

The background is a dark, monochromatic abstract composition. It features thick, expressive brushstrokes in shades of black and dark grey, creating a sense of movement and depth. The strokes are swirling and layered, giving the impression of a textured, almost liquid surface. The overall effect is mysterious and dramatic, fitting the theme of the text.

MALEDICTION

FAQ

JULY 2026

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HOW TO USE THIS DOCUMENT

Questions responded until: 23/06/2026 14:20:00 (forms); 23/06/2026 14:20:00 (discord)

ERRATA:

The errata section of this document will inform you of any typos on cards as well as any other possible inconsistencies. Any card or effect stated in the errata replaces all previous versions of their corresponding cards/abilities/effects/rules.

FAQ:

The FAQ section of this document will clarify rules interactions as well as any possible rules interpretation. **Specific interactions between multiple cards and/or abilities are addressed in a separate section.**

UPDATES:

Newer entries of the FAQ are colored in magenta, highlighting only the latest changes and answers.

ERRATA

RULEBOOK

ITEMS

In this version of the rules (July 2026), destroying items does not grant mastery. Since this rule changed by being removed from the rulebook, the Game Design team found it important to clarify the rule's removal in the FAQ.

SPECIFIC CARDS

DISEMBODY

Clarified that the hit becomes a graze for all purposes.



ERRATA

ENTRAP THE MIND

Clarified that the spell does not create a separate activation.



ENFORCE BALANCE

Clarified that it may only be used on an opponent who has more cards in hand than you.



ERRATA

HEARTSTAB BLAST

Clarified that it only deals damage and pushes other units, not itself.



CONSUME CARCASS

Clarified that you may only heal a unit if a card was banished from the discard.



ERRATA

SOUL-STITCHER

Clarified that the Soul Tethering ability is optional.



ERRATA

ATTACHMENT CARDS

ALL STAT ENHANCING ATTACHMENTS

Clarified that increases in stats are equivalent to keywords



ERRATA



FAQ

RULEBOOK

ACCURACY

Q: Can a unit's  lower a die roll result? (such as through the Aura of Fear ability)

A: Yes.

ACTIONS

Q: If a unit gains an extra action (of any kind) during its activation, does that extra action spend AP?

(such as the Liatrum Stride and Adrenaline Rush spells)

A: No.

ALLEGIANCE (GAME MODE)

Q: Apart from each team alternating activations, do players on the same team also have to alternate activating?

A: Yes.

Q: When a team is choosing their side of the battlefield, do both teammates need to choose their respective deployment zones before the other team does so?

A: Yes.

ATTACHMENTS

Q: Can I swap the same attachment from one unit to another and then swap it again to another unit on the same deploy phase?

A: No, each attachment can only be swapped once each deploy phase.

ATTACK

Q: Do I apply  modifiers to a unit on grazes?

A: Yes.

Q: On a critical hit, do I apply  modifiers to a unit's  twice? (once for the hit and once for the graze)

A: No.

Q: Does a unit need LoS to perform a melee attack on an enemy that is nearby?

A: No, just LoE.

Q: When a critical graze is scored, does the unit suffer bonus damage from  modifiers?

A: No.

Follow-up Question: When a critical graze is scored, does the unit suffer **extra** damage from effects that say so? (Such as the Smite ability or Rites of Might spell)

A: Yes.

FAQ

Q: Can ranged units perform melee attacks?

A: Yes.

Q: If a unit with range “0” gains bonus ✖, can they perform ranged attacks?

A: Yes.

Q: Can units make ranged attacks while engaged?

A: Yes, provoking retaliation.

Q: Can units make ranged attacks against enemies engaged with another unit?

A: Yes.

Q: Is a unit required to maintain LoS and ✖ to its target for the entirety of the ranged attack or only until the target of the ranged attack is declared?

A: Only until the target of the ranged attack is declared.

CARDS

Q: Is there a maximum hand size?

A: No.

Q: When an ability or effect tells me to look at or reveal cards from my deck (such as in the Rewrite Destiny spell), are those cards still part of my deck, since they were not drawn or discarded?

A: Yes.

Q: During the setup phase, if I only have one card in my deck and would be required to draw two cards, do I lose the game?

A: Yes.

CHANNEL SPELLS

Q: Can I play a channel spell before selecting what unit is going to activate?

A: No.

Q: Can I play a channel spell before effects that say “whenever you activate this unit”? (such as the Regeneration ability)

A: No.

Q: During a charge, can I play a channel spell between the move and the attack of said charge?

A: No.

CHARGE

Q: When a unit charges, do the models need to end touching bases for the charge to be valid?

A: No. The models need to be in reach of a melee attack (and LoE) for the charge to be valid.

FAQ

Q: Is a unit required to maintain LoS to its target for the entirety of the charge movement or **only until the target of the charge is declared?**

A: Only until the target of the charge is declared.

