card specifically says to **Negate** the Conscription or Revival of a Warrior, therefore a **Direct Negate**, (e.g., “Negate the Conscription of 1 Warrior...”) the Conscription or Revival of the Warrior originally played can be resolved and therefore, any enter-play Keyword Abilities can therefore activate/trigger.
- Cards that are **Negated** still need to pay the **Cost** associated with the attempt to activate the card/effect/triggered activation effect. (**See Cost**)
- If a card effect states, destroy target card(s) and not the word **Negate** then the activated card effect is not negated and the effect still takes place as intended, then the card is destroyed and/or **considered resolved if it was not an ACT Unified or Fortified effect.**
- However, if a card effect states, **Negate** and **Destroy**, then the effect is both Negated and then Destroyed.
- An **ACT Unified or Fortified** card and its **Once Per Turn Effects** can still be **Negated** even if it has been face-up on the field for any amount of time, as these types of cards typically have a “Once per turn” activation clause in their card text that the player controlling the card can activate, and in response that effect can be **Negated**
- For **ACT Unified and Fortified** cards that have a **Static Effect** (They will either say “Static:” with the colon following the word or on older cards they will say “Each Time”) this means they have a **Static Effect**. (**See Static Effects**) These effects **DO NOT ACTIVATE** as they are **Static** and once the card is originally activated from your hand or flipped face up on the field, **these Static Effects just exist and CANNOT be negated.**
- Card effects or Triggered Activation Effects in the discard pile and/or eradication zone can also be **Negated** if they are attempting to be activated or triggered.

Section 4: Battle

Sub Section 4.1: Attacking

This is an action taken when each Warrior and/or Warlord were to declare an attack on an enemy Warrior and/or Warlord. When it comes to the basic structure and rules of battle, it is always looked at as a 1 vs 1

situation. Important to note however, is that once battle has been declared by any one Warrior or Warlord, only one of two outcomes can ultimately be determined. These two outcomes are either, the attack going through as declared or the attack being canceled. The attacking player, once declaring the attack, only has these 2 options available to them, unless of course the Board State Changes (**See Battle – Subsection 4.2**)

*****Note*** Canceled attacks by a Warrior or Warlord are considered to have used their Primary Game State Attack for the turn. Therefore, unless a card effect otherwise states the Warrior or Warlord has been granted an ability to make an additional or second attack in the same turn, the Warrior or Warlord that canceled their attack CANNOT declare another attack during the same turn.**

Each section will further breakdown the interaction that takes place between what two entities are battling.

Between Two Warriors

- In battle between a Warrior and another Warrior on the field; both Warriors clash and do damage to each other based on their current ATK power. Both Warriors sustain damage.
- Warriors that are not destroyed by the end of the turn, return to the ATK power they originally had before damage was sustained barring any **(Bestow)** effects that have worn off by the end of the turn

Between A Warrior & Warlord

- In battle between a Warrior and a Warlord, it varies based on which card is doing the attacking.
- If the Warrior is attacking the Warlord directly then the Warlord sustains the damage equal to the attacking Warriors current ATK; no damage is dealt back to the Warrior via the Warlord
- If the Warlord is attacking a Warrior then the Warrior sustains the damage equal to the attacking Warlords **Magical Attack (MA)** or **Physical Attack (PA)** power; no damage is dealt back to the Warlord via the Warrior
- It is important to note that your Warlord **CAN** use their **Magical Attack (MA)** on your own Warriors on your side of the field as well. However, they **CANNOT** use their **Physical Attack (PA)** on your own Warriors on your side of the field. Afterall, Magic can be fickle!

Between Two Warlords

- In battle between two Warlords **ONLY Physical Attack (PA)** can be used; Warlords are immune to **Magical Attacks (MA)**
- The attacking Warlord is the only Warlord that deals damage in this battle; the Warlord being attacked does not deal damage back in return.

Sub Section 4.2: Understanding & Identifying Board State Change

Battle can only be affected, albeit in many ways, only when it comes to **Board State Change (BSC)**. BSC can simply be defined as a change that takes place on the battlefield that is outside of the current attack declaration of a Warrior or Warlord attacking another Warrior or Warlord, in which it immediately interacts, or affects the declared battle target. Many cards, abilities, or effects can factor into BSC. These factors,

depending on what they are, will alter the battlefield enough to make the active attacking turn player change their mind about following through with the attack, or ultimately canceling it, but these factors can also become the exception to a declared attack target having to redeclare another different attack target.

- BSC happens when a Fortified, Unified, Guardian Consume Ability, Warlord Special Ability, Synergy, or Warrior Keyword Ability activates that directly effects the attacking or attack target, in relation to its place on the battlefield.
- If the attacking turn player has one of their Warriors declare an attack on another Warrior on the opposing side of the field, and the defending/opposing player activates a Fortified card in response to the attack declaration, this activation starts a Sequence (**See Sequence**)
- Depending on the effect of the Fortified card being activated, this activation or Sequence, might in fact cause the Board State to Change.
- Card Effects or Abilities that (Bestow) Attack Power, (Bestow) negative Attack Power or Deal Damage to the attacking Warrior and/or the targeted attacked Warrior and does not result in that Warrior(s) being destroyed, then in fact the Card Effects or Abilities in question does not count as a BSC. Therefore, if either of the Warriors in the battle were to be affected by an increase or decrease in Attack Power, the attacking player still only maintains the two potential options of, either following through with the declared attack or canceling the attack altogether.
- However, if the Card or Ability that is activated either, destroys, eradicates, shuffles, returns to hand, sends to discard pile, sacrifices or steals any or all Warriors involved in the battle declaration, this is considered a BSC.
- In the event of a BSC, that impacts the declared attack target, resulting in the attack target no longer being a valid target, the attacking player is then granted the opportunity to redeclare another viable attack target.

Section 5: Game State vs. Board State

As we introduce a new cycle of cards in *Empires on The Rise* known as 'Revolutions,' which provide an effect which changes how the remainder of the game is played, a rules distinction must be made between both the **Board State** and **Game State**.

Sub Section 5.1 - Board State

Board States are effects and abilities that directly affect actions that take place exclusively on the board, and do not directly affect how the game of *Legions: Realms at War* functions, although, in some cases, do change how the game is played.

Examples of board states include but are not limited to:

- Static Effects
- Passive Effects
- An Armament that (Bestows) an ability to a Warrior
- An effect that lasts "until the end of the turn"

In short, a Board State is anything that changes what happens on your side and/or your opponent's side of the field. These effects are considered temporary, whereas Game States, as explained below, are permanent.

Board State Changes – (Mini Sub Section Referral)

Please refer to (*****Battle - Subsection 4.2: Understanding and Identifying Board State Change*****) to better understand how Board State Changes operate.

Sub Section 5.2 - Static Effects

This is an updated wording that shows up on cards post-*Frontiers*. Previously, static effects showed up on cards with the wording “*Each time*” but for simplicity, these effects going forward are to be written and referred to as **Static Effects**.

The cards being activated with a **Static Effect** in their rules text are played as normal Unified and Fortified Cards; and are still cards being activated initially, and therefore, before they initially resolve they can be negated. However, if or once they have initially resolved and are face-up on the field, these effects **DO NOT ACTIVATE** as they are now Static Effects, and these Static Effects simply exist and **CANNOT** be negated. Static Effects no longer exist once the card with the Static Effect leaves the field.

Sub Section 5.3 – How Static Effect’s interact with the Sequence.

There are two Distinct types of Static effects both of which work in very different ways.

1. Static Effects that simply just exist as part of the board state giving their effect so long as they remain face up on the Field.
 - Static Effects that Simply just exist as part of the Board State do not and will not at any point interact with a Sequence while it builds or resolves however can change something about a card you may play.

Example. Majik Void Collapse Static Effect “All Non-token warriors on the Field lose and cannot gain Keyword Abilities” makes it so all Non-Token warriors do not have Keywords on the field so when Conscripting/Reviving a warrior with a keyword they now no longer have one when they enter the field.

