

World of Warcraft® Miniatures Game Comprehensive Rules version 1.04

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1. Game fundamentals

100. Building a party

100.1 Each player must build a party as specified by the scenario rules.

100.1a Some characters have bold text that reads, “Legendary.” This isn’t an ability. Each player’s party can’t contain more than one legendary character. Destroying a legendary character scores double VPs.

100.2 For Constructed play, the standard party size is three characters, all of which must be from the same faction, and nine Action Bar cards between them.

100.3 For Sealed Pack and Booster Draft play, characters in a party need not be from the same faction. In Sealed Pack, each character has two Action Bar cards. In Booster Draft, each character can have any number of Action Bar cards, and characters need not have the same number of Action Bar cards.

101. Starting a game

101.1 These rules assume that two players are playing a game, unless otherwise specified.

101.2 Each player starts the game by revealing the characters in his or her party and their character cards.

101.2a If applicable, each player chooses a number of Action Bar cards for each character as specified by the scenario rules. In a standard scenario, each player chooses up to two Action Bar cards for each character.

101.2b Each character’s Action Bar cards are placed face down in its Action Bar next to its character card.

101.3 Each character’s personal clock (the lower dial on its UBase) is set to 1 and its health (the top dial on its UBase) is set to the starting health printed on its character card.

101.4 Players then use a random method to determine who will choose the player to go first. The player chosen to go first turns face up any equipment he or she wishes to use, and then the next player clockwise does the same, and so on. Then, the player chosen to go first chooses a character in his or her party to take the first turn, following 501.1.

102. Winning and losing

102.1 A player’s **honor total** is the combined honor (201.1) of characters he or she owns (400.4). In a standard scenario, a player wins by scoring **victory points** (VPs) equal to or greater than his or her honor total.

102.2 If multiple players achieve a win condition simultaneously, determine the winner as follows:

- The player who has exceeded his or her honor total by the most VPs wins.
- If there is still no winner, play continues until one player has exceeded his or her honor total by more VPs than any other.

103. Contradictions

- 103.1 If the text of a card specifically contradicts these rules, that card takes precedence.
- 103.2 If an effect says that [something] can't happen, and another effect or rule tries to make [something] happen, that "can't" effect takes precedence. If something can't be performed, any cost involving that thing can't be paid. Events that "can't" happen can't be replaced.
- 103.3 If an effect says that [something] "can't" happen or is otherwise stopping [something] from happening, and that effect ends at the same time another effect or rule tries to make [something] happen, then [something] doesn't happen.

104. Numeric values

- 104.1 Players asked to choose "any number" can choose 0 or any positive integer. Players can't choose an infinite numeric value.
- 104.2 A negative value is treated as 0 unless it's being used in a calculation or a comparison. Undefined values that would be numeric are treated as 0.

105. Dice and rerolls

- 105.1 The word "die" (or "dice") always refers to a d10 (ten-sided die) that gives results between 1 and 9, plus a crit result. If a die has no crit result, but it has either a 0 or a 10, that number is the crit result.
 - 105.1a A roll of 1–3 is a **failure**.
 - 105.1b A roll of 4–9 or the crit result is a **success**.
- 105.2 Crit abilities are triggered abilities (704.2) that trigger off a crit result being rolled. Each crit ability triggers no more than once per roll, even if multiple crit results are rolled. Rolling one or more crit results causes a window to open for reacts (701) that can be played "when [a character] rolls a [Crit] on any die roll."
- 105.3 To **reroll** is to reroll a die immediately after an attack, defense, or heal roll, or any other roll. Some effects force mandatory rerolls of successes. Other effects and some terrain (406) allow optional rerolls of failures (or successes). If multiple rerolls (whether mandatory and/or chosen) are to be taken, all must be taken simultaneously. Rerolls can't be further rerolled.

***Example:** A player with three optional rerolls available rolls three dice and fails with two. That player chooses to reroll only the two failures, and again fails with both. Neither of the rerolled dice can be rerolled again because the third reroll was lost when it wasn't used.*

- 105.3a If a roll is subject to both reroll(s) and effect(s) that would change a die result (like Cold Blood), any rerolls must be completed before any results are changed.
- 105.3b A roll isn't final until all rerolls have been completed and all die-changing effects have been applied.

***Example:** A character has an ability that deals 1 damage to an attacker if it doesn't roll a crit while attacking. During its initial attack roll, the attacker doesn't roll a crit. However, after completing rerolls and applying die-changing effects, a crit is achieved. The attacker doesn't take 1 damage for not rolling a crit, because the final roll achieved a crit.*

106. Orientation

- 106.1 Action Bar cards start the game face down and ready (upright) and stay ready until exhausted (turned sideways). To exhaust a card is to turn a ready card sideways. To ready a card is to turn an exhausted card upright.
- 106.2 Cards can be turned face up or down whether ready or exhausted. Cards can be readied or exhausted whether face-up or down. Turning a card face up or down doesn't change its ready/exhausted orientation, and readying or exhausting a card doesn't change its face-up/down orientation.

107. Simultaneity

- 107.1 If simultaneous events require simultaneous choices from one or more players, the turn player makes all of his or her choices first, then the next player clockwise, and so on. After all choices have been made, those events happen simultaneously. For multiple triggered abilities resolving simultaneously, see 704.2d.
- 107.2 If multiple amounts of damage would be dealt to multiple characters at the same time, the turn player chooses the order in which damage destined for characters in his or her party will be processed and then processes them using 709.2, and then the next player clockwise does the same, and so on.

2. Parts of a card

200. General

- 200.1 The text at the top of a card is its **name**. If a card refers to its own name (or any part of that name), it's referring only to itself and not to any other card with that name.
- 200.2 Each card has at least one **text box**, each containing any number of abilities. A card's text may include game text (not italicized), reminder text, and/or flavor text. Reminder text is italicized text in parentheses that clarifies game text. Flavor text is italicized text below the game text that has no impact on game play.

201. Character cards

- 201.1 A character's **honor** is the value in its upper right corner, and is increased by the cost of each face-up equipment in its action bar (302.2).
- 201.2 A character's **faction** is represented by the colored icon in its upper right corner (under its honor value). For Constructed play, each party can't contain characters of more than one faction.



Alliance



Horde



Monster

201.3 A character's **race**, **class**, and **talent specialization** are listed under its name. All characters have a race but only some have a class. Only characters with a class have a talent specialization.

201.4 Each character with a class has one of the following **class icons** at the bottom right of its portrait:



Some Monsters have a class, but they are still Monsters (from the Monster faction). Monsters without a class have the Monster icon rather than a class icon. The Monster icon doesn't denote a class.

201.5 A character's stats are on its lower left side. From top to bottom, they are:

- **Armor** (grey shield) is the number of dice rolled while defending against a physical attack.
- **Resist** (pink shield) is the number of dice rolled while defending against a magic attack.
- **Health** (blood drop) is the amount of damage a character can take before it's destroyed (403.2).

201.6 Each character card has two **text boxes**. A character's upper text box lists its main attack, and its lower text box lists any other abilities it has.

202. Action Bar cards

202.1 An Action Bar card's **cost** is the value in its upper left corner. This is the number of ticks that a character must pay to play this card's core ability (300.4). An equipment's cost is the value in its upper right corner. This is the amount of honor it adds to the character it's equipped to.

202.2 An Action Bar card's **restriction line** is below its name. If a name, race, class, and/or talent specialization with class is listed here, only a character that matches that restriction can have this card in its Action Bar.

***Example:** Only a character with the Elemental race can have the card Elemental Charge in its Action Bar. An action bar card usable only by characters with the Elemental talent specialization will have "Elemental [class]" on its restriction line.*

Elemental Charge, T0, Elemental, Instant

This character's next attack this turn has [Physical] [Magic] +1 and can't be negated, redirected, or taunted.

202.3 An Action Bar card's **tag line** is above its text box. A card's tags may include:

202.3a category (300.3)

202.3b type (attack, buff, debuff, equipment, form, heal, pet, or totem)

202.3c damage type (in parentheses after an attack)

202.3d talent tree (right-justified)

202.3e slot (right justified tag, followed by a number in parentheses)

202.4 Some Action Bar cards have a slot tag (202.3e) followed by a number in parentheses. That number is the maximum number of cards with that slot a character can have. Some cards have the "Two-Handed" slot tag. Such a card occupies both the "Main Hand" and "Off-Hand" slots.