DEPLOY

Q: Can a unit be deployed engaged with an enemy?

A: Yes.

Follow-up Question: Can that unit be deployed with attachments?

A: Yes.

Follow-up Question: Can that unit swap attachments with other units?

A: No.

DISCARD

Q: When a unit leaves the battlefield and its card is placed on the discard pile, does that count as discarding a card?

A: No.

ENGAGEMENT

Q: If a unit is nearby two different enemies, is it engaged with both?

A: Yes.

HEALTH

Q: When a unit increases its ♥ by equipping an attachment, does it also recover any health?

A: No.

HUSK

Q: Are husks obstacles?

A: Yes.

INITIATIVE

Q: If I have initiative, can I choose to deploy second and activate first?

A: Yes.

ITEMS

Q: If an item equipped to one of my units is destroyed without that unit being defeated, does my opponent gain mastery?

A: No.

LINE OF EFFECT (LoE)

Q: Do abilities require LoE between the source and a target?

A: Yes.

FAQ

Q: Do all spells require LoE from the active unit to a target?

A: No.

Follow-up Question: Do spells with a source require LoE between the source and a target?

A: Yes.

LINE OF SIGHT (LoS)

Q: Do abilities require LoS between the source and a target?

A: No, unless specified by the ability.

Q: Do all spells require LoS from the active unit to a target?

A: No.

Follow-up Question: Do spells with a source require LoS between the source and a target?

A: No, unless specified by the spell.

MASTERY

Q: Does banishing units without defeating them or banishing attachments without destroying them give mastery to the opponent?

A: No.

Q: If a unit/attachment returns from the battlefield to a player's hand, does it give mastery to the opponent?

A: No.

Q: If I defeat a unit I own (such as with the Corpse Explosion spell), does my opponent gain mastery?

A: Yes.

MOVE

Q: If, during a move, a unit passes nearby an enemy, is the move interrupted?

A: No.

Follow-up question: During the brief moment of that move where a unit passes nearby an enemy, are they engaged?

A: No.

Q: Can a unit move through allies?

A: No.

NEMESIS (GAME MODE)

Q: When a team is choosing their side of the battlefield, do both teammates need to choose their respective deployment zones before the other team does so?

A: Yes.

FAQ

REINFORCEMENT DEPLOYMENT

Q: Can I reinforce nearby any ally or only allies I own?

A: Only allies you own.

Q: Can I reinforce deploy multiple units nearby the same ally I own?

A: Yes.

RELICS

Q: Can a unit intentionally not claim a relic even though it is able to?

A: No.

Q: If a relic has an effect without an ability name, is that effect part of an ability (or even an ability in and of itself)?

A: No.

Q: Can a unit intentionally drop a relic on the battlefield?

A: No.

RETALIATION

Q: Can a unit forgo its retaliation when provoked?

A: Yes.

Q: When an engaged unit declares a move, does the unit move before or after the retaliation?

A: After.

Q: If a unit is engaged with multiple enemies and provokes retaliation, can all enemies retaliate?

A: Yes.

Q: Does passing nearby an enemy during a move, but without being nearby that enemy when declaring the action, provoke retaliation?

A: No.

SIDE DECK

Q: Can I include Seeker cards in my side deck?

A: No.

UNITS

Q: Is there a maximum number of units allowed on the battlefield?

A: No.

Q: Can I exhaust an already exhausted unit?

A: No

FAQ

CARDS

ANDRAVON

Q: Is the attack granted by Divine Retribution a retaliation?

A: No.

Follow-up Question: Does that mean a unit with the Counterattack and/or Riposte abilities can perform two attacks against their attacker if both conditions are met?

A: Yes.

Follow-up Question: Does that mean that the attack granted by Divine Retribution against a unit with the Counterattack and/or Riposte abilities would trigger that unit's respective ability?

A: Yes.

Q: Does Divine Retribution allow ranged attacks?

A: Yes.

Q: Does Divine Retribution allow a unit to use an ability that costs AP to perform an attack (such as Smite)?

A: No.

Q: Does Divine Retribution trigger if damage is redirected or absorbed? (such as by using Protection)

A: No. Divine retribution only triggers if damage was fully prevented.

Q: Does Divine Retribution trigger if the damage is fully reduced (such as by Resistance)?

A: No. Divine Retribution only triggers if damage was fully prevented.

Q: If a unit with the Resistance ability would suffer more than 3 damage. Would using Andravon's Protection trigger Divine Retribution?

A: No. Divine Retribution only triggers if damage was fully prevented.

Q: Can I discard multiple cards on a single instance using Andravon's Protection, therefore preventing more than 3 damage?

A: No.

ANSWER THE CALL

Q: Do I still have to spend echo to play the unit?

A: Yes.

Q: When a unit is deployed through this spell, can I also play and equip an attachment?

A: No.

Follow-up Question: Can that unit swap attachments with nearby allies?