2. Static Effects that Trigger based on meeting the requirements stated on the card to meet this trigger.
 - Static effects that Trigger still cannot be responded to as it is still considered a static effect and “Does not Activate” and is just being “Triggered.”
 - Static Effects that Trigger based on meeting the requirements of their Effect act the same as any other effect would by adding itself onto a sequence and resolving on the sequence it has been added to. If a Static Trigger is met during the Resolution of a Sequence, it will create or be added to a second Sequence the same as well.
 - When a static effect Triggers and adds itself to a Sequence on top of another card they do not stop the “Opportunity Window” to respond to the card underneath it on the Sequence as Static effects cannot be responded to when they are added onto a Sequence and as such do not block the opportunity to respond to the card Activation that has triggered the Static Effect.

Example. Rapture on Mount Bane Static Effect “Each Time a Demon Card is discarded from your hand by the effect of a demon card, you can destroy 1 card on the field.”

This is a Triggered effect that Triggers each time you discard a demon card by the effect of a demon card allowing you to destroy a card on the field and adds itself onto the sequence.

Note - Triggers happen based on the time the game action takes place. If a card is discarded as part of an additional cost this will trigger during the building of the current sequence.

If a card is discarded as part of a card effect resolving this will trigger during the resolution of sequence 1 and therefore the trigger will create or be added to Sequence 2.

Sub Section 5.4 - Static Precedence Rules

(Interruptions of Static Effects by Non-Static Effects)

If a card's triggered/activated effect would interfere with a static effect, the static effect will always take precedent. This is true for instances where static and non-static abilities would have their criteria met by the same game action or series of game actions (e.x. conscripting a Warrior that has keyword abilities when played alongside a static effect that happens when a Warrior enters play). In these instances, as the static effect takes precedence, the static effect, and any static effects that would result from the first static effect will resolve before the non-static effects.

Sub Section 5.5 - Full Resolution Rules

(Interruptions of Non-Static Effects by Static Effects)

If a static effect would make any part of a card's effect, ability or cost unable to be met or resolve, then the ability cannot activate. If the static effect is played as a response to the activation of a card's effect or ability that would interfere with its resolution, the non-static effect will fizzle, due to the **Static Precedence Rules**.

Sub Section 5.6 - Establishment Rules

(Interruptions of Static Effects by Other Static Effects)

If a static effect currently on the field would interfere with another static effect currently on the field, then the **Establishment Rules** are applied. The **Establishment Rules** are outlined as follows:

- If a **Static Effect** is unable to fully resolve due to another static effect, then the static effect that has been on the field for the longest time (longest established) takes precedence, and the conflicting static effect that is not the longest established is treated as it did not exist (though it still does exist)
- **Time is measured based on how long a card has been on the field, relative to any other cards in question**

As an example, '**Rule Of The Rogue**' Hero Card, has a Static Effect to give all 'Rogue' Warriors the keyword (Plunder). If there is a '**Majik Void Collapse**' Bounty Card face-up on field at the time the '**Rule Of The Rogue**' is activated/played from hand, which would prevent Warriors from gaining keywords, then Establishment Rules would take effect. As the '**Majik Void Collapse**' was Established on the field BEFORE '**Rule of the Rogue.**' Therefore, '**Majik Void Collapse**' takes Established Precedence, and Hero Warriors that enter play WILL NOT gain (Plunder).

Sub Section 5.7 - Game State

Game States are effects, abilities and/or rules that directly affect how the game of Legions: Realms at War functions. These effects, abilities and/or rules supersede all others regarding how they affect gameplay; and once active now become a permanent rule for the game going forward. **This means they become Inherent Rules of the Game Proper.**

As stated above, **Game State Effects are Permanent Effects.** They become abilities and/or rules that cannot be changed or interacted with. **Most Game State Effects are not explicitly stated on cards, as they are the Base Mechanics and Inherent Rules that allow the game to function.**

Examples of pre-existing game states include, but are not limited to:

- Removing one Veil Counter from your Veil / Realm during your Countdown Phase
- Removing one Cooldown Counter from your Synergy or Warlord during your Countdown Phase
- Drawing one card at the beginning of your Reinforce Phase

In further sections, changes to the Game State will be broken down for you.

****It is important to note that, unlike Board State Effects or Changes, Game State Effects or Changes and/or their corresponding effects DO NOT open a response window, like how Static Effects on cards or effects of Realm Cards cannot be responded to. ****

Sub Section 5.8 - Game State Changes – The ‘Revolution’ Card Cycle

With the introduction of the **REVOLUTION CARD CYCLE**, there are now game pieces which change the game state, rather than the board state. These effects are like Static Effects, in that they always exist, but unlike Static effects, exist regardless of whether the card providing the effect remains on the field or not, as **REVOLUTION CARDS** are **not Active (ACT) cards**.

For **REVOLUTION CARDS**, they contain the phrase “For the remainder of the game” in their rules text. These cards provide a change to the game state for the remainder of the current game after the card resolves. **The REVOLUTION CARD must resolve for the Game State Change to take effect.**

The following section provides detail onto common questions that may arise when playing and resolving a card from the **REVOLUTION CARD CYCLE**, introduced in *Empires on the Rise Booster Set*.

- **REVOLUTION CARDS** follow the same timing rules as any other Unified or Fortified Cards, based on the **REVOLUTION CARD’S** card type.

‘Redemption’ is a Hero Unified card introduced in *Empires on the Rise*. The game state changes it provides are as follows:

- If your Hero Warlord is ‘Alero’, for the remainder of the game, each time your Hero Warlord destroys an opposing player’s Warrior by battle, you can reduce your Warlord’s Special Ability (SA) Cool Down (CD) to 0 turns.
 - o This ability takes place immediately after the attack’s damage resolution and cannot be responded to.
 - o It is important to note that any ability that take place as a result of the damage resolution, such as (Retaliate), (Rampage) and (Perish) happens after the SA cooldown is reset.
 - o This ability does not remove the Cooldown Counters, but rather ‘resets’ the cooldown to zero, and the counters cease to exist anymore. This means that any card or effect that cares about counters being removed are unaffected by this ability.
- If your Hero Warlord is ‘Angelica’, for the remainder of the game, each time 1 or more 6-sided die effects are rolled or re-rolled reduce the (DCM) of your Warlord by half the result rolled rounded down.
 - o This ability takes place during the resolution of an effect that rolls or rerolls a die/dice and is treated as an additional part of any such ability. To simplify this, at the end of each card or effect that rolls or rerolls a die/dice, make an addition to the rules text as follows: “Reduce the DCM of your ‘Angelica’ Warlord equal to half the result of the die/dice rolled and/or rerolled, rounded down.”

- As this ability happens as the effect rolling or rerolling a die/dice is resolving, it does not open an opportunity window.
- When rerolling a die roll effect, the ability activates on both the initial roll's value, as well as any reroll values. They are individual instances however, for the purposes of rounding.

'Revolution' is an Orc Unified card introduced in *Empires on the Rise*. The game state changes it provides are as follows:

- If your Orc Warlord is 'Sharn,' for the remainder of the game, the Conscription or Revival of all "Orcbane" Orc Warriors cannot be negated. (This includes card effects that Conscript or Revive).
 - The game checks if a card is 'Orcbane' by looking at the name of a card. Cards with the word 'Orcbane' in their name are considered 'Orcbane' cards.
 - The way this ability works is by disallowing cards that negate the conscription or revival from targeting the source of the conscription or revival.
 - Not all cards that conscript or revive Warriors are affected by this ability. The only cards or effects that are affected are ones which reveal the Warrior that is being conscripted or revived before they resolve (e.x. Orcbane Feeding Grounds cannot be countered, but Blood Calls Blood can).
 - Cards that provide a blanket ability that prevents **all** conscription or revival (such as Forbidden Fjords), still prevent the conscription or revival of 'Orcbane' Warriors, as it is not an effect that negates the specific instance of conscription or revival.
- If your Orc Warlord is 'Duxvox', for the remainder of the game, before you draw during your Reinforce Phase, place 1 Doomsday Counter on each face-up 'Duxvox' card on the field, then reduce the (DCM) of your Warlord by X, where X is the total number of Doomsday Counters placed by this effect.
 - The game checks if a card is 'Duxvox' by looking at the name of a card. Cards with the word 'Duxvox' in their name are considered 'Duxvox' cards.
 - This ability happens immediately after moving from the Countdown Phase to the Reinforce Phase. It does not start a sequence and cannot be responded to.
 - If adding a Doomsday Counter to the field would trigger an ability or card effect, that ability or effect triggers and resolves before you draw in the Reinforce Phase as well.
 - If a card effect or ability would skip your Reinforce Phase in its entirety, this ability does not happen.
 - If a card effect or ability would only skip the draw portion of your Reinforce Phase, this ability does happen.