3. Action Bar cards

300. General

- 300.1 Each non-pet character has an Action Bar, where its Action Bar cards start the game face down and ready. A face-down Action Bar card is blank. A blank card has no abilities, cost, name, or text. The controller of a character may look at that character's face-down Action Bar cards at any time and turn non-equipment face up at any time. Equipment can only be turned face up at the start of the game (101.4). A character may only play an Action Bar card in its own Action Bar, unless otherwise specified.
- 300.2 Any character can have generic Action Bar cards (those with an empty restriction line), but can't have any of the following in its Action Bar:
- 300.2a Two or more Action Bar cards with the same name.
 - 300.2b An Action Bar card with a non-matching restriction line (202.2).
 - 300.2c An Action Bar card with a non-matching text restriction.
- Example:** Only Prince Kael'thas Sunstrider can have the card Kael'thas's Flamestrike in his Action Bar. Although it's a Fire Talent card, Enraged Fire Spirit can't have it in its Action Bar because its text restriction still applies.*
- Kael'thas's Flamestrike, T2R2, Prince Kael'thas Sunstrider*
Fire
Prince Kael'thas Sunstrider Only
- Enraged Fire Spirit, 8, Monster*
Fire Creature: Enraged Fire Spirit can have Fire talent cards in its Action Bar. (Text restrictions still apply.)
- 300.2d An equipment that doesn't share a class icon with it. Equipment with "Any" in its restriction line are an exception, and can be used by any character.
 - 300.2e Action Bar cards with the same slot in excess of the maximum number allowed for that slot (202.4).
- 300.3 An Action Bar card belongs to one of four categories: action, equipment, instant, or react. The presence of the word "equipment", "instant" or "react" on a card's tag line identifies those categories. All other Action Bar cards are actions.
- 300.4 An Action Bar card may be one of several types. Every non-equipment Action Bar card, regardless of its type, has a "core" ability with tick cost equal to the value in its top left corner. Some types of Action Bar cards may have additional abilities. For example, a buff may have abilities that apply while it's attached to a character, a form may have abilities that apply while a character is in that form, and a pet or totem may have abilities that apply while it's in play.
- 300.5 Playing a non-equipment Action Bar card's core ability follows the applicable rules for playing abilities (703). As an additional cost to play its core ability, exhaust that Action Bar card. An exhausted non-equipment Action Bar card is said to be on "cooldown," and its core ability can't be played until it readies. With the exception of forms, each other Action Bar card stays in its Action Bar after its core ability is played.

301. Buffs and debuffs

- 301.1 Buff core abilities can target only allies. Debuff core abilities can target only enemies. Other rules that describe buffs apply equally to debuffs.
- 301.2 Playing a buff card's core ability attaches a "buff" (for example, another copy of that card) to the target.
- 301.2a Such a buff has all the text of that buff card, but is otherwise independent from that card and the character that played it. The orientation of a buff card has no impact on any buffs it has generated. In addition, any damage or healing caused by a buff isn't attributed to the character that played it.
- 301.2b As part of attaching a buff to a character, all other buffs attached to that character with the same name as that buff are removed.
- 301.2c A buff is removed from a character as that buff's duration expires. If that buff has no duration, it stays attached until something else removes it.
- 301.2d As part of destroying a buffed character, all buffs attached to it are removed.
- 301.2e Some buffs add counters to the buffed character. Such counters are not themselves buffs. As part of removing such a buff from a character, all counters added by that buff are also removed.
- 301.2f A buff can be attached to a totem, but is removed immediately after the ability that attached it has finished resolving.

***Example:** A Warrior Mortal Strikes a Stoneclaw Totem. That totem token is dealt 1 damage, then that Mortal Strike debuff is immediately removed from it.*

*Mortal Strike, Instant Debuff
Deal 1 damage to debuffed enemy. <p> Debuffed enemy can't be healed.*

- 301.3 Some effects remove a buff from a character, and "attach" it to a second character. Moving a buff this way doesn't play it, so its text isn't reprocessed. Any counters removed as part of removing that buff from the first character (301.2e) are added to the second character as that buff attaches.

302. Equipment

- 302.1 Equipment can't be played. They can only be turned face up at the start of each game (101.4).
- 302.2 A character's honor (201.1) is increased by the cost of each face-up equipment in its action bar.
- 302.3 Some equipment grant the character it's equipped to one or more new payment abilities. These are in addition to any other abilities that character already has. Playing an ability from an equipment doesn't exhaust that equipment.
- 302.4 Exhausted equipment is considered "broken," and all its abilities are inactive and can't be played until it's readied. Abilities on equipment are active only while it's ready (700.3).

303. Forms

- 303.1 Playing a form's core ability changes a character into something new, usually with new stats and/or abilities. Changes are limited only to those specified. For example, a Druid who plays Bear Form retains its race, class, and faction; a Tauren doesn't change into a Beast, or an Alliance character into a Monster.
- 303.2 As an additional cost to play a form's core ability, remove it from its Action Bar and set it aside. While it's not in an Action Bar, it has no orientation and can't be targeted or affected in any way. Form core abilities can't be negated.
- 303.3 While a character is in a form that grants one or more new payment abilities, that character can't play any other payment abilities (other than the ones granted by that form). Payment abilities that change that character into a different form are an exception to this rule and can still be played.

Example: The card *Bear Form* grants a Druid a physical attack. The Druid can't use other payment abilities not found on the form card.

Example: While in *Shadowform*, a Priest may play a *Mind Blast* card in its Action Bar, as *Shadowform* doesn't grant the Priest a new payment ability.

- 303.4 A character may drop out of any form as an instant. In addition, a character drops out of any form if that character is destroyed. As part of dropping out of a form, or changing into a new form, return the old form card to that character's Action Bar face up and ready. This doesn't "ready" that card or otherwise trigger any abilities watching for a change in that card's orientation.
- 303.5 Ongoing abilities affecting a character continue to do so regardless of that character's form changes. A character in a form that "loses all abilities" stays in that form and keeps the stats from that form, but loses any abilities granted by that form as usual.

304. Totems

- 304.1 Playing a totem's core ability puts a totem token with that name on the same space as the character that summoned it. Such a token is allied with that character's party as it's created, but it's otherwise independent from that character. If that character is destroyed, any such tokens it played stay in play. Any number of totem tokens with the same name can be in play at the same time, no matter who played them.
- 304.2 Totem tokens can't be affected by AOE abilities. They can be attacked and targeted like characters, but they aren't considered characters for any other purpose. Abilities referring to "allies" or "enemies" can refer to totem tokens, but those referring to "ally characters" or "enemy characters" can't.
- 304.3 A totem token has health (as specified by the Action Bar card that generated it) and is immediately destroyed (403.2) if it accumulates damage equal to or greater than its health. Totem tokens can't be healed and don't respawn.
- 304.4 A totem token can be damaged only by the following:
- 304.4a An ability that targets it.
 - 304.4b An attack that has been redirected (703.1g) to it.
 - 304.4c Triggered abilities that affect an "attacker" if that totem was attacking.
 - 304.4d Triggered abilities that affect a "defender" if that totem was defending.
- 304.5 Totem tokens don't have personal clocks and have no faction. They can't move or teleport. Any number of totem tokens can occupy the same space, and any character (ally or enemy) can occupy the same space as one or more totem tokens. Any characters and other totem tokens occupying the same space as a totem token are considered to be adjacent to it, and it to them. A totem token isn't adjacent to itself. Totem tokens aren't affected by terrain they occupy. They don't block LOS (405.3).

305. Pets

- 305.1 Playing a pet's core ability puts a pet character in any space that's adjacent to the character that summoned it (its master) and not occupied by a character. Its master chooses which adjacent space. If all adjacent spaces are occupied by characters, that player chooses one of the nearest spaces not occupied by a character. If that master already has a pet, the old pet is removed from play.
- 305.2 Each pet is a character and has a clock, which is initially set to match its master's clock after all summon costs have been paid. Each pet takes individual turns separate from its master. However, a pet is removed from play if its master is destroyed. Each pet has the same faction as its master. The honor of a pet is 0. Pets follow all character rules except for the following:
- 305.2a Players score no VPs for destroying a pet. Pets don't respawn. An enemy can move through spaces occupied by a pet (404.1b). Pets don't block LOS (405.3).

4. Game concepts

400. Control and ownership

- 400.1 A player **controls** the characters and tokens he or she puts into play, and the Action Bar cards of those characters. No more than one player can control the same thing at the same time.
- 400.2 A character or totem is an **ally** if it's controlled by you or another player on your team, otherwise it's an **enemy**.
- 400.3 Some effects let one of your characters gain control of an enemy and immediately take a turn with it.
- 400.3a During that turn, any references to that character's allies or enemies now refer to your character's allies or enemies. In addition, you can turn that character's non-equipment Action Bar cards face up at any time, and play any of its abilities; and its former controller no longer can. Paying the tick costs of any of that character's abilities ticks up not only its personal clock but also your character's personal clock.
- 400.3b Any buffs attached to that character stay attached, and any effects applying to it continue to apply within their durations. If that character has already played an ability that can be played only once per game, you can't play it again.
- 400.3c After any end of turn triggers resolve, control of that character reverts to its former controller.
- 400.4 A card is **owned** by the player in whose party it started the game.

401. Counters

- 401.1 A **counter** is a small object placed on a card by an effect. That effect explains what that counter does. If it says to put a counter on a character, put that counter on that character's card.
- 401.1a Counters remain on a card until they're removed. All counters are removed from a character card and its Action Bar cards as part of that character being destroyed.
- 401.1b Unnamed counters on a card increase or decrease the stats (power, health, armor, resist, or move) of that card. Such a counter generates an ongoing effect (708) until it's removed.
- 401.1c Named counters serve either as a marker or a way to keep track of some quantity. Named counters with the same name are indistinguishable from each other.
- 401.1d A card can have any number of counters with the same name or that modify the same stats.
- 401.1e If a card refers to a counter, it's referring to a counter on itself unless otherwise specified.

402. Damage and healing

402.1 A character spawns with its health dial (the top dial of its UBase) set to the health value printed on its character card. If that character takes an amount of **damage**, turn that dial down by that amount. A character is damaged while its health dial is set below its maximum health, otherwise it's undamaged. A character's health dial represents its "remaining health." If its health dial would be turned down to 0 or less, that character is destroyed (403.2).