A: No.

FAQ

ARK OF LAMENTATION

Q: Do you reveal cards for Ark's Vision before or after you finish resolving the effect that triggered it?

A: Before.

Follow-up question: Does that mean I can then place it at the bottom of the deck afterward?

A: Yes.

Q: If a spell I play prevents/cancels/redirects damage from an attack, do I look at the top card of my deck because of the Warding Insight ability?

A: Yes.

Q: Can I reveal a card from the top of my deck that had already been previously revealed?

A: Yes.

ASTARIAN PATHWAYS

Q: If my unit performs a charge starting on this terrain, do I add the terrain's  bonus before or after doubling the unit's .

A: Before.

Q: Does the bonus from the Speed+ ability provided by some attachments (such as in Scout's Boots) stack with the bonus  from the terrain's Boosting ability?

A: Yes.

Q: If a unit performs a move outside of terrain and, as part of its move, enters the Astarian Pathways, does it gain the bonus to its .

A: No.

BACK FOR MORE

Q: Do I still have to spend echo to play the unit?

A: Yes.

Q: Does equipping a relic with this spell grant mastery?

A: Yes.

Q: When a unit is deployed through this spell, can I also play and equip an attachment?

A: No.

Follow-up Question: Can that unit swap attachments with nearby allies?

A: No.

BARTER

Q: Can this spell equip an item to a unit that is engaged?

A: Yes.

FAQ

Q: If I do not return an item to my hand (either by not having items on the battlefield or by choosing not to), do I reshuffle the revealed item into my deck?

A: Yes.

BOOTS OF CELERITY

Q: Does a unit equipped with this relic never provoke retaliation (even in non-move actions)?

A: Yes.

BRUTAL OUTBURST

Q: Can I play this card after seeing my attack roll result?

A: Yes.

Q: Can I target an enemy with this spell?

A: Yes.

Q: If this spell defeats an enemy during its activation, does that activation immediately end?

A: No.

Follow-up Question: Does that mean my opponent can still play a channel spell?

A: Yes.

Q: Can you play this spell before resolving effects that trigger when you activate a unit (such as the Regeneration ability)?

A: Yes.

CALL TO ARMS

Q: Can this spell equip an item to a unit that is engaged?

A: No.

CATACLISMIC BLAST

Q: When multiple units suffer damage from this spell, who decides the order in which the damage is dealt to each unit?

A: The player who played the spell.

CORPSE EXPLOSION

Q: If this card is canceled, do I still defeat my allied unit?

A: No.

Q: If my unit is defeated as a result of this spell, does my opponent gain mastery?

A: Yes.

FAQ

DEATHSHROUD MIRE

Q: Can a unit inside of a Deathshroud Mire terrain piece trace LoS to another unit through another Deathshroud Mire terrain piece?

A: No.

Q: Can a unit outside of this terrain trace LoS to another unit that is only halfway inside?

A: It cannot trace LoS to any part of the unit through the mire.



Q: Can a unit outside of this terrain charge an enemy on this terrain?

A: Only if it can trace LoS. (See example above.)

Q: Can units with the Ambush ability be deployed engaged with an enemy inside this terrain?

A: Yes.

Q: Can a unit with the Ambush ability be deployed partially inside this terrain?

A: No.

Q: Does the Obscuring ability block LoS for abilities and spells?

A: Yes.

Q: Does the Obscuring ability block LoE for abilities and spells?

A: No.

DECREE OF VALCARIS

Q: Can I deploy the exact same unit card I returned to my hand?

A: No. (You may still play another copy of that unit, but not the exact same card.)

FAQ

DEMANIFEST

Q: If a unit is returned to a player's hand by this spell, is it defeated?

A: No.

Q: If a unit equipped with a relic is returned to a player's hand, is its owner required to place a husk in the unit's place and lose the 10 mastery from that relic?

A: Yes.

DIMENSIONAL BREACH

Q: Do I still have to spend echo to play the unit?

A: Yes.

Q: Can I play a Seeker with this spell?

A: Yes.

Q: If I play this spell, can my teammate play a unit instead?

A: No.

Q: When a unit is deployed through this spell, can I also play and equip an attachment?

A: No.

Follow-up Question: Can that unit swap attachments with nearby allies?

A: No.

DUPLICATE

Q: When a unit is deployed through this spell, can it be deployed even if the target of this spell is engaged?

A: Yes.

Q: When a unit is deployed through this spell, can I also play and equip an attachment?

A: No.

Follow-up Question: Can that unit swap attachments with nearby allies?

A: No.

ECHO OF SARSTAN

Q: If a unit would suffer damage from an ability or effect that triggers from an attack (such as Recoil), may I play Echo of Sarstan in response to that damage?

A: No.

EFFIGY OF CHAOS

Q: If I have already played a channel spell this activation, can I still play other channel spells through Chaotic Impulse?