'Retaliation' is an Angel Unified card introduced in *Empires on the Rise*. The game state changes it provides are as follows:

- If your Angel Warlord is 'Michael', for the remainder of the game, you can draw an additional card during each of your Reinforce Phases.
 - This ability takes place as you draw your first card during your Reinforce.
 - As the effect is optional, you must declare if you are drawing an extra card before you draw your first card for the turn.
 - If a card effect or ability would skip your Reinforce Phase in its entirety, this ability does not happen.
 - If a card effect or ability would only skip the draw portion of your Reinforce Phase, this ability does not happen.
- If your Angel Warlord is 'Castiel', for the remainder of the game, all opposing players cannot activate cards or effects during your Reinforce Phase.
 - This ability is mostly straightforward. Any opposing card or ability that could be played, activated, or otherwise triggered in the Reinforce Phase, often denoted with "This card can only

be played during the Reinforce Phase,” direct negates of cards played in the Reinforce Phase cannot be used.

‘Reclamation’ is a Demon Unified card introduced in *Empires on the Rise*. The game state changes it provides are as follows:

- If your Demon Warlord is ‘Onoskelis’, for the remainder of the game, your Warlord’s Special Ability (SA) can target a Warrior in an opposing player’s discard pile instead of just on the field. (All other Special Ability requirements still apply.)
 - o As with the SA as it normally happens, your target is chosen, and cost is paid when you go to activate the SA. Any changes in Warrior attack power after cost is paid do not affect the cost.
 - o If the target (either on the field or in the discard pile) were to go to the opposite zone (field or discard), the SA will still resolve, as the targeted Warrior is still in one of the two valid zones to steal from.
 - o This does not change the fact that the SA can still be responded to.
 - o This does not count as reviving the Warrior but will still trigger enter play abilities of that Warrior, if applicable.
- If your Demon Warlord is ‘Adramelech’, for the remainder of the game, before you would draw during your Reinforce Phase, you can target 1 ‘Black Magic’ Demon card in your eradication zone, and choose to place the targeted card on the top or bottom of your deck.
 - o The game checks if a card is ‘Black Magic’ by looking at the name of a card. Cards with the phrase ‘Black Magic’ in their name are considered ‘Black Magic’ cards.
 - o This ability happens immediately after moving from the Countdown Phase to the Reinforce Phase. It does not start a sequence and cannot be responded to.
 - o The card being placed on the top or bottom of the deck is not targeted. This ability gets around cards that prevent targeting.
 - o If a card effect or ability would skip your Reinforce Phase in its entirety, this ability does not happen.
 - o If a card effect or ability would only skip the draw portion of your Reinforce Phase, this ability does happen.

‘Resurrection’ is an Undead Unified card introduced in *Empires on the Rise*. The game state changes it provides are as follows:

- If your Undead Warlord is ‘Mortis,’ for the remainder of the game, all ‘Grimm’ Undead Warriors sent from your deck to discard pile by the effect of a ‘Grimm’ Unified or Fortified card can be Revived to your side of the field.
 - o The game checks if a card is ‘Grimm’ by looking at the name of a card. Cards with the word ‘Grimm’ in their name are considered ‘Grimm’ cards.
 - o If any other cards that have “when this card is sent from deck to discard” effects, those both trigger and resolve after the Warrior is revived and any enter play abilities resolve, if applicable.
 - o As this ability counts as reviving a Warrior, costs associated with reviving (e.x. Cost of Admission) are required to be paid. If the cost cannot be paid, the Warrior is not revived.
- If your Undead Warlord is ‘Mal’ady’, for the remainder of the game, all ‘Putrid’ Undead Warriors Revived by your ‘Putrid’ Undead Unified or Fortified cards are unaffected by all (Bestow) -X Atk effects.
 - o The game checks if a card is ‘Putrid’ by looking at the name of a card. Cards with the word ‘Putrid’ in their name are considered ‘Putrid’ cards.
 - o Applicable Warriors can still become the target of these abilities but are unaffected by them.
 - o Abilities that would (Bestow) -X attack power to **all** Warriors also do not (Bestow) to the applicable Warriors

'Reformation' is a Titan Unified card introduced in *Empires on the Rise*. The game state changes it provides are as follows:

- If your Titan Warlord is 'Prometheus', for the remainder of the game, all 'Primordial' and 'Arion' Titan Warriors that enter play gain (Pummel) – (When this Warrior enters play, this Warrior deals damage to one target Warrior on the field equal to this Warrior's attack power.)
 - o The game checks if a card is 'Primordial' or 'Arion' by looking at the name of a card. Cards with the word 'Primordial' or 'Arion' in their name are considered 'Primordial' or 'Arion' cards, respectively.
 - o As (Pummel) is a keyword ability, it can be responded to, much like other keywords.
 - o Due to the top-down resolving of multiple keywords on a card at once, a Warrior with multiple Keywords will have (Pummel) resolve last.
 - o **(***See (Pummel) for more keyword-specific details***)**
- If your Titan Warlord is 'Gaia', for the remainder of the game, all that Warriors that enter play gain and cannot lose (Blockade) until the start of their next respective turn.
 - o If a Warrior of yours would enter play on your field during an opposing player's turn (e.x. (Swift)), the Warrior loses (Blockade) at the beginning of your upcoming turn. You do not need to wait two turns to remove it.
 - o **(***See (Blockade) for more keyword-specific details***)**

'Restitution' is a Dwarf Unified card introduced in *Empires on the Rise*. The game state changes it provides are as follows:

- If your Dwarf Warlord is 'Quartzheart', for the remainder of the game, before you would draw during your Reinforce Phase, you can look at the top 2 cards of your deck and choose to place 1 and/or both cards on the top or bottom of your deck in any order you choose.
 - o This ability happens immediately after moving from the Countdown Phase to the Reinforce Phase. It does not start a sequence and cannot be responded to.
 - o If a card effect or ability would skip your Reinforce Phase in its entirety, this ability does not happen.
 - o If a card effect or ability would only skip the draw portion of your Reinforce Phase, this ability does happen.
- If your Dwarf Warlord is 'Ethelhime', for the remainder of the game, all effects that place Ale Counters now place that many Ale Counters +2.
 - o This ability takes place during the resolution of an effect that places any amount of Ale Counters and is treated as an additional part of any such ability. To simplify this, the rules text of all Ale Counter placing abilities is altered as if it said, "(Bestow) X+2 Ale Counters, where X is the amount of Ale Counters that would be normally placed."
 - o As this ability happens as the Ale Counter placing effect is resolving, it does not open an opportunity window.