402.2 To **heal** an amount of damage from a character is to turn its health dial up by that amount. If N damage would be healed from a character, but turning its health dial up by N would set it above its maximum health, set that dial to its maximum health, and the excess healing is wasted.

Example: A character spawned with the 8 health listed on its character card, but it has taken 2 damage since then. That character is then healed for 3. Its health dial is set to 8 (its maximum health), not 9.

402.2a If a payment ability has the [heal] icon followed by a number, that number is the heal power of that ability. As it resolves, roll that many dice, and heal 1 damage from its target for each success (plus any additional damage specified by that ability's crit effect, if applicable). Heal abilities aren't blocked by armor or resist.

402.2b A character can play an ability (703) that would heal an undamaged character or a character that can't be healed. In both cases, such an ability will fail to heal, and so it won't trigger abilities that trigger off damage being healed from that character.

402.3 Some effects increase or decrease a character's health.

402.3a As a character's health is decreased by an amount, turn its health dial down by that amount, and its maximum health is also decreased by that amount. This is different from damage.

402.3b As a character's health is increased by an amount, turn its health dial up by that amount, and its maximum health is also increased by that amount. This is different from healing. A character's health (and maximum health) can be increased above 15.

402.3c A character's maximum health is its printed health plus or minus any increases or decreases to its health (which doesn't include damage).

403. Entering and leaving play

- 403.1 A character entering play for the first time is called **spawning**. A character re-entering play is called respawning. An out-of-play character respawns immediately before taking its next turn (501.1). Unless a scenario specifies otherwise, a character must enter play on a spawn point controlled by its controller.
- 403.1a If there is more than one such spawn point, that controller can choose any of them. If the chosen spawn point is occupied, the character entering play must make its natural move (404.1) before doing anything else that turn. If that character can't move off that occupied spawn point (because it's surrounded by enemy characters, for example), its controller places it in any of the unoccupied spaces nearest to that spawn point, and then it takes its turn as usual.
- 403.1b A character that respawns is no longer the same character. Any effects that previously applied to that character no longer do so unless they specify that they do.
- Example:** Slitherblade Tidehunder Python Grabs Dralor. That attack destroys Dralor and also crits. As Dralor respawns, he's not affected by that crit's "can't move during its next turn" effect.*
- Python Grab** [T3R1P5] (Melee)
[Crit]: Each defender can't move during its next turn.*
- 403.2 If a character's health dial would be turned down to 0 or less, that character is immediately **destroyed**. However, characters aren't destroyed by attack damage until all defenders in that attack have finished defending (602.1a). As a character is destroyed, the following happens in order:
- 403.2a Resolve all abilities that trigger off the destruction of that character, then remove it from play. As part of doing so, remove all buffs and counters from that character's card and its Action Bar cards, drop it out of any form (303.4), and remove from play any pets (but not totem tokens) it summoned. This is different from destroying those pets.
- 403.2b In a Battleground game, tick that character up by 2 and reset its health dial to the health value printed on its character card.
- 403.2c Score any VPs specified by the scenario rules. In a standard scenario, a player scores 4 VPs as each non-pet character whose character card he doesn't own (400.4) is destroyed. The destruction of a legendary character scores double VPs.
- 403.3 A character is **in play** after re/spawning until it's destroyed (or otherwise leaves play). A character waiting to re/spawn isn't in play, even if the master clock matches its personal clock.

404. Moving and teleporting

- 404.1 Each character can make one “natural” **move** on each of its turns and normally can spend up to 2 move points on that move. Each move point lets a character move 1 space, so each character can normally move up to 2 spaces on each of its turns. Move points don’t carry over from turn to turn, so if a character spends only 1 move point on its turn, its remaining move point is wasted. A character can’t spend some move points, do something else, and then spend its remaining move points.
- 404.1a Moving a character into a cover or high ground space requires 2 move points, regardless of what type of terrain that character is moving from. If a character doesn’t have enough move points to enter a space, it can’t enter that space. As a result, a character must normally start its turn adjacent to such a space in order to move into it. A character that “ignores terrain move penalties” requires only 1 move point to enter a cover or high ground space.
- 404.1b A character can’t end its move in a space already occupied by a character, but it can move *through* spaces occupied by allies or enemy pets (but not enemy non-pet characters). A character can both end its move in a space occupied by a totem and move through spaces occupied by totems.
- 404.1c Effects that increase or decrease a character’s move are referring to its move points. If a character has move -1, for example, it can still make a move on each of its turns, but it has 1 less move point to spend. If a character’s move is reduced to 0, it can no longer make a move. Such effects have no impact on a character’s movement other than its one natural move on each of its turns.
- 404.2 **Teleporting** is repositioning that doesn’t involve move points, and so effects that increase or decrease a character’s move have no impact on teleporting.
- 404.2a A character teleports directly to its destination space; it doesn’t move through any intervening spaces, and so it isn’t impacted by any terrain or enemies occupying those intervening spaces. A character can’t teleport to a destination space already occupied by a character, but can teleport to a destination space occupied by cover or high ground without penalty.
- 404.2b A teleporting character doesn’t need unblocked LOS to its destination space.
- 404.3 Some effects say to move a character a specified number of spaces. The controller of such an effect makes all movement decisions unless otherwise specified. Effects that increase or decrease that character’s move have no impact on such movement, but 404.1b still applies.
- 404.3a Moving that character into a cover or high ground space reduces the number of further spaces it can be moved by 2. If moving into such a space would reduce that number below 0, that character can’t be moved into that space. A character that “ignores terrain move penalties” ignores this rule.
- 404.3b If that character is to be moved “away” from a source, each space into which that character is moved must be one of the farthest possible spaces away from that source. If that character is at an edge of the board and needs to be moved further spaces, it’s moved along that edge in the direction that puts it farthest away from that source.

- 404.4 Whether a character makes its natural move or is moved by an effect, abilities watching (704.2c) for it:
- to “move into a space” can be triggered by it moving into any space on its path, and resolve before it moves out of that space.
 - to “stop moving” are triggered only by it moving into the final space on its path.
- 404.5 Some effects say that a character switches spaces with an ally. Such an effect simultaneously teleports that character and that ally into each other’s space.

Example: As an ability that says a Warrior switches spaces with a totem resolves, the totem stays in its space because it can’t teleport (304.5), and the Warrior is teleported into the totem’s space if it isn’t already occupied by another character.

405. Range and LOS

- 405.1 The trail of spaces between any 2 spaces is called a path. To determine the length of a path between the space a character occupies and a second space, start with a space adjacent to that character (don’t count the space it occupies) and end with that second space.
- 405.2 In order for a target to be within **range** X of a character, the length of the shortest path between that character and that target must be less than or equal to X. In addition, that character must have unblocked LOS (405.3) to that target. Both of these tests must be passed any time the word “range” or the range icon is used on a card.

Example: An attack with range 1 can target enemies immediately adjacent to the attacking character or in the same space as the attacker (in the case of a totem token in the same space).

- 405.2a Some abilities have a minimum range. For example, if a character’s ability has range 2–4, it can’t be played on a target within range 0 or 1.
- 405.2b Some abilities have no range. Unless otherwise specified, a character can only use such an ability on itself.
- 405.3 A source has unblocked **line of sight** (LOS) to a destination if any of the shortest paths between them has unblocked LOS. A path from a source to a destination has blocked LOS if any space on that path except the last is occupied by cover, high ground, impassable terrain, or a non-pet enemy character. Otherwise, that path has unblocked LOS. Pets, totem tokens, spawn points, and VP locations don’t block LOS unless they share a space with a terrain element that does.
- 405.4 There is one exception to 405.3. At range 4, if there are six different paths of equal length between the source and destination, and four of those paths (excluding the last space) cross through a single LOS blocking element, then LOS from the source to the destination is blocked.

406. Spaces and terrain

- 406.1 Each hexagon on the game board is a **space**. Two spaces that share a border are **adjacent**. A space isn't adjacent to itself. Spaces can be occupied by characters (including pets), tokens (like totems), terrain elements (like cover and high ground), and scenario elements (like spawn points and VP locations). Spaces can be occupied by more than one of the above (like a VP location on high ground), except two characters can't occupy the same space.
- 406.2 All terrain elements except open terrain block LOS. Types of terrain elements include:
- 406.2a **Cover** (including forests and ruins). A character under cover may reroll one die while defending.
 - 406.2b **High ground** (including hills). A character on high ground may reroll one die while attacking.
 - 406.2c **Impassable**. Other game elements can't occupy or move through impassable terrain by any means.
 - 406.2d **Open**. Any terrain other than the above is open and has no impact on the rules.
- 406.3 Scenario elements don't block LOS unless they share a space with a terrain element that does. Types of scenario elements include:
- 406.3a Victory Point locations (VP locations)
 - 406.3b Spawn points are where characters enter play. Spawn points can be exclusive to a faction or neutral (usable by any faction). In addition, neutral spawn points may be convertible to a faction.

407. Targeting and AOE

- 407.1 A character's ability targets if it uses the word "target" or the range icon. To be legal, a target must be within the specified **range** of that character, and that character must have unblocked **LOS** to that target.
- 407.1a Attacks and debuffs can't target allies. Buffs and heals can't target enemies.
 - 407.1b An ability with multiple targets can't target the same thing more than once.
- 407.2 **Area of effect** (AOE) abilities target a space; they don't target any characters. An **AOE** ability can target a space whether or not it's occupied.
- 407.2a A character's AOE ability affects not only the targeted space, but also 2 spaces adjacent to that space and each other (for a total of 3 affected spaces, all adjacent to each other). The 2 additional spaces are chosen by that character's controller and are affected whether or not they're within range of that ability, and whether or not that character has unblocked LOS to either of them.
 - 407.2b If the AOE ability is an attack, only one attack roll is made, and the result of that roll is applied to each defender. No damage is applied to any such characters until all have defended.
 - 407.2c Unless otherwise specified, AOE abilities can't damage allies or heal enemies.