A: Yes.

FAQ

Q: If I play my first channel spell through Chaotic Impulse, can I then play a channel spell from my hand?

A: Yes.

Q: Can I play channel spells through Chaotic Impulse even during my opponents' activation?

A: Yes.

Q: If a spell is revealed through Chaotic Impulse, do I still need to spend echo to play it?

A: Yes.

Q: If a unit is defeated within 6" of a unit with Death's Whisper (such as In'Gor), do I resolve this ability before or after resolving Chaotic Impulse?

A: Before.

ENFORCE BALANCE

Q: Does my opponent get to choose which cards they discard?

A: Yes.

ENTRAP THE MIND

Q: Does the enemy become an ally I own while I control it?

A: No, just an ally.

Q: Does this spell exhaust the unit?

A: No.

EVERKEEP RELIQUARY

Q: Can I use this relic's ability to claim another relic while resolving an attack?

A: Yes.

EVERLASTING HEART

Q: When a unit with this relic is defeated, does my opponent gain mastery?

A: Yes.

FANG OF THE DAMNED

Q: If a unit is defeated by suffering damage from this relic, can it still perform the free attack?

A: No.

FORCED MARCH

Q: Can I target an enemy with this spell?

A: Yes.

FAQ

FORTUNE'S FAVOR

Q: Can I use this spell after resolving the damage from an attack?

A: No.

GIFT OF FLESH

Q: If this card is canceled, do I still defeat my allied unit?

A: No.

IHRENIV

Q: When a Spirit I own is defeated, can it perform an ability that costs AP through its Last Will action?

A: Yes.

NOXIOUS FLESHGARDEN

Q: If a unit moves into/through two different pieces of this terrain during the same activation, does it suffer damage twice?

A: Yes.

Q: If a unit moves (or is pushed/pulled) into/through this terrain, do I apply the damage after the unit's move (or push/pull) is resolved or as soon as the unit touches the terrain?

A: After the movement (or push/pull) is resolved.

REAPER'S EDGE

Q: If during the activation of a unit equipped with this relic, its owner defeats an enemy with a spell, is that enemy banished by the relic's effect?

A: No.

RING OF TIME

Q: If I have already played a channel spell this activation, can I still play other channel spells through Spell Recall?

A: Yes.

Q: If I play my first channel spell through Spell Recall, can I then play a channel spell from my hand?

A: Yes.

RESONANT GUARD

Q: When I play this spell, do I gain echo equal to the number of spell cards in my discard pile? Or do I gain echo equal to the exact damage prevented?

A: You gain echo equal to the number of spell cards in your discard pile.

FAQ

RETRIBUTION

Q: Can I play Retribution before suffering damage?

A: No.

Q: If a unit suffers more damage than its health, does this spell deal to the attacker the full damage inflicted or only their remaining health?

A: The full damage inflicted.

Q: Can I play two copies of Retribution on the same attack, therefore dealing twice the damage suffered back to the attacker?

A: Yes.

RUNEFOLD GAUNTLET

Q: If a spell is played from the discard by using Runefold Acquisition but is then cancelled, is it banished, or does it stay on the discard pile?

A: It stays on the discard pile.

Q: During Polinore's activation, can I cast a channel from my hand and then a channel from my discard pile?

A: No.

RUSH OF SALVATION

Q: If I play this spell, can the unit absorb more damage than its health?

A: Yes.

SECOND WIND

Q: Can I play this spell on the active unit to immediately refresh it?

A: Yes.

Follow-up question: After that unit spends their 2AP, do they immediately activate again?

A: No. After they spend their 2AP, it's your opponent's turn to activate.

SHADOW SHROUD

Q: If I equip this attachment to a unit as it deploys, can it already benefit from the Ambush ability to deploy on Concealing terrain?

A: Yes.

SHATTER

Q: Can I target a unit that has no equipped items?

A: Yes.

Q: If my opponent destroys an item equipped to one of my units, does my opponent gain mastery?

A: No.

FAQ

SHIFTING WINDS

Q: Can I redirect the attack to any unit (allies or enemies)?

A: Yes.

Follow-up Question: Can I redirect the attack to the attacker?

A: Yes.

Q: Does the new target of the attack have to be within range and LoS from the attacker?

A: No.

Follow-up Question: Does that mean that if I choose a target that would otherwise be invalid (due to range and LoS restrictions), the attack would still be performed against the new target (meaning I would still conclude all the steps of the attack)?

A: Yes.

SOUL STITCHER

Q: Can I use the Soul Tethering ability to discard a card without having a basic fallen ally on the battlefield?

A: No.

Q: When can I use the Soul Tethering ability?

A: Anytime during any activation and in response to any game step.

Q: Can I use Soul Tethering more than once per activation, targeting different basic Fallen allies?

A: No.