'Revelation' is a Mythical Beast Unified card introduced in *Empires on the Rise*. The game state changes it provides are as follows:

- If your Mythical Beast Warlord is 'Sh'Lara', for the remainder of the game, reduce the (Consume) costs of all of your Mythical Beast Unified and Fortified cards by 10.
 - o This cost reduction is applied as if it were directly written on the card. To simplify, any printed (Consume) cost that would be affected by this reduction is treated as if the printed number was 10 less.
 - o If a boardstate effect would influence a card's (Consume) cost (e.x. Ancient Relic – Cup of Invocation), the boardstate effect is applied after the game state effect (e.x. A card with (Consume 10) is reduced to (Consume 0) by Revelation, and therefore cannot be doubled by Ancient Relic – Cup of Invocation). **(***See Game State vs. Board State***)**

- If your Mythical Beast Warlord is 'Merrisod', for the remainder of the game, reduce the (Bloodbourne) costs of all of your Mythical Beast Unified and Fortified cards by 5.
 - o This cost reduction is applied as if it were directly written on the card. To simplify, any printed (Bloodbourne) cost that would be affected by this reduction is treated as if the printed number was 5 less.
 - o If a board state effect would influence a card's (Bloodbourne) cost (e.x. Blood Staff of Dark Sacrifice), the board state effect is applied after the game state effect (e.x. A card with (Bloodbourne 5) is reduced to (Bloodbourne 0) by Revelation, and therefore cannot be doubled by Blood Staff of Dark Sacrifice). (**See Game State vs. Board State**)

Section 6: Understanding Cost, Criteria & Stages of Card Resolution

Sub Section 6.1 - Cost & How It Is Paid

True Cost

This is a requirement to be able to play cards or activate effects/triggers within the game. These True Cost and Criteria Requirements that must be met and paid first before any other Cost or Criteria associated with the card's activation can be used, activated, or triggered.

- **Cost** is to be paid before any or all card effects are activated if the card does state a cost to activate and/or resolve and can be broken down into **True Cost and Additional Costs**. This goes together with meeting card **Criteria** (**See Criteria**)
- **True Cost** mechanics in Legions is only tracked between two base costs: **Bloodbourne and Consume**.
- **Costs must be paid** regardless of whether the card itself is negated or otherwise answered to by the opponent

Additional Cost

- Types of **Additional Cost** mechanics in Legions can vary and can be any/all or some of these listed costs: **Discard, Eradicate, Sacrifice, Send and Destroy**
- **However, it is also important to note that even though a card states that, Discard, Eradicate, Sacrifice, Send, and/or Destroy are/can be considered on card text as "Additional Costs to play this card" they are still ultimately treated as the card effects when referring to other cards being, discarded, eradicated, sacrificed, sent, or destroyed, and therefore will still trigger activation those cards effects that were used to pay the cost/additional costs of a card.**

Sub Section 6.2 - Criteria For Searching Cards

- When searching cards from your deck, if the card effect that causes you to search your deck states that you must search for a specific named card or 'archetype' (Ex. "Search your deck for 1 "Grimm" Undead card, and add the searched card to your hand.") **you must reveal to your opponent(s) that you in fact, searched for the specific card that meets the search effects criteria.**

****Also Note** Whenever you activate anything that searches your deck, and/or allows you to look through your deck, you must, after the searching of the card(s) is completed and that effect resolves, you must always shuffle your deck in order to re-randomize it properly.**

Sub Section 6.3 - Activation & Meeting Card Criteria – Die & Dice Roll Effects

Typically, when activating a card effect, all criteria of that card must be met. In the case of die rolling effects, this is not always the case.

- If the effect of a card would roll any number of dice for one of multiple effects, such as Angelica's Generous Nature or Rogue Smuggler's Ring, any card criteria for any of the abilities do not need to be met upon activation or resolution. This is due to the random nature of the effect, which may result in an effect that does not require that card criteria at all.
 - o If a result rolled would create an effect for which the criteria are not met, then the effect would fizzle. Any die roll for these effects will still count towards effects that trigger when dice are rolled.
- If the effect of a card would roll any number of dice for one of only one effect, then all criteria for that effect must still be met on activation and resolution.
 - o If these criteria are not met (before the card is activated), the card cannot activate.
 - o If these criteria are not met (as the effect attempts to resolve), then the effect fizzles. In this case, the die or dice are not rolled, and therefore do not count towards any effect that trigger when dice are rolled.

Sub Section 6.4 - Die-Rolling Effects and Rerolling Dice

Since the release of *Ravaged Lands* and expanded upon in both *Bountiful Harvest: Season One* and *Empires on the Rise*, die rolling cards are cards that, as the name suggest, have abilities on them that allow the controlling player to roll one or more six-sided dice. Moving forward, we would like to expand upon specific instances that may arise as it pertains to these abilities.

Rulings Regarding Dice Rolling

- A player caught using unbalanced dice in tournament play will be penalized, at the discretion of the Elder Judge, based on the severity of the infraction.
- When rolling dice, any dice rolled must not interfere with any cards or counters currently on the field. FLS recommends the use of a 'dice tray,' a small box in which the dice can be rolled into, to not interfere with the board state and cause disputes (ex. hitting a die being used as a counter, causing a dispute in the original number of counters on the card).
- When rolling dice, the result must be announced to the opposing player, and must be made available for viewing by the player who rolled.
- The instruction to roll any number of dice, as well as the effect resulting from the die roll are part of the same effect, meaning players cannot respond after knowing the result of a roll, unless it is to use the replacement effect of rerolling.
- Physical dice must be used for the purposes of rolling dice, no substitutes, physical or digital, may be used for rolling dice.
- Players unable to roll dice due to physical restrictions or otherwise may consult an Elder Judge prior to an event's commencement to receive an accommodation, as we at FLS would like all players to be able to use all cards we produce.

Die Roll vs. Die Roll Effect

As more cards are released that either physically roll dice, or synergize with the rolling of dice, the difference between a **Die Roll** and a **Die Roll Effect** must be explained.

- A **Die Roll** is the result of an individual die.
- A **Die Roll Effect** is an effect that rolls one or more dice.
- If an effect would reroll a die roll, and the die roll effect rolled multiple dice, you may only reroll one of those dice.
- If an effect would reroll a die roll effect, all dice from that effect are rerolled.
- An effect that would reroll a die roll or a die roll effect is not in itself considered a die roll, or die roll effect, but rather is a replacement effect that is applied to the original die roll or die roll effect.
- The chance to reroll a die roll or die roll effect is opened when the player rolling the effect has the following:
 - o Already rolled the die roll or die roll effect,
 - o Has the ability to reroll a die roll or die roll effect at that given moment (cards cannot be activated),
 - o And has not resolved the effect resulting from the current die roll or die roll effect.

Sub Section 6.5 - Trigger Activation Effects

This is the action that takes place when the criteria for the **Triggered Activation Effect** is met. **A Trigger Effect Activation is still Activating the card, this is just a Triggered Activation Effect that can be activated on either player's turn despite what card type the card triggering the effect is.**

- **Some Unified, Fortified, and Warrior cards can have Trigger Activation Effects** that activate their respective effects when they reach the card zones that **Trigger** their effects to activate. These zones can be the Discard Pile, Eradication Zone or Hand.
- Examples of card **Trigger Activation Effects** are if a cards state “When/If this card is sent from the deck to the discard pile... (Gain this effect)” - “When/If this card is eradicated by a card effect... (Gain this effect)” - “When/If this card is returned to the hand by a card effect... (Gain this effect)”
- **Triggered Activation Effects can still be negated by Unified or Fortified cards that specifically state “Negate the activation of a target player’s Unified/Fortified card and destroy it” or “Negate the Conscription and/or activation, and if you do destroy it” or “Negate the activation and destroy the targeted card.”**

*****Note***** Cards like “Deflect” specifically state “Negate the activation of 1 Unified card on the field and destroy it” This means that “Deflect” **CANNOT** negate a Triggered Activation Effect because it specifically states “**ON THE FIELD**” and Triggered Activated Effects **DO NOT** activate on the field. However, cards like “Anti-Magic Resistance Force” **CAN** negate a Triggered Activation Effect as well as prevent any other Unified cards and their Triggered Action Effects for the turn, since it does not specify “**ON THE FIELD**”.

Sequence

This is a **Series of Activation or Triggered Activation Effects** that build upon each other in sequential order as they are used. This is the main “stack” in the game **Legions Realms at War TCG**.