408. Ticks and tick costs

- 408.1 Each game has a master clock that tracks the passage of time in the game, and each character has a personal clock (the lower dial on its UBase) that tracks when that character can next take a turn. Each clock begins each game set at 1. Each value on a clock is a **tick** (but also see 500.1).
- 408.1a To “tick up” a clock means to add 1 to it and to “tick down” a clock means to subtract 1 from it. Similarly, to tick up or tick down a clock by an amount means to add or subtract that amount.
- 408.1b An enemy ticking up a character’s personal clock causes a window to open for reacts (700.3) that can be played “only when an enemy ticks [a character] up.”
- 408.1c As a clock ticks up from 10, it resets to 1. Each time the master clock does so, a new **round** starts.
- 408.2 To pay the tick cost of a character’s ability, tick up that character’s personal clock by that amount.
- 408.2a A character’s personal clock can’t “lap” the master clock in either direction. In other words:
- A character can’t pay a tick cost if doing so would tick its personal clock 10 or more ticks ahead of the master clock. If an effect would tick a personal clock 10 or more ticks ahead of the master clock, that personal clock is ticked only 9 ticks ahead of the master clock.
 - A character’s personal clock can’t be ticked down behind the master clock. If an effect would tick a personal clock down behind the master clock, that personal clock is set to match the master clock.
- 408.3 Some effects let a player pay fewer ticks to play an ability, or force a player to pay more ticks to play that ability. This doesn’t change the cost of that ability.

5. Game sequence

500. Start of tick

- 500.1 Each **tick** of the master clock is a period of time that starts as the master clock is set to a new value and ends as the master clock ticks up. Each tick can contain any number of turns.
- 500.2 If any abilities trigger (704.2) at start of tick, resolve those before doing the following.
- 500.3 A window opens for reacts (701) that can be played “at the start of a tick before any characters have taken a turn.”
- 500.4 Check whether any personal clocks match the master clock.
- 500.4a If none do, the tick ends by following 501.4.
- 500.4b If only one does, that character takes the next turn.
- 500.4c If more than one does:
- If those characters belong to the same player, that player chooses which of them takes the next turn.
 - If those characters belong to different players, the first of those players to the left of the turn player chooses a character he or she controls among those characters to take the next turn. In the case of a team game, teams are considered to be a single “player” for purposes of this rule.

501. Taking a turn

- 501.1 If the character taking the next turn isn't in play, it spawns immediately before taking its turn.
- 501.2 As a character's turn starts, its controller becomes the turn player until a character controlled by a different player starts a turn. Ongoing effects that last “until the start of [this turn]” expire. Then, if any abilities trigger (704.2) at start of turn, resolve those before doing the following.
- 501.3 The turn character may do any number of the following while it's in play, in any order, but no more than once each:
- Make its natural move (404.1)
 - Play one instant (702)
 - Play one action (702)
- 501.3a A player can play any number of reacts (701) on his or her turn (during applicable react windows). Doing so doesn't impact these options.
- 501.3b After completing any one of these options, the turn player then decides which, if any, of the remaining options to do.
- 501.3c After the turn player has completed all desired options for the turn, if the turn character's personal clock matches the master clock, tick up that personal clock.
- 501.4 If any abilities trigger (704.2) at end of turn, resolve those before following 500.4.

502. End of tick

502.1 In a standard scenario, each VP location has the following triggered ability (704.2).

At the end of ticks 5/10, for each non-pet character on or adjacent to this VP location, its controller scores 1 victory point.

502.1a A non-pet character on or adjacent to multiple VP locations scores its controller that many VPs.

502.2 After all triggered abilities have resolved, do the following in order:

- If tick 10 is ending, ready all exhausted Action Bar cards.
- Tick up the master clock.

6. Attacks

600. Before rolling

600.1 An **attack** is an ability with an amount of physical or magic power. Nothing else is an attack.

600.1a Each character has a main attack in its upper text box. Some characters have additional attacks in their lower text boxes. Some Action Bar cards have attack abilities.

600.1b Each attack has one of the following damage types: arcane, fire, frost, holy, melee, nature, ranged, or shadow. Unless otherwise specified, an attack's damage type has no impact on game play.

600.1c An attack is either magic or physical, never both. If an effect would change an attack from one to the other, it does so from the outset of playing that attack.

***Example:** A Hunter has a printed physical (Ranged) attack ability and plays Arcane Shot from its Action Bar. It then plays that attack ability, targeting a Paladin. Because Arcane Shot makes that attack magic from the outset, that Paladin can't react with Blessing of Protection, but an adjacent Mage can react with Counterspell.*

Arcane Shot

This character's next [Physical] (Ranged) attack this turn becomes a [Magic] (Arcane) attack instead and also has "[Crit]: Ready Arcane Shot."

Blessing of Protection

Play only when a [Physical] attack targets this character or an adjacent ally. <p> Negate that ability.

Counterspell

Play only when an enemy within range plays a non-[Physical] ability. <p> Negate that ability.

600.2 Playing an attack follows the applicable rules for playing abilities (703). If "enemies can't attack [a character]", enemies can't make attacks proposing that character as a defender, that character can't become a proposed defender or defender against enemy attacks (including AOE's), and enemy attacks can't be redirected to that character.

600.3 If an attack is negated, it doesn't resolve, no characters attack, and none of the following happens. Otherwise, the attack resolves and the following happens in order, even if the attack has 0 power.

600.4 Each of any applicable characters with **protector** that isn't a proposed defender may choose to protect a proposed defender. In each case, the proposed defender stops being a proposed defender, and that protector becomes a proposed defender. This is the only time characters can protect. Then, all proposed defenders become defenders and "are attacked."

600.4a If an attack "can't be redirected", characters can't protect during that attack.

600.4b Only one character can protect each proposed defender each attack. That character can protect whether or not it can be attacked by the character attacking that proposed defender.

600.4c A character that protects during an attack can't be protected during that attack.

600.5 Resolve any associated non-crit abilities (like Frostbolt Volley's), unless they specify that they apply "after" the attack (602.3).

601. Rolling

601.1 The attacker makes its **attack roll** by rolling dice equal to the attack's power. Each success is a **hit**.

601.1a If there are multiple defenders, only one attack roll is made and applied to each of them.

601.1b If the attacker has rerolls (because it's occupying high ground, for example), these are made immediately after the initial attack roll, before any defense rolls.

Example: A character in high ground uses Cleave to attack multiple enemies at once. Only one roll is made against both targets, so the attacking player may reroll one die due to the high ground bonus.

601.1c If one or more crit results are rolled, the attack is a crit and each of any associated crit abilities triggers once. If a crit ability increases the amount of attack damage, it resolves immediately and increases the number of hits by the specified amount. If a crit ability creates an ongoing effect, it resolves and is applied immediately. Otherwise, it waits to resolve during 602.2.

601.2 Each defender makes its **defense roll** by rolling dice equal to that defender's armor (if the attack is physical) or resist (if the attack is magic). Each success is a **block**.

601.2a If a defender has rerolls (because it's occupying cover, for example), these are made immediately after the initial defense roll.

601.2b If one or more crit results are rolled, they are successes but have no other game impact.

602. After rolling

602.1 Determine the amount of **attack damage** to be dealt to each defender by subtracting that defender's blocks from hits. Such damage may be replaced (709) before it's dealt.

602.1a If the final result is a positive integer, the defender takes that much attack damage and its health dial is reduced by that amount. No other damage in the game is attack damage. If there are multiple defenders, all attack damage is dealt simultaneously after all defenders have finished defending. Character destruction (403.2) is processed if required. Then, if any abilities triggered (704.2) off attack damage, resolve those before doing the following.

602.2 Resolve any waiting crit abilities. Crit abilities that launch a new attack are an exception to this rule and follow 602.5. Crit effects that would apply to a character that was destroyed during the attack, or to the controller of such a character, do as much as possible. For example, crit effects like "add 1 tick to the defender" or "the defender exhausts 1 of its Action Bar cards" still apply, even if the defender is no longer in play, but "move the defender 1 space" does nothing.

602.3 Resolve any associated non-crit abilities (like Fillet's) that apply "after" the attack.

602.4 If the character that "was attacked" during 600.4 has taken no damage this turn, a window opens for reacts that can be played "only if [a character] was attacked and took no damage this turn."

602.5 Resolve any waiting crit abilities that launch a new attack.

7. Abilities and effects

700. Abilities

700.1 The text in a character card's upper and lower text boxes represents the abilities of that character, as does the text in the text boxes of that character's Action Bar cards. Each character's upper text box contains a single ability that is that character's main attack. Each Action Bar card also contains one or more abilities.

700.2 There are three types of abilities: react, payment, and ongoing.

- React abilities are currently found only on Action Bar cards that have "react" in their tag lines.
- Payment abilities are non-react abilities that have a tick cost (including a tick cost of 0).
- Ongoing abilities are non-react abilities that don't have a tick cost.

700.2a React and payment abilities are played (703). Ongoing abilities are not played.