STARCAST HALLS

Q: If I have a unit on the Starcast Halls, does the Arcane ability reduce the cost of spells played during the activation of other allies I own that are not on the terrain?

A: No.

STORM'S EYE

Q: If a unit charges, does it gain the Knockback ability only during that charge or does it keep it until the end of the activation?

A: Only during that charge.

Q: Is the 3" move granted by the Relentless Surge ability a move action?

A: Yes.

Follow-up Question: Does that mean it provokes retaliation?

A: Yes.

FAQ

Q: Can the 3" move granted by the Relentless Surge ability be increased? (Such as by starting the move over the Astarian Pathways terrain).

A: No.

TEMPEST SCEPTER

Q: Do allies also suffer the ranged attack from this relic?

A: Yes.

THUNDEROUS DEVASTATION

Q: Does this spell turn a critical graze into a hit?

A: Yes.

THUNDERSTEPS

Q: What language does Thundersteps speak?

A: If anyone knew how to actually communicate with him, we'd ask...

TRIAL OF STONE

Q: When determining the attack with the highest damage, do I count the damage before or after it is reduced and/or prevented?

A: After the damage is reduced/prevented.

Follow-up Question: If damage is absorbed, does it still count to determine the highest damage?

A: Yes.

Q: If both units dealt the same amount of damage on their respective attacks, which player draws a card?

A: None of them.

VEILPIERCER

Q: Can a unit equipped with this relic ignore obstacles while tracing LoS?

A: No.

WILL OF THE FORGE

Q: During the deploy phase, if I play multiple items, when do I draw the cards granted by the Hamerhaft's Heritage ability?

A: After all cards have been played (meaning, after staging).

Q: May I destroy multiple items equipped to an ally on a single instance using the Caldera's Fist ability, therefore dealing more than 2 extra/fewer damage?

A: No.

Q: May I destroy the item using the Caldera's Fist ability after knowing if the attack is a hit or a graze?

A: Yes.

FAQ

Q: If a unit is equipped with an item that grants an effect that increases ✨ or damage has that item destroyed by the Caldera's Fist ability, does the increase in ✨ or damage still apply?

A: No.

Q: If a unit is equipped with an item that grants an effect that increases ♥ has that item destroyed by the Caldera's Fist ability, decreasing its health to 0 or less, is the unit defeated?

A: Yes.

Follow-up Question: If this unit is attacking, since it was defeated, does it deal damage?

A: No.

Q: If I destroy my own item, does my opponent gain mastery?

A: No.

FAQ

ABILITIES

BATTLE CRY

Q: Can a unit being targeted by this ability perform an action ability that includes an attack (such as Wild Strike)?

A: No.

CLEAVE

Q: When a unit with this ability defeats an enemy, can they perform their free attack at any future point of that activation?

A: No. The unit must perform their free attack action immediately after defeating said enemy.

CLUMSY

Q: If a spell or another ability allows me to equip an attachment to a unit, and that unit has Clumsy, can it equip said attachment?

A: No.

Q: Does a unit with this ability still contest a husk that is nearby it, even without being able to claim it?

A: Yes.

Q: If a unit equipped with an attachment gains Clumsy (such as with Necrophage), does it lose its attachments?

A: No.

COUNTERATTACK

Q: If a unit with this ability is defeated as the result of a hit, does it get to retaliate?

A: No.

Q: If a hit is scored against this unit, but the damage was prevented or absorbed, does this unit get to retaliate?

A: Yes.

Q: If a unit with this ability is hit by a ranged attack, does it get to retaliate against a different enemy?

A: No.

CURSE

Q: For Curse 3, in a game with 3 or more players, does the echo loss limit apply to each opponent separately based on their respective units?

A: Yes.

FAQ

DIRE

Q: If a unit activates while engaged with multiple enemies with Dire, does that unit suffer damage from each instance of Dire?

A: Yes.

FEIGN OPENING

Q: Can a unit forgo its retaliation from this ability?

A: No.

FLYING

Q: Does a unit with this ability still need LoS to perform a charge?

A: Yes.

Follow-up Question: Can the unit with this ability move over the enemy they are charging, to end behind said enemy?

A: No.

Follow-up Question: Can the unit with this ability move over other enemies while charging?

A: Yes.

FRENZIED

Q: If a unit with Frenzied is able to charge during its activation, can I play Channels before charging?

A: Yes.

Follow-up Question: If a unit with Frenzied is able to charge during its activation, can that unit perform a free action from an ability (such as Dash) before charging?

A: No

HEAL

Q: Can a unit with this ability target itself?

A: Yes.

HIT AND RUN

Q: Can a unit trigger this ability even if it is not its activation? (Such as playing the Adrenaline Rush spell)

A: Yes.

Q: Can abilities (such as Dire) trigger this ability?

A: Yes.

FAQ

KNOCKBACK

Q: When this ability triggers, is the unit pushed before or after suffering damage?

A: Before.