- A **Sequence** can and/or will begin when a player **Activates an effect or triggers a Triggered Activation Effect**.
- The **Sequence** builds as an opposing player **Activates a card or Triggered an Activation Effect** in response to the initial player activating or triggering the first card effect.
- Each time a card effect is activated or triggered to activate; **Priority** is passed to the opposing player for an **Opportunity Window** to respond. This happens back and forth, providing each player can continue to add to the building **Sequence**.
- If the opposing player does not have a response with another card and/or effect when Priority is passed to them, then their **Opportunity Window** closes, and therefore, the other player can continue to add to the building Sequence by adding another card and/or effect. If this happens then repeat the process of passing Priority to the opposing player. Continue this process, therefore opening back up an **Opportunity Window**, and so on until neither player can further add to the sequence.
- Once all players have stopped adding onto the building Sequence, the Sequence can start resolving. How it does its resolution is from the top down; this means that the last card and/or effect to build onto the Sequence is the first one to start resolving. Then the next card to resolve was the card and/or effect played right before the final one on the Sequence. This continues to resolve backwards from the top (Last card played) down to the bottom (First card played) until there are no cards left in the **Sequence** to resolve.
- As the **Sequence** resolves neither player can add cards to this currently resolving sequence. Both players must let the resolving **Sequence** resolve.
- If any card and/or effect is activated and/or triggered an activation during the resolution of a Sequence; those cards and/or effects start a **New Sequence** that can build in the same fashion as the previous one did. **However, the New Sequence cannot start resolving until the previous Sequence is finished resolving.**

*****Note***** In the case of the Bounty Realm card “Majik Void Hollow” if you activate this card in response to a valid card on a sequence, your opponent **CAN** then still respond to the activation of the “Majik Void Hollow” as you would continue any other sequence, however after the sequence with the “Majik Void Hollow” resolves any other Unified cards that were placed on a **New Sequence CAN NO LONGER ACTIVATE** because “Majik Void Hollow” has already resolved on the prior sequence. Therefore, any Unified cards on the New Sequence become void and their Activations or Triggered Activation Effects can no longer activate and they go to their respective zones they were supposed to go to (i.e., Discard Pile or Eradication Zone).

Sub Section 6.6 - Replacement Effects

This is the action of one effect replacing another effect before the initial effect fully resolves. Replacement Effects are denoted on cards using the term “**INSTEAD**” before or after the Replacement Effect.

- There are a number of different replacement effects, such as preventing damage, preventing the destruction of a Warrior, Unified or Fortified, conscripting an opponent’s Warrior to your side of the field instead of theirs, sending cards to different zones than intended, taking damage from calling a (Gamble) incorrectly, changing attack targets, changing card abilities, or amplifying pre-existing card effects to do more than their normal effect would (e.g. Flame of Mystic Fire Origin).
- Holy Counters are a special type of replacement effect, and are explained in more depth later in the rulebook (***See Holy Counters***).
- During an instance when an action would be taken, and the criteria of a Replacement Effect that could be activated are met, which vary depending on the Replacement Effect, the player in control of the

replacement announces that the Replacement Effect takes place, as they are not optional effects. **The Replacement Effect, then overrides the initial action being performed.**

- If a card would be played that is affected by a Replacement Effect, the Replacement Effect does not begin a new sequence, and instead resolves on the same sequence as the effect it is replacing, during the resolution of the effect it is replacing.

Section 7: Special Card Clarifications & Expandable Rulings

These rulings come into effect for competitive play when there is the use of, or multiple uses of what we refer to as '**Expandable Cards**'. Expandable Cards are first introduced into Legions Realms at War TCG in Blister Set 1: Frontiers, by the way of the **ESSENCE** cards (**See Essence in Legions Terminology & Keyword Abilities**). These types of cards are referred to as **Expandable** because they expand on the game state and/or board state in some meaningful way, that cannot be interacted with once they resolve.

Sub Section 7.1 - Special Card Clarifications

Under this segment we want to have a written reminder rule of highlighted cards that we feel are in need of a Special Clarification to their existing card texts. Below you will find a list of some of the most frequently asked about cards, both in the community, and in tournament play to our Judges. We feel that as a company we want to make sure these cards are, not only played correctly, but also ruled correctly during tournament play.

1) Valley Of Death (Battle Deck – Undead)

Since the release of the Two Player Battle Decks on launch, this card has seen little play, however, we feel the need to make sure this card gets its own Special Card Clarification. This card has a confusing card text for some early and new adopters of the game, in terms of this card setting Damage Counter Max (DCM) totals to 35. So the clarify the card reads as follows:

“Discard all cards in your hand, then destroy all Warriors on the field. Then all players Warlord’s Damage Counter Max (DCM) becomes 35.”

The line that reads: “Then all players Warlord’s Damage Counter Max (DCM) becomes 35.” Does not change the (DCM) number written on the physical card for the rest of the game. Those original starting (DCM) numbers do not change. However, “**Valley Of Death**” basically resets all Damage Counter Max (or Damage sustained in the game) to 35. So, if 1 or all players are below the number 35 in damage, they are now set to 35 damage. The same as if 1 or all players are at damage above the number 35, they now are reset back to 35. Basically “**Valley Of Death**” either heals you or your opponent’s, or deals damage to you or your opponents.

2) Ancient Relic – Sword Of Sacrifice (Bountiful Harvest – Season One)

Since the release of Bountiful Harvest – Season One, this card has seen a lot of competitive play and there have been some discrepancies on the card wording and functionality within the game. So going forth we want to clarify “**Ancient Relic – Sword Of Sacrifice**” and its Special Card Clarification. The way the card reads may seem ambiguous at first glance, however upon rereading the card you will find the wording will in fact summarize our Special Card Clarification. The card reads the following:

“(Bestow) +10 Atk to the equipped Warrior. You must sacrifice 1 other Warrior you control in order

for the equipped Warrior to attack. You can sacrifice an additional 2 Warriors you control; double the attack of the equipped Warrior until the end of the turn.”

The last line of the card effect is what has been a point of confusion to both players and how the card has been judged, and therefore we are officially ruling the card going forward as follows:

In order to attack AND follow through with the doubling of the attack of the equipped Warriors attack, that Warrior must already be declaring the attack on a target. This therefore means that, **ALL 3 Warriors sacrificed must be sacrificed at the time of attack in order to get the doubling effect of this card.** However, if this Warrior is somehow, through other means, given the ability to make a second attack in the same turn, **you must have to again sacrifice 1 Warrior to attack normally, and an additional 2 Warriors again at the same time, if you wish to use the doubling effect of “Sword Of Sacrifice” again.**

3) Fawdon Raspy, The Rogue Gambler (Empires on The Rise)

Since the release of Empires on The Rise, there has been in person Elder Judge Rulings specifically for this Guardian, and it's unique wording regarding Dice Rolling, and additional activations. So, we would like to clarify the following:

In order to activate Fawdon Raspy, The Rogue Gambler's **(Consume)** Ability your Warlord must have used their **Special Ability (SA)** at least once that turn.

4) Back Alley Rogue Majik (Empires on The Rise)

Since the release of Empires on The Rise, there has been in person Elder Judge Rulings specifically for this Card, and it's unique wording in additional activations of your Guardians Ability. So, we would like to clarify the following:

In order to activate Your Guardians **(Consume)** Ability an **Additional Time** you must have Already used the **(Consume)** ability of your Guardian that turn.

This Does not stop you from activating the “Once per Turn” effect of this Card however if you Roll a 4,5, or 6 and have not already used your Guardians **(Consume)** Ability the effect will Fizzle.

Sub Section 7.2 - Card Clarification - Wording & Problem-Solving Text

Under this segment we will be going through some of the ‘Special Wording’ and ‘Problem-Solving Text’. These are wording nuances found on various cards printed in Legions: Realms at War TCG and may come up in competitive play as ruling questions for our judges.