700.2b Some Action Bar cards (including buffs, forms, pets, and totems) have "core" payment abilities that aren't represented by text. For example, Call Fury has a core payment ability with tick cost 3 that summons Fury. The text in its text box represents Fury's abilities once it has been summoned.

700.3 Abilities are either active or inactive. Active abilities generate effects; inactive abilities don't. Abilities on face-up cards are active unless otherwise specified. Abilities on exhausted equipment are inactive.

701. React abilities

701.1 Each react ability specifies a react event, which is the only situation in which it can be played. Certain game events cause a react window to open. A react can be played only during a react window that was opened by its react event. All such windows are explicitly described in these rules.

701.2 While a react window is open, applicable reacts can be played inside that window by any player, regardless of whose turn it is. The turn player has the first option to play one react, and then each player clockwise from that player has one such option. Once all players have had their option, that window closes. Each player can't play more than one react inside a single window.

701.3 An enemy playing a react ability is itself an event that can be reacted to. Before that ability resolves, a window opens for reacts that can be played "only when an enemy plays an ability." Such a window is nested inside the original window. While one or more nested windows are open, players can play reacts only inside the most recently opened window. As each nested window closes, the next most recent window stays open for any remaining players to react inside that window.

702. Payment abilities

- 702.1 Payment abilities are non-react abilities. They include **instants** (if it's labeled as an "instant"), and **actions** (if it's a non-instant with a printed tick cost of 1 or greater).
- 702.2 Payment abilities include attack abilities (those with magic or physical power) and heal abilities (those with heal power). All other payment abilities have an arrow (represented by >>> in these rules). The text before the arrow is the cost to play the ability, and the text after the arrow is what happens when you do.
- 702.3 Some payment abilities have bold text that reads "**Channel [cost]**". They are also called Channel abilities, and have the following additional rules:
- 702.3a After a channel ability resolves, if the character that played it still in play with that ability, put a channel counter on that ability card. This represents the channel is active.
- 702.3b At the start of a character's turn, if it has an active channel, it may choose to continue that channel effect by paying its [cost]. Continuing a channel repeats the channel effect (with the same targets and choices) without playing it, and counts as that character's action for the turn. Any abilities watching for an ability being played, or an action being taken, or any targets being targeted, don't trigger, and no react windows open.
- 702.3c A channel ends, and the channel counter is removed, if any of the following happens:
- The channeling character moves, is moved, teleports, takes damage, leaves play, takes any other action, plays an instant or react, or ends its turn without continuing the channel.
 - An effect ticks up the channeling character.
 - The ability for that channel is lost or becomes inactive.
 - If the channel has targets, all its targets are illegal at the start of the channeling character's turn.

703. Playing abilities

- 703.1 To play an ability, a player must go through the following steps in order. A player can't start to play an ability if there's an effect that stops that player from playing that ability.
- 703.1a The player announces the ability and reveals its source if that source isn't currently revealed. If that source is a face-down Action Bar card, that card is turned face up.
 - 703.1b If the ability is modal, indicated by the phrase "choose one:", the player chooses which mode to use. Each mode is separated by a semicolon.
 - 703.1c If the ability has targets (407.1), the player must choose those targets in any order that allows all of them to be chosen. If the ability has a variable number of targets, the player must first choose that number and then choose those targets. An ability can't be played unless legal choices can be made for all of its targets.
 - 703.1d The player calculates the total cost for the ability, first adding any additional costs in any order and then subtracting any cost reductions in any order. Cost additions are cumulative, as are cost reductions. If a particular reduction has a restriction (like "pay a minimum of 1 tick"), that restriction applies only to that reduction. If the cost is below 0 after subtracting cost reductions, it's treated as 0. The player then must pay costs in any order. Any part of a cost that would be replaced can't be paid. If any part of a cost would be replaced, follow 703.1e.
 - 703.1e At any time during the above steps, if the player is unable to finish playing the ability, the entire process is rewound and the game state reverts to the state before playing the ability was attempted.
 - 703.1f After the above steps are completed, that ability becomes played, and the following happens in order.
 - 703.1g If the ability is an attack, each target (if it's not an AOE) or each character currently occupying an affected space (if it is an AOE) becomes a proposed defender. Some effects say a second ally "becomes a defender instead." Such an effect changes a proposed defender of an attack to that second ally. If that attack "can't be redirected", the original proposed defender isn't changed.
 - 703.1h A window opens for reacts that can be played "only when an enemy plays an ability" and, in the case of an attack ability (600), reacts that can be played "only when an attack targets [a character]", "only when [a character] is targeted by an attack.", or "if [a character] is in the affected area of an enemy AOE attack." If a react played during this window **negates** that ability, that ability does nothing more and its costs are not refunded.
 - 703.1i If that ability hasn't been negated, any abilities watching for that ability being played, or an action being taken (if that ability is an action), or any of that ability's targets being targeted, trigger (704.2) and resolve immediately. Then, that ability itself resolves.

704. Ongoing abilities

704.1 Ongoing abilities are non-react abilities that don't have a tick cost.

704.2 Some ongoing abilities are **triggered**. A triggered ability watches for its trigger event to happen, at which point it triggers. It triggers off every instance of its event, including multiple events happening simultaneously. Unless such an ability can trigger only if its source is in play, it triggers whether or not its source is in play. Unless otherwise specified, triggered abilities resolve immediately after they trigger.

704.2a If a triggered ability appears or disappears at the same time as the trigger event it's watching for, it triggers.

704.2b Crit abilities are also triggered abilities that trigger off a crit result being rolled. However, crit abilities never trigger more than once per roll, even if multiple crit results are rolled.

704.2c If a triggered ability requires information from the game as it resolves, it gets that information from a snapshot of the game taken immediately after its trigger event.

704.2d If multiple triggered abilities would resolve simultaneously:

- First, the turn player chooses the order in which any such abilities that affect his or her characters apply to each of those characters, and then the next player clockwise does the same, and so on. Multiple triggered abilities with the same name can't affect the same character at the same time, nor can triggered abilities from multiple equipment or totems with the same name.
- Then, all such abilities resolve simultaneously in a single wave. Characters can't be destroyed nor can the game be won during the resolution of such a wave. After such a wave completely resolves, first process the destruction of any applicable characters (and award any associated VPs), and only then determine whether the game has been won.
- Then, any abilities that triggered during the previous wave resolve simultaneously in another wave, and so on.

***Example:** A pet character with 2 maximum health and 1 health remaining has both Rejuvenation and Corruption attached. At the end of tick 5, both abilities trigger. That character's controller chooses to apply Corruption first, reducing its health to -1, and then Rejuvenation, restoring it to 1 and keeping it in play (because it can't be destroyed until both abilities have completely resolved). If he chose to apply those abilities in reverse order, the pet would be destroyed because it can't be healed above 2.*

***Example:** A character has an ability that reads, "At the end of ticks 5/10, each adjacent enemy with health 4 or less takes 1 damage." An adjacent enemy has 4 health and an attached Rejuvenation (heal 2 at the end of ticks 5/10). Even if that enemy's controller applies the Rejuvenation first, that enemy still takes 1 damage because it has 4 health in the snapshot.*

***Example:** Ruby Gemsparkle is adjacent to two Harvest Golems. She moves 1 space. She is affected by Harvest Flesh only once.*

704.3 Each non-triggered ongoing ability continuously generates an ongoing effect for the duration of the game.

704.3a Unless such an ability specifies that it applies only within a certain range of its source, its effect applies whether or not its source is in play.

704.3b Multiple ongoing effects with the same name can't affect the same character at the same time, nor can ongoing effects from multiple equipment or totems with the same name.

***Example:** Ruby Gemsparkle is adjacent to two Vindicator Hodoons. She is affected by Devotion Aura (Adjacent allies have [Armor] +1) only once.*

***Example:** Haruka Skycaller is adjacent to two Strength of Earth Totems. She may reroll only one die while making (Melee) attacks.*

Strength of Earth Totem

Allies on or adjacent to this totem may reroll 1 die while making (Melee) attacks.

705. Resolving abilities

705.1 Resolving is the process by which a payment or react ability that has been played, or a triggered ability that has triggered, impacts the game. The controller of that ability tries to resolve it by following the instructions listed below.

705.1a If the ability has not been negated, resolve it. To do so, its controller must process its text in order. If it tells a player to do something, that player makes all choices for doing that thing that were not already made, and must make choices so that thing is actually done if possible.

705.1b If some (but not all) of the ability's targets are illegal as it resolves, it affects only those targets that are still legal. If some of its text is impossible to perform, only as much as possible is performed.

***Example:** Lotherin's main attack has a crit ability that deals damage to adjacent enemies and heals damage from adjacent allies. Even if no allies can be healed, the damage is still dealt, and vice versa.*

705.1c If the ability requires information from the game, that information is locked in as it resolves. A triggered ability (704.2) is an exception to this rule, and gets its information from a snapshot of the game taken immediately after its trigger event.

705.2 Some abilities tell a player to do one or more things, followed by a sentence starting with "if you do." The latter checks whether all of those things were actually done. If they weren't, that sentence's effects are not created. If one or more of the things were replaced, those things weren't done.

705.3 Some resolving abilities launch another ability. Such a launched ability follows the applicable rules for playing abilities (703). If it requires targets, but legal targets can't be chosen, or if other choices made on announcement can't legally be made for it, that ability is negated and doesn't affect the game in any way.