Follow-up Question: Does that mean a unit can be pushed out of the range of other abilities that would benefit it? (such as being pushed out of range of another unit with Protection)

A: Yes.

Q: Does this ability trigger on ranged attacks?

A: Yes.

MAN-AT-ARMS

Q: If a unit with this ability equipped with two items loses Man-at-Arms (such as with Spirit Master), does it lose one of its items?

A: No.

NECROMANCY

Q: Is this ability a reinforcement deployment?

A: No.

Q: When a unit is deployed through Necromancy, can it be deployed even if the unit that used this ability is engaged?

A: Yes.

Q: When a unit is deployed through Necromancy, can I also play and equip an attachment to it?

A: No.

Follow-up Question: Can that unit swap attachments with nearby allies?

A: No.

NOXIOUS FUMES

Q: If a unit activates while within 6" of multiple enemies with Noxious Fumes, does that unit suffer damage from each instance of Noxious Fumes?

A: Yes.

ONSLAUGHT

Q: Can I attack 3 different enemies with this ability?

A: Yes.

Q: Can I attack the same enemy 3 times with this ability?

A: Yes.

FAQ

OVERWATCH

Q: If an enemy performs a charge against a unit with this ability, does this unit perform its Overwatch attack before the charging unit performs its charge attack?

A: Yes.

Q: If a unit with this ability is engaged with an enemy and another enemy triggers Overwatch by resolving a move within $\frac{1}{2}$ of this unit, but not engaging with it, would performing its Overwatch attack provoke retaliation from the engaged enemy?

A: Yes.

PERSIST

Q: If a unit would be defeated at the beginning of its activation, could it use this ability to stay on the battlefield?

A: No. To activate a unit, you must exhaust it.

Q: If a unit with this ability would be defeated without suffering lethal damage (such as with the Corpse Explosion spell), can it exhaust to stay on the battlefield?

A: No.

PRAY

Q: For Pray 3. Can I gain more than 3 echo during a unit's activation? (by using it twice)

A: No.

Q: May I count the same ally on a second use of this ability during a unit's activation?

A: Yes.

PROTECTION

Q: When an ally suffers damage but is nearby to 2 other allies with Protection, can they both use Protection and split the damage among themselves?

A: No, all damage must be absorbed by one single unit.

Follow-up Question: Can I use Protection with a unit to absorb damage from another unit that has itself used Protection for this activation?

A: No. Absorbed damage cannot be absorbed a second time.

RALLY

Q: Can I deploy units with attachments nearby an ally with this ability?

A: Yes.

Q: Can I deploy attachments on units with this ability that are engaged?

A: No.

FAQ

Q: Can I deploy a unit with attachments nearby an ally with this ability and then swap that attachment to the unit with Rally, even though the unit is engaged?

A: No.

REBOUNding THROW

Q: If a unit performing an attack as the result of this spell is defeated before resolving that attack (such as by suffering retaliation), can I still return the item to my hand?

A: No.

REFORGE

Q: Does this ability consider the rank of the unit using this ability or the one equipping the item to determine which item can be played from the discard?

A: The unit using this ability.

RELOAD

Q: Can a unit with this ability perform a ranged attack during another unit's activation? (Such as gaining an attack by playing the Valorous Command spell).

A: Yes.

RIPOSTE

Q: If a unit with this ability is defeated as the result of a graze, does it get to retaliate?

A: No.

Q: If a graze is scored against this unit, but the damage was prevented or absorbed, does this unit get to retaliate?

A: Yes.

Q: If a unit with this ability is grazed by a ranged attack, does it get to retaliate against a different enemy?

A: No.

SINGLE MINDED

Q: Can a unit with this ability perform different types of actions during its activation (such as an attack and a move)?

A: No.

Q: Can a unit with this ability perform actions that are not attack or move (such as a charge or a shift)?

A: No.

SPELL IMMUNITY

Q: If a spell affects multiple targets but one of them has Spell Immunity, is the spell cancelled?

A: No.

FAQ

Follow-up Question: Is the unit with Spell Immunity still affected?

A: No, unless they choose to be affected.

Q: Can spells that prevent damage still prevent damage caused by a unit with Spell Immunity?

A: Yes.

Q: Can I target a unit with Spell Immunity?

A: Yes.

SPELL STRIKE

Q: If I play more than one spell during an activation, does that mean that a unit with the Spell Strike 1 ability gets more than 1 ⚡ increase?

A: No.

SPIRIT MASTER

Q: If a unit performs its Spirit Master ability making another Spirit ally attack, and that attack scores a hit against a defender with Counterattack, does the defender perform their retaliation against the unit with the ability or the Spirit who performed the attack?

A: The spirit who performed the attack.

Follow-up Question: Is this the same case for graze and Riposte respectively?

A: Yes.