Special Wording is denoted in a card's rules text, with the intention of the card being balanced in both 1v1 and multiplayer formats. You will often see cards referencing a “Target Player,” “All Players,” or “All Opposing Player's.” These are examples of some Problem-Solving Text that has been introduced into our structure of various card effects. These are the following stipulations that will clarify Problem-Solving Text for accurate ruling assessments:

1. The use of the word ‘Must’

- Card abilities that use **Must** before an effect are the most important in terms of what they do, and are very specific on their Criteria, Trigger Effect Activations, and interaction with their effect.

- **Must** abilities only affect certain players, as identified by the individuals identified in conjunction with the term **Must**. For example: 'Each Player must', or 'You must.'
- **Must** abilities must be followed, without deviation, unless another card's ability prevents the **Must** ability from fully resolving (**See Full Resolution Rules**)
- An effect that uses the term **Must** may also include a portion of rules text regarding game actions that are taken immediately if a **Must** ability does not resolve.

2. The use of the word 'All'.

- Card abilities that use **All** check all players in the current game being played to apply its' **All** effect.
- Unlike **Each** abilities, covered below, **All** abilities, while applying to all players, do not require all players to be able to perform the **All** ability at the time of its activation and/or resolution.
- If a player is unable to perform an **All** effect, they simply do not perform the **All** effect.

3. The use of the word 'Each'

- Card effects that state **Each** check every player in the current game and is less universal; being more directed and focused, in comparison to **All** abilities, outlined above.
- Unlike **All** abilities, covered above, **Each** abilities require all players to be able to perform the **All** ability at the time of its activation and/or resolution.
- If a player is unable to perform an **Each** effect at the time the effect could be activated, the **Each** effect cannot be activated.
- If a player is unable to perform an **Each** effect at the time of resolution, the **Each** effect fizzles.

4. The use of the word 'Target'.

- Cards that state **Target** check for any cards in a specific zone that meet certain target criteria. These requirements are outlined in the card's rules text. These can be a specific card type, name, Legion Crest, or otherwise.
- A card is a valid **Target** if it meets all the following
 - o Is in any of the proper zones, as outlined in the rules text.
 - o Follows any additional criteria, as outlined in the rules text.
 - o Is unaffected by any abilities that would prevent the card from being targeted.

Section 8: Legions Terminology & Keyword Abilities

A Glossary of all Legions Keywords, Costs, and Abilities are **Bolded** and in **(Brackets)** when they appear on the cards. Some Keyword Abilities can only be found in a specific Legion.

Sub Section 8.1 Legions Terminology

Allegiance – This is not a Keyword Ability, but instead a Game Mechanic added to specific Warriors starting in Empires On The Rise First Edition Booster Set. This is a Game Mechanic found on certain Warriors, that limits these Warriors with (Allegiance – INSERT WARLORD NAME) to only be able to be played in the listed Warlord's deck. **This is a Deck building restriction mechanic.**

Bloodbourne - This is a Game Mechanic that is a **Cost** to be paid each time a card and/or an ability trigger that causes a more powerful or more momentous effect to activate. Bloodbourne will always have a number or variable listed next to it in the **(Brackets)**, which signifies the amount of damage needed to be taken by your Warlord to activate the effect and/or ability of the card.

*E.g. **(Bloodbourne 6) or (Bloodbourne X)**. This would require you to pay the **Cost** of dealing 6 or whatever is deemed X damage to your Warlord in order to **Activate or Activate the Triggered Activation Effect** of the card or ability. This payment of Bloodbourne counts towards the Damage Counter Max (**DCM**) of your Warlord.

Consume - This is a Game Mechanic that is a **Cost** to be paid each time a card and/or an ability trigger that causes a more powerful or more momentous effect to activate. Similarly, to (Bloodbourne), Consume will always have a number or variable listed next to it in the **(Brackets)**, which signifies the amount of Alchemy Points (**AP**) needed to be taken from your Guardian to activate the effect and/or ability of the card.

*E.g. **(Consume 5) or (Consume X)**. This would require you to pay the **Cost** of 5 Alchemy Points from your Guardian, or require you to pay X where X was equal to the amount of Alchemy Points you choose to remove from your own Guardian to **Activate/Activate the Triggered Activation Effect**.

Essence – These cards are unique cards introduced to Legions Realms at War TCG through Blister Set 1: Frontiers. The **Essence** cards as described above are considered to be **Expandable Cards**, this means that they fall into the category that they are played like a normal card within the course of the game, however once they resolve, they become no longer a card you can interact with. In the case of these Essence cards, they are activated by meeting the requirements to be activated and paying the costs associated with them. Then once they resolve they are placed under the Warlord card and are considered to be fundamentally part of the actual Warlord itself. **This means that they are no longer considered a card independent from the Warlord, and its card effect is now considered to be part of the Warlords abilities.**

*****Note*****The only time you are allowed to interact with an Essence card is when the card is first played and/or activated, however if they meet the additional card requirements, when the card is activated, then you cannot respond to the Essence activation, and therefore they resolve.

Holy Counters - This is a Term within the game that is specifically tailored towards the Angel Legion. Holy Counters have two functional things about them when you see how they work. The first and most important function they have is to stop the destruction of an Angel card that has a Holy Counter(s) on it. Quite simply, Holy Counters act as a replacement effect for destruction through card effects.

- Holy Counters act as a shield for the Angel card that garners one. This means that in the case of a single instance of destruction (e.g., if a card says “destroy target card” and the target card has one or more Holy Counters on it... 1 single Holy Counter is destroyed instead of destroying the card being targeted)
- However, Holy Counters act a little differently when it comes to damage-dealing battle/effects. They first, importantly, function still as a replacement effect for the Warrior being dealt damage or damage dealing card effects (e.g. if an Angel Warrior with ATK 3 and 1 Holy Counter would be dealt damage by another ATK 3 power Warrior the Angel Warrior and the attacking Warrior would both deal 3 damage to each other but the Angel Warrior with the Holy Counter would survive because the Holy Counter would be destroyed instead first, which basically absorbs the 1st damage to that Warrior. This means the Warrior that started the battle with 1 Holy Counter will remain alive with 1 ATK.) This example also applies if the Angel Warrior with 1 or more Holy Counters is attacking as well, not just being attacked.
- Think of a Holy Counter as being a defensive shield that adds to the Warriors' defense, but not to its attack power. If a Warrior were to be dealt damage above its current ATK power it would normally be destroyed, however a Warrior with a Holy Counter instead has this added defensive element of a Holy Counter; which essentially gives it an additional DEF point above its ATK power when receiving damage for each Holy Counter on it, and this applies to any form of battle or damage dealing card effect (e.g. If an Angel Warrior with 2 ATK and 4 Holy Counters is being attacked by a Warrior with 3 ATK or having damage dealt to it that is 3 Damage, this means that 3 Holy Counters would be

destroyed and the Warrior that had the counters would receive no damage to the existing attack power. But if the Same 2 ATK Angel Warrior with 4 Holy Counters on it were to be attacked by a Warrior with 5 ATK or having Damage dealt to it that was 5 Damage, it would lose all Holy Counters and still take 1 additional damage, ultimately keeping the Warrior alive with 1 ATK until the end of the turn or until that Warrior sustained more damage enough to kill it.)

- **Trap Counters** – Trap Counters are a **destruction counter mechanic** introduced in *Blister Set 1: Frontiers*. This destruction mechanic and the counters associated with it, are tied to the cards that place them, and therefore only exist on the field as long as the card that placed them remains face-up in play. **Trap Counters can only be placed in Unoccupied Warrior Card Zone and only 1 Trap Counter can be placed in a card zone at a time.**
- *****Note***** When a Warrior is Conscripted or Revived into an unoccupied Warrior Card Zone that has a Trap Counter already placed in it, that Warrior is destroyed and the Trap Counter is reset. If Trap Counters are placed in Warrior Card Zones by different sources (Ex. By two different face-up “Tireless Trapsetting” cards) the Trap Counters will need to be represented by either a different face-up number on a 6-sided die or another coloured counter/ die that corresponds with the designated face-up card that placed the Trap Counter. This is to represent that the Trap Counters placed in the Warrior Card Zones are essentially attached to the fate of the face-up card that placed them.