706. Effects

- 706.1 There are two types of effects: ongoing (708) and non-ongoing (707).
- 706.2 A resolving ability can create any number of effects of either or both types. If parts of an ability's text have different durations, that ability creates separate effects for each of those parts. An effect can't have more than one duration. If an ability's text has both ongoing and non-ongoing parts, that ability creates separate effects for each of those parts.
- 706.3 A player applies an effect by processing its text in order. If some of the effect is impossible to perform, only as much as possible is performed. If a card refers to "that [thing]," it's referring to the last time that [thing] was mentioned in its text, even if "that [thing]" doesn't currently describe it.
- 706.4 Some effects say a player "may [do one or more things]." That player may choose to do those [things] only if he or she can do them in their entirety.

707. Non-ongoing effects

- 707.1 A non-ongoing effect modifies the game but has no duration. They are created by some resolving abilities (705). Effects that deal or heal damage are always non-ongoing.

708. Ongoing effects

- 708.1 An ongoing effect modifies the game over a period of time. It's either created by a resolving ability (705) or generated by a non-triggered ongoing ability (704.3).
- 708.2 An ongoing effect generated by a non-triggered ongoing ability has no specified duration and so lasts for the duration of the game. It always uses information from the current game state. Unless it applies only to characters within a specified range of its source, such an effect applies whether or not its source is in play.
- 708.3 An ongoing effect created by a resolving ability usually has a specified duration. If no duration is specified, such an effect lasts until the game ends.
- 708.3a Some of these effects have a "while" condition as well as a duration. Such an effect applies only while that condition is true within its duration. That condition isn't a duration.
- 708.3b If the text of a resolving ability has both ongoing and non-ongoing parts, or ongoing parts with different durations, separate effects are created for each of those parts. An effect can't have more than one duration. Unless more than one duration is explicitly specified, all ongoing effects in a sentence have the same duration.
- 708.3c Such an effect exists independently from its source. Removing or modifying that source after that effect is created won't impact that effect in any way.
- 708.3d Such an effect affecting multiple [things] doesn't flag any of those [things] as it's created. Such an effect continuously checks what [things] it applies to, so it can affect [things] that weren't affected as it was created, and it can stop affecting [things] that were affected as it was created.

708.4 **Stealth** is a triggered ability that creates an ongoing effect as it resolves:

At the start of this character's turn, if it has no adjacent enemies, it is stealthed while it has this ability and doesn't move more than 1 space this turn.

708.4a While a character is “stealthed,” it has physical power +1, and its enemies can't play react abilities. During its turn, a character is stealthed as long as:

- It has stealth.
- At the start of this turn, it had stealth and there were no enemies adjacent to it.
- It hasn't moved more than 1 space this turn.

708.4b A character doesn't break stealth even if it moves 1 space into cover or high ground, because the effect checks only how many spaces have been moved, not how many move points have been spent. Similarly, a character doesn't break stealth if it teleports, because teleporting is different from moving.

708.5 **Taunt** is an ongoing ability that generates an ongoing effect:

As an adjacent enemy attacks, it must target one of its enemies with taunt if able.

708.5a An affected character isn't forced to attack, even if it can attack a taunting enemy.

708.5b An affected character may make an attack that can't target a taunting enemy, even if it has an attack that can.

708.5c If an affected character makes an attack for which more than one taunting enemy is a legal target, it can target any of those enemies.

708.5d If an affected character makes an attack against multiple targets, and a taunting enemy is a legal target for that attack, it can target a non-taunting enemy only if it also targets a taunting enemy.

Example: *A Warrior makes a Cleave attack while adjacent to a character with taunt. That attack must target that character with taunt and can also target any other legal enemy.*

709. Replacement effects

- 709.1 Effects that use both “would” and “instead” are replacement effects. A replacement effect replaces a specified event with one or more modified events. The specified event never happens, so no abilities can trigger off it. Instead, the modified events happen, which may in turn trigger abilities.
- 709.2 If multiple effects are competing to replace the same event, one is chosen and applied. Then, if one or more effects are still competing to replace the modified event, another is chosen and applied, and so on. In each case, the next effect to be applied is chosen as follows:
- 709.2a If any of the competing effects would increase, decrease, redirect, or otherwise replace the damage that the event would deal, the player that would deal that damage chooses one he or she controls. If none remain, the player that would be dealt that damage chooses one he or she controls.
- 709.2b If the event isn't one that would deal damage, the player that would have been affected by that event (or the controller of the character or card that would have been affected) chooses one of those effects.
- 709.3 A replacement effect can replace an event any time. In order for a replacement effect to replace an event, that effect must exist immediately before that event would happen. Replacement effects replace every instance of the specified event, even if that event happens multiple times simultaneously. Unless otherwise specified, a replacement effect replaces the specified event even if one or more of the modified events can't be done.
- 709.4 The modified events created by a replacement effect have been affected by that particular effect and can't be affected by it again, and neither can any events that those events get turned into by further replacement effects. However, they can be affected by a different instance of that replacement effect.
- 709.5 An effect that replaces if a character “would move” replaces only its natural move (404.1). Such an effect replaces the entirety of that natural move regardless of how many move points that character has.
- 709.6 Some replacement effects replace damage that would be dealt. They do so by changing one or more specific attributes of that damage. Any attributes not specifically changed remain the same in the modified damage. An effect that use both “would be dealt damage” and “prevent” is a type of replacement effect (even though it doesn't use the word “instead”) that prevents a specified amount of damage that would be dealt.

8. Glossary

Ability (700.1): The text in a character card's upper and lower text boxes represents the abilities of that character, as does the text in the text boxes of that character's Action Bar cards. There are three types of abilities: react, payment, and ongoing. Abilities on face-up cards are active unless otherwise specified. Abilities on exhausted equipment are inactive.

Action (702.1): An action is a non-instant payment ability with a printed tick cost of 1 or greater. Each character in play may play one action during its turn.

Action Bar (300.1): Each non-pet character has an Action Bar, where its Action Bar cards start the game face down and ready. A character can't have the following in its action bar: Two or more cards with the same name, cards with a non-matching restriction line, cards with a non-matching text restriction, equipment that doesn't share a class icon with it (unless it has "Any" in its restriction line), and cards with the same slot in excess of the maximum number allowed for that slot.

Action Bar Card (300): An Action Bar card belongs to one of four categories: action, equipment, instant, or react. A face-down Action Bar card is blank. The controller of a character may look at that character's face-down Action Bar cards at any time and turn non-equipment face up at any time. A character may only play an Action Bar card in its own Action Bar. Playing a non-equipment Action Bar card's core ability follows the applicable rules for playing abilities (703). As an additional cost to play its core ability, exhaust that Action Bar card.

Adjacent (406.1): Two spaces that share a border are adjacent. Characters and/or totems are adjacent if they occupy adjacent spaces. A character isn't adjacent to itself. Any characters and other totem tokens occupying the same space as a totem token are considered to be adjacent to it, and it to them. A totem token isn't adjacent to itself.

Ally (400.2): A character or totem is an ally if it's controlled by you or another player on your team.

AOE (407.2): See **Area of Effect**.

Area of Effect (407.2): Area of effect (AOE) abilities target a space. It affects not only the targeted space, but also two spaces adjacent to that space and each other. The 2 additional spaces are chosen by that character's controller and are affected whether or not they're within range of that ability, and whether or not that character has unblocked LOS to either of them. If the AOE ability is an attack, only one attack roll is made, and the result of that roll is applied to each defender. No damage is applied to any such characters until all have defended. AOE abilities can't affect totem tokens, damage allies, or heal enemies unless otherwise specified.

Armor (201.5): Armor is the value next to the grey shield on the lower left side of a character card. It is the number of dice rolled while that character defends against a physical attack.

Attack (600.1): An attack is an ability with an amount of physical or magical power. Nothing else is an attack. An attack is either magical or physical; never both. Each attack also has a damage type. See **Damage Type**.

Attack damage (602.1): The amount of attack damage to be dealt to each defender is determined by subtracting that defender's blocks from hits. Such damage may be replaced before it's dealt. If the final result is a positive integer, the defender takes that much attack damage and its health dial is reduced by that amount. No other damage in the game is attack damage. If there are multiple defenders, all attack damage is dealt simultaneously after all defenders have finished defending.

Attack Roll (601.1): See **Roll, Attack**.

Broken (301): An exhausted equipment is considered “broken,” and all its abilities are inactive and can’t be played until it’s readied.

Buff (301): Buff core abilities can target only allies. Playing a buff card’s core ability attaches a “buff” to a target character. Such a buff has all the text of that buff card, but is otherwise independent from that card and the character that played it. As part of attaching a buff to a character, all other buffs attached to that character with the same name as that buff are removed. As part of destroying a buffed character, all buffs attached to it are removed. A buff can be attached to a totem, but is removed immediately after the ability that attached it has finished resolving.

Can’t (103.2): If an effect says that [something] can’t happen, and another effect or rule tries to make [something] happen, that “can’t” effect takes precedence. If something can’t be performed, any cost involving that thing can’t be paid. Events that “can’t” happen can’t be replaced.

Channel (702.3): Channel abilities are payment abilities with bold text that reads “**Channel [cost]**”. After a channel ability resolves, if the character that played it still in play with that ability, put a channel counter on that ability card. This represents the channel is active. At the start of a character’s turn, if it has an active channel, it may choose to continue that channel effect by paying its [cost]. Continuing a channel repeats the channel effect (with the same targets and choices) without playing it, and counts as that character’s action for the turn. A channel ends if any of the events listed in 702.3c happens.