Q: If a unit equipped with attachments that grant abilities performs its Spirit Master ability making another Spirit ally attack, does that Spirit ally gain the abilities granted by the attachments?

A: Yes.

Follow-up Question: If a unit performs its Spirit Master ability making another Spirit ally attack, and that Spirit ally is equipped with attachments that grant abilities, does that Spirit ally gain the abilities granted by the attachments?

A: No.

FAQ

SPECIFIC INTERACTIONS

BOMBARDMENT + PULL

Q: If a unit with Pull performs the Bombardment action and scores a hit, does its owner choose in which order both abilities resolve?

A: Yes.

ANDRAVON + PHASING

Q: If a graze is scored against a unit with Phasing, does that trigger Divine Retribution since the damage was fully prevented?

A: Yes.

NECROPHAGE + REGENERATION

Q: If a unit gains Regeneration with its Necrophage ability when it activates, does it recover health from Regeneration?

A: No.

SPIRIT MASTER + BERSERK

Q: If a unit with Spirit Master and Berserk has less health than half its ♥ and uses its Spirit Master ability on another Spirit with health greater than half its ♥, does that other Spirit gain the increase in ✨ from Berserk?

A: No.

Follow-up Question: If a unit with Spirit Master and Berserk has its health greater than half its ♥ and uses its Spirit Master ability on another Spirit with less health than half its ♥, does that other Spirit gain the increase in ✨ from Berserk?

A: Yes.

SPIRIT MASTER + POWER+1

Q: If a unit with Spirit Master and Power +1 uses its Spirit Master ability on another Spirit, does that other Spirit gain the increase in ✨ twice (because it would be +1 from the ability and +1 from the unit with Spirit Master already being affected by this ability)?

A: No. It only gets a total of 1.

PRICE OF DEVOTION + DEATH THROES

Q: If a unit that would suffer lethal damage is within 3" of another unit that has the Death Throes ability, would Price of Devotion also prevent the damage from Death Throes if that second unit is defeated instead?

A: No.

Follow-up Question: Does Death Throes trigger before or after the first unit recovers health?

A: Before.

FAQ

ENTRAP THE MIND + ESSENCE BINDER

Q: If I play Entrap the Mind during the activation of a unit that has the Essence Binder ability, if the controlled unit defeats an enemy, does it trigger the Essence Binder ability?

A: Yes.

EFFIGY OF CHAOS + REAPER'S EDGE

Q: Does banishing an enemy by defeating it with a unit equipped with the Reaper's Edge stops Chaotic Impulse from triggering?

A: Yes.

EFFIGY OF CHAOS + CONSUME CARCASS

Q: Does banishing a unit by playing Consume Carcass after defeating it stop Chaotic Impulse from triggering?

A: No.

SHIFTING WINDS + TEMPEST SCEPTER

Q: Picture this situation:

Unit A is performing a ranged attack with its Tempest Scepter targeting unit B. Unit B's owner plays Shifting Winds and redirects the attack so it targets unit C. Which unit is used to determine where LoS is traced through for this attack sequence?

A: Unit B.

Follow-up Question: In the situation above, would unit D be attacked by unit A, due to the Tempest Scepter's ability, since when LoS was traced to unit B, it went through unit D, and unit D is a valid target?

A: Yes.

Follow-up Question: So this means that in this situation, unit A would attack exclusively units C and D?

A: Yes.



FAQ

PROTECTION + PERSIST

Q: If a unit has both Protection and Persist, can that unit absorb more damage than its health because it has Persist?

A: No. A unit can only absorb damage up to its health. The remaining damage is still dealt to the original target.

PROTECTION + RESISTANCE

Q: If a unit with Protection also has Resistance, does it reduce the damage it absorbs?

A: Yes.

Q: If a unit with Protection absorbs damage from a unit with Resistance, does it absorb the already reduced damage?

A: No.

MARTYR'S BLESSING + BRUTAL OUTBURST

Q: Picture this situation: Unit A has 2 health. Unit B has Martyr's Blessing. They are both allies to each other.

Unit B is defeated.

Can the opponent play Brutal Outburst to defeat Unit A before that unit is healed from Martyr's Blessing?

A: Yes.

ONSLAUGHT + HIT AND RUN

Q: If a unit that is using Onslaught defeats an enemy on their first **or second** attack, can they perform a move from Hit and Run before performing their next Onslaught attack?

A: Yes.

WILL OF THE FORGE + REBOUNDED THROW

Q: If I play Rebounding Throw, can I destroy the item with the Caldera's Fist ability?

A: Yes.

Follow-up Question: If I do destroy the item, does it return to my hand?

A: No.

RUNEFOLD GAUNTLET + REVERSION

Q: If a spell is played from the discard by using Runefold Acquisition, but is then cancelled by the Reversion spell, does that spell go to its owner's hand, or is it banished?

A: The spell goes to its owner's hand.