Sub Section 8.2 Legions Non-Stackable Keywords

- *Non-Stackable Keywords are Keywords that are related to Battle and are unable to be Stacked (having multiple of the same Keyword on a Warrior)*
- *Warriors can already have these Keywords themselves or gain these keywords from Effects if they do not already have it.*

Blockade - This Keyword does not allow the Warrior to attack or deal damage back to another Warrior during battle.

Frostbite - This is a Keyword that reads "When this Warrior battles another Warrior, the opposing Warrior loses half their attack power rounded down." This Keyword Ability triggers before damage is applied to either Warrior in the battle. This means that the Warrior being attacked by the **Frostbite** Warrior will have its attack power halved and rounded down before the 2 Warriors hit each other in the battle. Therefore, if a **Frostbite** Warriors battles a 1 Attack Warrior, the 1 Attack Warrior is destroyed before the damage is applied, because a Warrior cannot exist in play at Zero Attack. This does not mean however the **Frostbite** Warrior can then declare another attack because it has already attacked this turn.

*****Note***** Frostbite reduction is not permanent. Therefore, if the Warrior who battles with a Frostbite Warrior survives the battle the Frostbite reduction ability does not stay on the Warrior after the battle with the Frostbite Warrior. Frostbite only counts for that Warriors battle interaction. However, the battle damage dealt by that Frostbite Warrior remains on the Warrior until the end of the turn, like it would in a regular battle between two Warriors.

Rampage - This is a Keyword that reads “When this Warrior battles another Warrior with an attack less than the Rampage Warrior; the Rampage Warrior does damage to your opponent’s Warlord equal to the difference.” It is important to note that, Rampage, deals damage whether the Warrior with Rampage is the one attacking or being attacked, therefore, Rampage will always deal damage during battle with another Warrior with lower

attack power than it. *****Note*** Rampage, like the Keyword Retaliate, is Effect Damage and NOT Battle Damage.**

Retaliate - This is a Keyword that reads “When this Warrior battles another Warrior, the controlling player’s Warrior deals damage to the opponent’s Warlord, equal to the damage the controlling player’s Warrior took.”

*****Note*** Retaliate, like the Keyword Rampage, is Effect Damage and NOT Battle Damage.**

Sub Section 8.3 Legions Stackable Keywords

- *Stackable Keywords are Keywords that do not involve Battle and Activate or Trigger based on the warrior Entering the Field, Leaving the Field, or being on the field.*
- *Warriors can already have these Keywords themselves or gain these keywords from Effects if they do not have them or in addition to already having the Keyword.*

Afterlife – This is a Keyword that reads “When this Warrior is sent from the deck to the discard pile or eradication zone you can pay **(Bloodbourne 5)**, then if you do, revive this Warrior to your side of the field.

Bestow - This is a Keyword that gives or grants a special perk to a face-up card and/or Warrior on the field. Usually in the form of adding attack points to a Warrior (i.e. **(Bestow) +3 Atk** to target Warrior) or could be to add some sort of Counters to face-up cards and/or Warriors (i.e. **(Bestow) 3 Holy Counters** to target Angel Warrior).

*****Note*** (Bestow) is a special case Keyword Ability because it is found in different cards and effects that allow different interactions to take place. If (Bestow) is inherently found on a Warrior, it is always treated as a Keyword Ability. Also, if (Bestow) is found on an Armament ARM card that equips to a Warrior; once it equips it is giving the equipped Warrior (Bestow) as a Keyword Ability. However, in special cases, such as if it is a Unified or Fortified card that is activating that is not equipping to a Warrior, and is simply bestowing Attack Power and/or Various Counters (i.e. Holy Counters, Ale Counters, Doomsday Counters, etc.), (Bestow) on these card Effects are NOT considered a Keyword Ability and cannot be negated or nullified by a card’s Static Effect or by the negating of a Keyword Ability.**

Charisma – This is a Keyword that reads “When this Warrior enters play, the controlling player can pay **(Bloodbourne 5)**; and Conscript a Warrior from their hand to their side of the field.”

Cleanse – This is a Keyword that reads “When this Warrior enters play, you can pay **(Bloodbourne 15)**, and remove up to **X Holy Counters** from your side of the field, then if you do, all opposing player’s must sacrifice 1 card on their side of the field, for every 5 Holy Counters removed by this effect.

Commission – This is a Keyword that reads “When this warrior enters play, you can pay **(Bloodbourne 5)**, Then if you do, search your deck for 1 “Bounty Hunter” Bounty Warrior with a different name than this warrior, and Conscript the searched Warrior to your side of the field.”

Corrupt - This is a Keyword that reads “When this Warrior enters play, you can target 1 Warrior on the field; take control of the targeted Warrior”. This will allow the controlling player to move the Warrior to their side of the field.

Decay - This is a Keyword that reads “When this Warrior is destroyed, sacrificed, or sent to the discard pile, you can deal 1 damage to a target player’s Warlord.”

Devastate - This is a Keyword that reads “When this Warrior enters play, target up to 3 Warriors on the field with (Blockade), and eradicate the targeted Warriors face-up.”

Erupt – This is a Keyword that reads “When this Warrior enters play, destroy all Warriors on the field, and deal 3 damage to all opposing Warlords.”

Exhume – This is a Keyword that reads “When this Warrior enters play, you can Revive up to 2 Warriors with the attack of 3 or more from a target player’s discard pile to the Warriors zones adjacent to this Warrior.”

Extinguish – This is a Keyword that reads “When this Warrior leaves the field, you can target 1 player with no cards in their deck, and if you do, deal 10 damage to the targeted player’s Warlord.”

Feast – This is a Keyword that reads “When this Warrior enters play, the controlling player can choose to sacrifice 2 “Orcbane” Warriors on their side of the field, and if they do, they draw 2 cards.

Gamble - This is a Keyword that reads “When this Warrior enters play, the controlling player chooses a number between 1 and 6; then that player rolls a 6-sided die. If the result was called right; deal damage to all opposing Warlords and Warriors equal to the result rolled. Then reduce the **(DCM)** of your Warlord by the result rolled. If the result was called wrong; deal damage to your Warlord equal to the result rolled.)

Gust - This is a Keyword that reads “When this Warrior Enters play, you can target 1 Warrior on the field; return that targeted Warrior to the owner’s hand.”

Hatch - This is a Keyword that reads “If this Warrior were to be destroyed by battle or card effect, you can revive 1 “Dragon” with the attack of 3 or less from your eradication zone to your side of the field.”

Immunity - This is a Keyword that reads "A Warrior that has Immunity, is unaffected by all effects of its named Immunity". Therefore, this means that the Warriors with Immunity cannot be, targeted, negated, destroyed, sent, sacrificed, returned to hand, shuffled away, or eradicated by effects of the listed Immunity.

Incinerate - This is a Keyword that reads “When this Warrior deals battle damage to another Warrior; send both Warriors to the discard pile.”

Mark – This is a Keyword that reads “When this warrior enters play from your hand or deck, you can pay **(Consume 5)**, and if you do, destory 1 face-up card on the field.”

Perish - This is a Keyword that reads “When this Warrior is destroyed or sent from the field to the discard pile, the controlling player may activate the Perish effect.” This effect is an optional effect that the owner of the destroyed Warrior can choose to activate or not. When a Perish effect is to be activated, it is an effect that activates when the Warrior enters the Discard Pile from the field in any capacity (i.e., Destroyed, Sent, or Sacrificed). When Warriors enter the Discard Pile from the field, they must enter their respective owner’s Discard Pile. Therefore, the (Perish) Keyword Ability is given to the owner of the card when it enters the owner’s Discard Pile.

