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# **Squarriors The Card Game // Comprehensive Rules**

Version 0.9 // June 29th 2017

Note: this document is intended to govern only games of Squarriors The Card Game with two (or more) players in the standard "Free-For-All" format. It is not currently designed for team formats.

# 1. Game Concepts

## 1.1. Terms & Conventions

### 1.1.1. Tribe

All cards that a player *owns* when the first turn of the game begins are their *tribe*.

### 1.1.2. Active Player

A player becomes the *active player* when their turn begins. An *active player* becomes an *inactive player* when their turn ends and, simultaneously, the next player in turn order becomes the active player.

### 1.1.3. Inactive Player

All players that are not the *active player* are *inactive players*.

### 1.1.4. Owner

The *owner* of a card is the player whose tribe contained that card at the beginning of the game, regardless of whether or not that player owns the card in the real-world legal sense of the word. The *owner* of a card never changes during a game.

### 1.1.5. Controller

When the first turn of the game begins, each card's owner and controller is the same player.

### 1.1.6. Base Value & Current Value

The *base value* of a card property is the value as it is physically printed on the card, ignoring any effects that are modifying that value. The *current value* of a card property is the value after taking into account any effects that are modifying that value. Any text referring to the value of a card property that does not explicitly specify the base value, refers to the current value of that property.

### 1.1.7. Destroy/Destroyed

A card that has been destroyed must be placed in its owner's discard location. A creature that has been destroyed must be placed in a strategy chain controlled by the player that destroyed it.

### 1.1.8. Possessive Nouns (Players)

Use of the possessive form indicates something a player controls.

### 1.1.9. Possessive Nouns (Cards)

Use of the possessive form indicates a part of that card or something attached to it.

### 1.1.10. Instantaneous/Instantaneously

Anything that occurs instantaneously does not use the queue and does not consume privilege. In any case where instantaneous events are taking place at the same time as events that use the queue, all instantaneous events will be evaluated and fully resolve before any queued events are evaluated.

### 1.1.11. d6 & 1d6

The term "d6" is common tabletop gaming shorthand for a six-sided die. The term "1d6" is common tabletop gaming shorthand for a single six-sided die.

### 1.1.12. Perform an Action

This document makes frequent use of the phrase "perform an action". This phrase is shorthand for "do something that player is eligible to do at that time".

## 1.2. Core Rules

### 1.2.1. Explicit Liberty

No player may perform an action that is not explicitly allowed by the text of this document.

### 1.2.2. Game Text Supremacy

In any case where the text of a card explicitly allows or requires a player to violate one or more rules defined in this document, the card's text takes precedence.

### 1.2.3. Errata Supremacy

The text printed on cards may be replaced or modified via errata published by Cold War Incorporated. In any case where an erratum exists, the erratum takes precedence. Errata can be found on [squarriorstcg.com](http://squarriorstcg.com).

### 1.2.4. Dictionary Supremacy

In any case where a special meaning for words or phrases are not defined in this document, the most relevant real-world dictionary definition defines the meaning for those words or phrases.

### 1.2.5. Fast Rules

Unless stated otherwise, all rules occur instantaneously.

### 1.2.6. Restrictive Preference

In any case where the interaction of card texts have mutually exclusive results, the most restrictive result takes precedence.

### 1.2.7. Permanent Removal

During the course of a game, cards may be removed from the game by rules or effects. Cards removed from the game are no longer a part of the game they were removed from. Cards removed from the game can't be targeted and can't return to the game under any circumstance.

### 1.2.8. Simultaneous Execution

In any case where a single effect requires more than one player to perform an action or sequence of actions simultaneously, each of those players perform the first of those tasks in turn order starting with the active player.

Once each of those players has performed the first action in the sequence, the second action in the sequence (if there is one) will be performed by each involved player in turn order starting with the active player.

If the order in which the actions are performed is not specified, the active player determines the order in which those actions will be performed.

All of these actions occur simultaneously.

### 1.2.9. Public Information

All players are entitled to know certain things about the state of the game. If public information is requested by any player in the game, the player with that information is required to provide it. This information includes: Which cards are in a location, the total number of cards in any location, the current or base value of any card property, what effects are currently affecting the game, the strength of any domain, and the amount of power a player currently has.

### 1.2.10. Holistic Evaluation

When text describing a rule or effect is evaluated, the entirety of that text is evaluated as a whole. Any effects that are replaced by alternate effects do not occur. When making a choice, any options not chosen do not occur.