RELENTLESS SURGE (STORM'S EYE) + NOXIOUS FLESHGARDENS

Q: When a unit activates on a Noxious Fleshgarden but discards a card to activate Relentless Surge and move out of the terrain, does that unit still suffer the damage from the terrain?

A: Yes.

FAQ

CLEAVE + KNOCKBACK + NOXIOUS FLESHGARDENS

Q: If a unit with both Cleave and Knockback attacks an enemy, and that enemy is hit and pushed into a Noxious Fleshgarden. If that enemy is defeated by the damage from the Noxious Fleshgarden, does the attacker gain a free melee attack from its Cleave ability?

A: No.

SOUL-STITCHER + NOXIOUS FLESHGARDENS

Q: If an enemy is defeated by the damage from Noxious Fleshgardens, does that trigger the Call the Fallen ability?

A: No.

CLEAVE + HIT AND RUN

Q: If a unit with Cleave and Hit and Run defeats an enemy that it was engaged with, can I choose the order in which both abilities would resolve?

A: Yes.

Follow-up Question: If I perform the free move due to Hit and Run to engage with an enemy and then perform the free melee attack from Cleave and defeat that enemy, does that trigger both abilities again?

A: Yes.

Follow-up Question: I am engaged to two enemies and I defeat one, then I choose to attack from Cleave, and defeat the other one. Can I then perform 2 moves due to my Hit and Run being resolved twice?

A: Yes.

CLEAVE + PROTECTION

Q: If a unit with Cleave attacks an enemy, and another enemy that is not nearby the attacker is defeated as a result of using Protection to absorb the damage, does the attacker gain a free melee attack from its Cleave ability?

A: No.

Follow-up Question: If a unit with Cleave attacks an enemy, and another enemy that is nearby the attacker is defeated as a result of using Protection to absorb the damage, does the attacker gain a free melee attack from its Cleave ability?

A: Yes.

CLEAVE + PROTECTION + COUNTERATTACK

Q: If a unit with Cleave attacks and hits an enemy with Counterattack, and a second enemy that is nearby the attacker is defeated as a result of using Protection to absorb the damage from the hit, therefore triggering both Cleave and Counterattack, which of these abilities resolve first?

A: The player with initiative chooses.

FAQ

CLEAVE + PRICE OF DEVOTION

Q: If a unit with Cleave attacks an enemy, and another enemy that is not nearby the attacker is defeated as the result of their owner playing Price of Devotion, does the attacker gain a free melee attack from its Cleave ability?

A: No.

CONSUME CARCASS + NECROMANCY

Q: When a unit uses the Necromancy ability, can I use my Consume Carcass spell with Quicken to remove the unit card from the discard pile that was targeted by Necromancy, thus banishing the target and having Necromancy bring nothing to the battlefield?

A: Yes.

SPELL IMMUNITY + SHIFTING WINDS

Q: Can Shifting Winds redirect an attack performed by a unit with Spell Immunity?

A: No, unless the unit with Spell Immunity allows it.

Q: Can Shifting Winds redirect an attack to a unit with Spell Immunity?

A: No, unless the unit with Spell Immunity allows it.

Follow-up question: If the unit with Spell Immunity does allow the attack to be redirected toward it, can it then apply its Spell Immunity to suffer no damage?

A: No.

SPELL IMMUNITY + BREWING FATE

Q: Can Brewing Fate modify an attack performed by a unit with Spell Immunity?

A: No, unless the unit with Spell Immunity allows it.

SPELL IMMUNITY + RAVENOUS SWARM

Q: If I play Ravenous Swarm, can I deal 2 damage to an ally with Spell Immunity?

A: Yes.

Follow-up question: If the ally with the Spell Immunity ability decides to ignore the spell (to not suffer 2 damage), will the spell still resolve its effect and deal 4 damage to the enemy unit?

A: Yes.

SPELL IMMUNITY + DISEMBODY

Q: If an enemy with the Spell Immunity ability scores a hit against an ally, can I play the Disembody spell to make that hit become a graze?

A: No, unless the unit with Spell Immunity allows it.

FAQ

SPELL IMMUNITY + CORPSE EXPLOSION

Q: If I play Corpse Explosion, choosing a unit with Spell Immunity, and I opt for that unit to ignore the spell, will the spell deal 3 damage to units within 3" of the chosen unit?

A: No.

Follow-up Question: If I play Corpse Explosion, choosing a unit with Spell Immunity, and I opt for that unit to ignore the spell, will that unit be defeated?

A: No.

Follow-up Question: If I play Corpse Explosion, choosing a unit with Spell Immunity, and I opt for that unit to be affected by the spell (therefore dealing damage to units within 3" of it), can I then opt for that unit not to be defeated?

A: No.

SPELL IMMUNITY + ARCANE MIRRORING

Q: After an enemy with the Spell Immunity ability resolves an action, can I play Arcane Mirroring to perform that same action?

A: Yes.