*****Note*** Independent (Perish) effects are always as one whole effect and not a sum of parts. What this means is that if you choose to activate a (Perish) you must be able to resolve all of the effect meeting Criteria as one effect. (Ex. If your “Kindle-Haust, The Blastforge Fire-Sparker” is sent to the Discard Pile, and you wish to activate the effect of his (Perish) which lists reactivating two other Keyword Abilities, in this case (Shockwave) and (Gust), they must be activated in readable order, and**

you must have 2 legal targets currently on the field to gain both abilities within the one (Perish) effect. They cannot be the same target, as both effects, within the (Perish) as one effect, must have 2 eligible separate targets).

Plunder - This is a Keyword that reads “When this Warrior enters play, the controlling player offers their deck to an opponent to cut. The opponent cuts the deck, and the controlling player draws a card from the pile the deck was cut to. You then return the deck back to its original position.”

Preserve - This is a Keyword that reads “Sacrifice this Warrior; prevent the next destruction of an “Ancient Relic” Bounty Realm card this turn.”

Pummel - This is a Keyword that reads “When this Warrior enters play, this Warrior deals damage to one target Warrior on the field equal to this Warrior’s attack power.”

Purge - This is a Keyword that reads “During either player’s turn, you can sacrifice this card and pay (Bloodbourne 2); all players eradicate the top card of their deck face-up.”

Quench – This is a Keyword that reads “When this Warrior enters play, you can reveal up to 3 “Alehouse Drink” cards from your hand, then if you do, shuffle up to X face-up cards on the field back into their respective owner’s deck(s), where X was the amount revealed.”

Recover - This is a Keyword that reads “When this Warrior enters play, the controlling player can choose to reduce the **Damage Counter Max (DCM)** count of their Warlord by the Recover number.”

Recycle – This is a Keyword that reads “When this Warrior leaves the field, you must shuffle this Warrior back into the deck, and if you do, draw 1 card.”

Retrieve - This is a Keyword that reads “When this Warrior enters play, the controlling player targets 1 Unified or Fortified card in their discard pile, and adds that target to their hand.”

*****Note*** The targeted card must be a card of the Legion that you’re playing; it cannot be a Bounty Realm card.**

Rift – This is a Keyword that reads “When this Warrior is eradicated by a card effect, you can target 1 card on the field and destroy the targeted card.”

*****Note*** The (Rift) Keyword Ability, like (Perish) Keyword Abilities, happen when they reach the zone they are required to activate in. Therefore, the (Rift) Keyword Ability activates when the card with (Rift) hits the Eradication zone, and only when the card is eradicated face-up, since face-down cards and their effects are not known to the opposing player.**

Sabotage – This is a Keyword that reads “As long as this Warrior remains in play, all opposing player’s **(Bloodbourne)** costs of their Unified and Fortified cards, now cost 2 more.”

Sanctify - This is a Keyword that reads “When another Angel Warrior enters play under your control; **(Bestow)** 1 **Holy Counter** onto this Warrior.” This Keyword can stack if multiple Angel Warriors enter play onto your side of the field, and/or multiple Angel Warriors with Sanctify enter play onto your side of the field.

Scour – This is a Keyword that reads “When this Warrior enters play, you can eradicate up to 3 cards from the top of a target player’s deck, and if you do, deal X+3 damage to the targeted player’s Warlord for each card in their eradication zone.”

Serenity - This is a Keyword that reads “As long as this Warrior remains in play, all opposing players cannot declare an attack with Warriors they control.”

Shockwave - This is a Keyword that reads “When this Warrior enters play, you can target 1 Warrior on the field with the original attack of 2 or less; destroy the targeted Warrior.”

Subsume – This is a Keyword that reads “When this Warrior enters play, you can target up to 2 Warriors on the field with (**Blockade**), and place them underneath this card. When this Warrior leaves the field, eradicate all Warriors under this card.”

*****Note***** If cards cannot be eradicated when the Warrior with (Subsume) leaves the field, the Warriors underneath simply get sent to the discard pile instead.

Swift – This is a Keyword that reads “During either player’s turn, you can reveal this card from your hand and pay (**Consume 5**); Conscript this Warrior from your hand.”

*****Note***** (Swift) Keyword abilities can be used during either players turn, and when activating a (Swift) Keyword Ability during an opposing players turn like you would a Fortified card, you can only activate it in response to a Unified card activation, an ability being activated, or a battle being declared. Also, when the (Swift) Keyword Ability is activated the cost must be paid before the Warrior can enter play. This means that the reveal of the card and the (Consume) cost must happen first before the Warrior can be Conscripted. This is an important point, that the opposing player can activate a card, effect, or ability in response to the (Swift) Keyword ability activation all before the Warrior enters play.

Swipe - This is a Keyword that reads “When this Warrior enters play, all opposing players must choose a card in their hand and discard it.”

Valiant - This is a Keyword that reads “For the first time this Warrior were to be dealt lethal damage this turn; the Warrior remains with 1 Atk instead.”

*****Note***** Valiant when paired with anti-destruction effects or replacement effects, can be activated in a different result. Valiant only triggers off the Warrior taking lethal damage for the first time that turn, meaning that if a Warrior with Valiant were to be targeted for destruction that does not deal damage and/or lethal damage then Valiant WILL NOT activate. So, when paired with a replacement effect that takes the place of destruction this does not impact Valiant, but during battle if it were to be dealt lethal damage Valiant would activate before the replacement/anti-destruction effect would.

Vampiric - This is a Keyword that activates during the time the Warrior takes damage. After the damage has been dealt; if the Warrior with Vampiric remains alive on the field, Vampiric Keyword will activate. This is where the Warrior will gain +X ATK where X is the Vampiric Number listed in the (Brackets).

Weaponize – This is a Keyword that reads “When this Warrior enters play, you can take control of a Warrior on the field and equip it with this card. The equipped Warrior becomes a “Duxvox” Orc Warrior. This equipped card is treated as a Unified Armament (**ARM**) card.”

*****Note***** The Weaponize Keyword Ability does not target, therefore it cannot be negated by or can get around Targeting Negates and other card effects that prevent targeting. The card with Weaponize is also now only treated as a Unified card and therefore must be interacted with as a Unified card. This means you CANNOT use Warrior destruction effect or Warrior Keyword Abilities that interact with Warriors on the now equipped Armament (ARM) with Weaponize. Also, when/if the equipped

Weaponize Armament Unified card is destroyed, returned to hand, shuffled back into the deck, eradicated, sacrificed, or otherwise leaves the field due to a card effect, the Warrior that was taken control of by the Weaponize Armament (ARM) card, must now be returned to the owner's side of the field, if an unoccupied Warrior Card Zone is open to do so. If a card zone is not open to do so, the Warrior shares the same fate as the Weaponize Armament (ARM) card did.

Wisdom - This is a Keyword that reads "When this Warrior enters play, the controlling player looks at the top 2 cards of their deck. They then add 1 to their hand and the other to the bottom of the deck."

Section 9: Player Etiquette/Conduct

This will be enforced on a basis deemed fair and worthy of the Elder Judge of the event taking place. All Legions' Elder Judges are vetted and have the backing of Future Lore Studios Inc. to make appropriate calls when it comes to Player Etiquette/Conduct.

All players will be asked to abide by the following rules and code of conduct while attending and/or participating in tournament play:

- We do not tolerate or condone yelling/shouting, slander, discrimination, sexism, racism, ageism, aggressive behavior, bullying (both physical/verbal) and/or violence at any time. If a player(s) is caught doing any or all of these things in question, they will be spoken to by the Elder Judge immediately. Based on the official decision of the Elder Judge, that player(s) may be subject to a Game Warning/Loss or Disqualification from the Legions Event and may even be asked to leave the Event Space. If the official decision of the Elder Judge is based on a more severe infraction, then the suspension and/or banning from current and/or future Legions Realms at War Events may take place.
- Theft of any kind will also not be tolerated and will be subject to immediate Disqualification of the Event and potentially more severe enforcement by the Elder Judge, or even Local Law Enforcement.
- We ask that you do not give advice to players during a tournament game
- Please do not interact socially or via an electronic device with players in a tournament game
- Please respect all persons' personal space and property