Character: Each pet is a character. Each character has a personal clock. Totem tokens can be attacked and targeted like characters, but they aren’t considered characters for any other purpose.

Class (201.4): Each character with a class has a class icons at the bottom right of its portrait on its character card. Some monsters have a class, but they are still monsters (from the monster faction). Monsters without a class have the monster icon rather than a class icon. The monster icon doesn’t denote a class.

Clock (408.1): Each game has a master clock, and each character has a personal clock. Each clock begins each game set at 1. As a clock ticks up from 10, it resets to 1.

Clock, Master (500.1): Each tick of the master clock is a period of time that starts as the master clock is set to a new value and ends as the master clock ticks up. Each tick can contain any number of turns. Each time the master clock ticks up from 10, it resets to 1 and a new round starts.

Clock, Personal (408): Each character has a personal clock (the lower dial on its UBase) that tracks when that character can next take a turn. It does so when its personal clock matches the master clock. A character’s personal clock can’t “lap” the master clock in either direction. Totem tokens don’t have personal clocks.

Control (400): A player controls the characters and tokens he or she puts into play, and the Action Bar cards of those characters. No more than one player can control the same thing at the same time.

Cooldown (300.5): An exhausted non-equipment Action Bar card is said to be on “cooldown,” and its core ability can’t be played until it readies.

Cost (703.1d): A cost is anything a player must pay to play an ability. An Action Bar card’s cost is the value in its upper left corner. An equipment’s cost is the value in its upper right corner. Any part of a cost that would be replaced can’t be paid.

Counter (400.4): A counter is a small object placed on a card by an effect. Counters placed on a character are put that character's card. Counters remain on a card until they're removed. All counters are removed from a character card and its Action Bar cards as part of that character being destroyed. If a card refers to a counter, it's referring to a counter on itself unless otherwise specified.

Cover Terrain (406.2a): See **Terrain, Cover**.

Crit (105): Crit abilities are triggered abilities that trigger off a crit result being rolled. Each crit ability triggers no more than once per roll, even if multiple crit results are rolled. If a die has no crit result, but has either a 0 or 10, that number is the crit result.

Damage (402): If a character takes an amount of damage, turn its health dial down by that amount. A character is damaged while its health dial is set below its maximum health, otherwise it's undamaged.

Damage Type (600.1b): Each attack has one of the following damage types: arcane, fire, frost, holy, melee, nature, ranged, or shadow. Unless otherwise specified, an attack's damage type has no impact on game play.

Debuff (301): Debuff core abilities can target only enemies. Other rules that describe buffs apply equally to debuffs. See **Buffs**.

Defense Roll (601.2): See **Roll, Defense**.

Destroy (403.2): If a character's health dial would be turned down to 0 or less, that character is immediately destroyed. remove all buffs and counters from that character's card and its Action Bar cards, drop it out of any form (303.4), and remove from play any pets (but not totem tokens) it summoned. In a Battleground game, tick that character up by 2 and reset its health dial to its health. Score any VPs specified by the scenario rules. The destruction of a legendary character scores double VPs.

Dice, Die (105): The word "die" (or "dice") always refers to a d10 (ten-sided die) that gives results between 1 and 9, plus a crit result. If a die has no crit result, but it has either a 0 or a 10, that number is the crit result. A roll of 1-3 is a failure. A roll of 4-9 or the crit result is a success. A roll isn't final until all rerolls have been completed and all die-changing effects have been applied.

Effects (706): There are two types of effects: ongoing and non-ongoing. Non-ongoing effects modify the game but have no duration. Ongoing effects modify the game over a period of time.

Element, Scenerio (406.3): Scenario elements don't block LOS unless they share a space with a terrain element that does. Types of scenario element include: **VP Locations, Spawn Points**.

Element, Terrain (406.2): See **Terrain**.

Enemy (400.2): A character or totem is an enemy if it's controlled by a player who isn't on your team.

Equipment (301.3): Equipment can't be played. They can only be turned face up at the start of each game. A character's honor is increased by the cost of each face-up equipment in its action bar. Playing an abilities from an equipment doesn't exhaust that equipment. Exhausted equipment is considered "broken," and all its abilities are inactive and can't be played until it's readied. Abilities on equipment are active only while it's ready.

Exhaust (106): To exhaust a card is turn a ready card sideways. Turning a card face up or down doesn't change its ready/exhausted orientation.

Faction (201.2): A character's faction is represented by the colored icon in its upper right corner (under its honor value) of its character card. For Constructed play, each party can't contain characters of more than one faction.

Form (303): Playing a form's core ability changes a character into something new, usually with new stats and/or abilities. As an additional cost to play a form's core ability, remove it from its Action Bar and set it aside. Form core abilities can't be negated. While a character is in a form that grants one or more new payment abilities, that character can't play any other payment abilities (other than the ones granted by that form). Payment abilities that change that character into a different form are an exception to this rule and can still be played.

Form, Dropping Out Of (303.4): A character may drop out of any form as an instant. In addition, a character drops out of any form if that character is destroyed. As part of dropping out of a form, or changing into a new form, return the old form card to that character's Action Bar face up and ready.

Heal (402): To heal an amount of damage from a character is to turn its health dial up by that amount. If turning its health dial up would set it above its maximum health, set that dial to its maximum health, and the excess healing is wasted. If a payment ability has the [heal] icon followed by a number, that number is the heal power of that ability. As it resolves, roll that many dice, and heal 1 damage from its target for each success. Heal abilities aren't blocked by armor or resist.

Health (402.3): Health is the value next to the blood drop on the lower left side of a character card. It is the amount of damage that character can take before it's destroyed. As a character's health is decreased, turn its health dial down by that amount, and its maximum health is also decreased by that amount. This is different from damage. As a character's health is increased, turn its health dial up by that amount, and its maximum health is also increased by that amount. This is different from healing. A character's health can be increased above 15.

Health Dial (402.1): A character's health dial (top dial of its Ubase) represents its "remaining health." A character spawns with its health dial set to its health. If that character takes an amount of damage, turn that dial down by that amount. If its health dial would be turned down to 0 or less, that character is immediately destroyed.

High Ground Terrain (406.2b): See **Terrain, High Ground**.

Honor (201.1): A character's honor is the value in the upper right corner of its character card, and is increased by the cost of each face-up equipment in its action bar. In a standard scenario, a player wins by scoring VPs equal to or greater than his or her honor total.

Honor Total (102.1): A player's honor total is the combined honor of characters he or she owns.

Impassable Terrain (406.2c): See **Terrain, Impassable**.

Instant (702.1): An instant is a payment ability labeled "instant". Each character in play may play one instant during its turn.

Legendary (100.1a): "Legendary" isn't an ability. Each player's party can't contain more than one legendary character. Destroying a legendary character scores double VPs

Line Of Sight (405.3): A source has unblocked line of sight (LOS) to a destination if any of the shortest paths between them has unblocked LOS. A path from a source to a destination has blocked LOS if any space on that path except the last is occupied by cover, high ground, impassable terrain, or a non-pet enemy character. Otherwise, that path has unblocked LOS. Pets, totem tokens, spawn points, and VP locations don't block LOS unless they share a space with a terrain element that does. Range 4 has an exception, see 405.4.

LOS (405.3): See **Line Of Sight**.

Magic Power (600.1): Magic power is the number next to the [magic] icon of an attack.

Master Clock (408): See **Clock, Master**.

Modal (703.1b): A modal ability is indicated by the phrase "choose one:". Each mode is separated by a semicolon.

Move (404): A character can't end its move in a space already occupied by a character, but it can move *through* spaces occupied by ally characters or enemy pets. A character can both end its move in a space occupied by a totem and move through spaces occupied by totems. Some effects say to move a character a specified number of spaces. The controller of such an effect makes all movement decisions unless otherwise specified. Effects that increase or decrease that character's move have no impact on such movement.

Move point (404): Each character can make one "natural" **move** on each of its turns and normally can spend up to 2 move points on that move. Each move point lets a character move 1 space. Moving a character into a cover or high ground space requires 2 move points, regardless of what type of terrain that character is moving from. If a character doesn't have enough move points to enter a space, it can't enter that space. Move points don't carry over from turn to turn, so any unused move points are wasted. A character can't spend some move points, do something else, and then spend its remaining move points. Effects that increase or decrease a character's move are referring to its move points.

Move, Away From (404.3b): If a character is to be moved "away" from a source, each space into which that character is moved must be one of the farthest possible spaces away from that source. If that character is at an edge of the board and needs to be moved further spaces, it's moved along that edge in the direction that puts it farthest away from that source.

Negate (703.1h): An ability that is negated does not resolve and has no impact on the game. That ability does nothing more and costs are not refunded.

Non-Ongoing Effect (707): A non-ongoing effect modifies the game but has no duration. They are created by some resolving abilities. Effects that deal or heal damage are always non-ongoing.

Ongoing Ability (704): Ongoing abilities are non-react abilities that don't have a tick cost. Each non-triggered ongoing ability continuously generates an ongoing effect for the duration of the game. Some ongoing abilities are triggered, see **Triggered Ability**.

Ongoing Effect (708): An ongoing effect modifies the game over a period of time. It's either created by a resolving ability or generated by a non-triggered ongoing ability. An ongoing effect created by a resolving ability usually has a specified duration. If no duration is specified, such an effect lasts until the game ends.

An ongoing effect generated by a non-triggered ongoing ability has no specified duration and so lasts for the duration of the game. It always uses information from the current game state. Unless it applies only to characters within a specified range of its source, such an effect applies whether or not its source is in play. Multiple ongoing effects with the same name can't affect the same character at the same time, nor can ongoing effects from multiple equipment or totems with the same name.

Open Terrain (406.2d): See Terrain, Open.

Path (405.1): The trail of spaces between any 2 spaces is called a path.

Payment Ability (702): Payment abilities are non-react abilities. They include instants, and actions. They include attack abilities and heal abilities. All other payment abilities have an arrow (represented by >>> in these rules). Payment abilities are played (703).

Personal Clock (408): See Clock, Personal.

Pet (304.5): Playing a pet's core ability puts a pet character in any space adjacent to the character that summoned it (its master) and not occupied by a character. If that master already has a pet, the old pet is removed from play. Each pet is a character and has a clock, which is initially set to match its master's clock after all summon costs have been paid. Each pet takes individual turns separate from its master. A pet is removed from play if its master is destroyed. Each pet has the same faction as its master. The honor of a pet is 0. Players score no VPs for destroying a pet. Pets don't respawn. An enemy can move through spaces occupied by a pet. Pets don't block LOS.

Physical Power (600.1): Physical power is the number next to the [physical] icon of an attack.

Play (703): React and payment abilities are played. Each character may play one instant and one action during its turn. Each react ability specifies a react event, which is the only situation in which it can be played.

Protector (600.4): Only one applicable character with protector can protect each proposed defender each attack. That character can protect whether or not it can be attacked by the character attacking that proposed defender.

Race (201.3): A character's race s listed under its name on its character card. All characters have a race.

Range (405.2): In order for a target to be within **range X** of a character, the length of the shortest path between that character and that target must be less than or equal to X. In addition, that character must have unblocked LOS to that target. Some abilities have no range. Unless otherwise specified, a character can only use such an ability on itself.

React Ability (701): A react ability can be played only during a react window that was opened by its react event. All such windows are explicitly described in these rules. Each player can't play more than one react inside a single window.

Ready (106): To ready a card is to turn an exhausted card upright.

Redirect (703.1g): An attack is redirected if a proposed defender is changed. If an attack “can’t be redirected”, proposed defenders aren’t changed and characters can’t protect.

Remaning Health (402.1): A character’s health dial (top dial of its Ubase) represents its “remaining health.” A character spawns with its health dial set to its health. If that character takes an amount of damage, turn that dial down by that amount. If its health dial would be turned down to 0 or less, that character is immediately destroyed.

Replacement Effect (709): Effects that use both “would” and “instead” are replacement effects. A replacement effect replaces a specified event with one or more modified events. The specified event never happens, so no abilities can trigger off it. Instead, the modified events happen, which may in turn trigger abilities.

Reroll (105): To **reroll** is to reroll a die immediately after an attack, defense, or heal roll, or any other roll. Some effects force mandatory rerolls of successes. Other effects and some terrain allow optional rerolls of failures (or successes). If multiple rerolls are to be taken, all must be taken simultaneously. Rerolls can’t be further rerolled.

Resist (201.5): Resist is the value next to the pink shield on the lower left side of a character card. It is the number of dice rolled while that character defends against a magic attack.

Resolve (705): Resolving is the process by which a payment or react ability that has been played, or a triggered ability that has triggered, impacts the game.

Respawn (403): A character re-entering play is called respawning. An out-of-play character respawns immediately before taking its next turn. A character that respawns is no longer the same character.

Roll, Attack (601.1): An attacker makes its attack roll by rolling dice equal to the attack’s power. Each success is a hit. If one or more crit results are rolled, the attack is a crit and each of any associated crit abilities triggers once. If a crit ability increases the amount of attack damage, it resolves immediately and increases the number of hits by the specified amount. If a crit ability creates an ongoing effect, it resolves and is applied immediately. Otherwise, it waits to resolve.

Roll, Defense (601.2): Each defender makes its defense roll by rolling dice equal to that defender’s armor (if the attack is physical) or resist (if the attack is magic). Each success is a block. If any number of crit results are rolled, they are successes but have no other game impact.

Space (406.1): Each hexagon on the game board is a space. Two spaces that share a border are adjacent. A space isn’t adjacent to itself. Spaces can be occupied by characters, tokens, terrain elements, and scenario elements. Spaces can be occupied by more than one of the above, except two characters can’t occupy the same space.

Spawn (403): A character entering play for the first time is called spawning. Unless a scenario specifies otherwise, a character must enter play on a spawn point controlled by its controller.

Spawn point (406.3b): Spawn points are where characters enter play. Spawn points can be exclusive to a faction or neutral (usable by any faction). In addition, neutral spawn points may be convertible to a faction.

Steath (708.4): Stealth is a triggered ability that creates an ongoing effect as it resolves. While a character is “stealthed,” it has physical power +1, and its enemies can’t play react abilities.

Switch (404.5): Some effects say that a character switches spaces with an ally. Such an effect simultaneously teleports that character and that ally into each other’s space.

Target (407.1): A character's ability targets if it uses the word "target" or the range icon. To be legal, a target must be within the specified range of that character, and that character must have unblocked LOS to that target. Attacks and debuffs can't target allies. Buffs and heals can't target enemies.

Taunt (708.5): Taunt is an ongoing ability that generates an ongoing effect: As an adjacent enemy attacks, it must target one of its enemies with taunt if able.

Teleport (404.2): Teleporting is repositioning that doesn't involve move points. A character teleports directly to its destination space; it doesn't move through any intervening spaces. A character can't teleport to a destination space already occupied by a character, but can teleport to a destination space occupied by cover or high ground without penalty. A teleporting character doesn't need unblocked LOS to its destination space.

Terrain (406.2): All terrain elements except open terrain block LOS. Types of terrain elements include: Cover, High ground, Impassable and Open.

Terrain, Cover (406.2a): (Includes forests and ruins). A character under cover may reroll one die while defending. Moving into cover requires 2 move points.

Terrain, High Ground (406.2b): (Includes hills). A character on high ground may reroll one die while attacking. Moving into high ground requires 2 move points.

Terrain, Impassable (406.2c): Other game elements can't occupy or move through impassable terrain by any means.

Terrain, Open (406.2d): Any terrain other than the above is open and has no impact on the rules. Moving into open terrain requires 1 move point.

Tick (408.1): Each value on a clock is a tick. As a clock ticks up from 10, it resets to 1.

Tick Cost (408.2): To pay the tick cost of a character's ability, tick up that character's personal clock by that amount. A character can't pay a tick cost if doing so would tick its personal clock 10 or more ticks ahead of the master clock.

Tick Down (408.1a): To "tick down" a clock means to subtract 1 to it. To tick down a clock by an amount means to subtract that amount. A character's personal clock can't be ticked down behind the master clock. If an effect would tick a personal clock down behind the master clock, that personal clock is set to match the master clock.

Tick Up (408.1a): To "tick up" a clock means to add 1 to it. To tick up a clock by an amount means to add that amount. A character's personal clock can't be ticked up 10 or more ticks ahead of the master clock. If an effect would tick a personal clock 10 or more ticks ahead of the master clock, that personal clock is ticked only 9 ticks ahead of the master clock.

Totem (304): Playing a totem's core ability puts a totem token with that name on the same space as the character that summoned it. Such a token is otherwise independent from that character. Any number of totem tokens with the same name can be in play at the same time, no matter who played them. Totem tokens can't be affected by AOE abilities. They can be attacked and targeted like characters. Abilities referring to "allies" or "enemies" can refer to totem tokens, but those referring to "ally characters" or "enemy characters" can't. A totem token has health (as specified by the Action Bar card that generated it) and is immediately destroyed if it accumulates damage equal to or greater than its health. Totem tokens can't be healed and don't respawn. They can be damaged only by the abilities listed in 304.4. Totem tokens don't have personal clocks and have no faction. They can't move or teleport. Any number of totem tokens can occupy the same space, and any character (ally or enemy) can occupy the same space as one or more totem tokens. Totem tokens aren't affected by terrain they occupy. They don't block LOS (405.3).

Triggered Ability (704.2): Some ongoing abilities are triggered. A triggered ability watches for its trigger event to happen, at which point it triggers. It triggers off every instance of its event, including multiple events happening simultaneously. Unless such an ability can trigger only if its source is in play, it triggers whether or not its source is in play. Unless otherwise specified, triggered abilities resolve immediately after they trigger. Crit abilities are also triggered abilities, see **Crit**. If multiple triggered abilities would resolve simultaneously, see 704.2d. Multiple triggered abilities with the same name can't affect the same character at the same time, nor can triggered abilities from multiple equipment or totems with the same name.

Turn Player (501.2): As a character's turn starts, its controller becomes the turn player until a character controlled by a different player starts a turn.

Victory Point Location (502.1): In a standard scenario, each Victory Point Location (VP Location) has the following triggered ability: At the end of ticks 5/10, for each non-pet character on or adjacent to this VP location, its controller scores 1 victory point.

Victory Points (102.1): In a standard scenario, a player wins by scoring victory points (VPs) equal to or greater than his or her honor total. In a standard scenario, a player scores 4 VPs as each non-pet character whose character card he doesn't own is destroyed. The destruction of a legendary character scores double VPs.

VP Location (502.1): See Victory Point Location.

VPs (102.1): See Victory Points.