1.2.11. Resolution Failure

If the target of an ability or card is no longer a legal target when that ability or card resolves, the entire text of that ability or card is ignored during that resolution. When a card fails on resolution, that card is placed in its owner's discard location.

1.2.12. Dice Standards

A d6 used for any purpose in Squarriors The Card Game must be at least 7/16" (11mm) long across any single edge. A d6 that will be rolled to produce a random result requires a standard six-sided die where the sum of any two opposing sides is seven. Loaded/weighted dice are, obviously, not allowed. To discourage cheating, players are encouraged (but not required) to designate a single d6 before the game starts to be used for all d6 rolls performed by all players in the game.

1.2.13. Reroll

If a rolled die stops moving at an angle resulting in an ambiguous result, that roll must be made again. If a rolled die leaves the table surface before it stops moving, that roll must be made again.

1.2.14. Attachment

When something is attached to something else, it is always located at the same location as that to which it is attached. When something is moved to or placed at a different location, everything attached to it remains attached to it and is simultaneously moved to or placed at the same location.

1.3. Privilege, The Queue, & Resolution

1.3.1. Privilege

1.3.1.1. The state of being eligible to perform an action is called having *privilege*.

1.3.1.2. Only one player has privilege at any time.

1.3.1.3. After the player with privilege performs an action (or declines to do so), privilege passes to (and is received by) the next player in turn order.

1.3.2. Privilege Cycles & The Queue

1.3.2.1. The sequence of each player receiving privilege in turn order is called a *privilege cycle*.

1.3.2.2. A new privilege cycle begins each time the active player receives privilege.

1.3.2.3. When a player with privilege performs an action that uses the queue, that action is added to the top of the *queue*. If the action is a card being played, that card is not placed in a location until it resolves.

1.3.2.4. Resolving Privilege Cycle

Whenever a privilege cycle ends during which the queue was not empty and no player performed an action, the action at the top of the queue resolves. The resolving action's text is evaluated, and executed. Remove the action from the queue and, if the action was a played card, place it in its appropriate location. This action is now fully resolved. After the action at the top of the queue has fully resolved, the active player receives privilege (beginning a new privilege cycle).

1.3.2.5. Empty Privilege Cycle

An empty privilege cycle is a privilege cycle that ends without any player performing an action while the queue was empty.

- 1.3.2.5.1. When an empty privilege cycle occurs during an attack or challenge, advance that attack or challenge to the next step.
- 1.3.2.5.2. When an empty privilege cycle occurs while an attack or challenge is not taking place, the turn either:
  - (a) advances to the next phase or,
  - (b) if the privilege cycle described occurred during a player's end phase, ends.

## **2. Tribe Construction**

- 2.1. The rules for tribe construction only apply before a game begins. A legal tribe may not violate any of these rules up until the first turn of a game begins. Tribe construction rules are not evaluated during a game. Note: The Game Text Supremacy rule still applies to tribe construction rules. If a card's text violates one of these rules, the card's text takes precedence.
- 2.2. Domain Cards
  - 2.2.1. The standard domain point value limit is 20.
  - 2.2.2. A tribe is not legal if the sum of the domain point values it contains is greater than the designated domain point value limit.
  - 2.2.3. A tribe is not legal if it contains more than or less than one code card.
  - 2.2.4. A tribe is not legal if it contains more than or less than one stronghold card.
  - 2.2.5. A tribe is not legal if it contains fewer than one land card.
- 2.3. Tactic Cards
  - 2.3.1. A tribe is not legal if the starting hand contains more than ten cards.
  - 2.3.2. A tribe is not legal if it contains more than three instances of any tactic card.
- 2.4. Creature Cards
  - 2.4.1. The standard creature point value limit is 20.
  - 2.4.2. A tribe is not legal if the sum of the creature point values it contains is greater than the designated creature point value limit.
  - 2.4.3. A tribe is not legal if it contains more than one instance of a Squarriors character, regardless of the the card name.

## **3. Game Start-up**

- 3.1. Domain Cards
  - 3.1.1. Before the game begins, each player's code card must be placed in their council.
  - 3.1.2. Before the game begins, each player's stronghold card must be placed in their army.
  - 3.1.3. Before the game begins, each player's land card(s) must be placed in their vanguard. The land card they wish to be active at the beginning of the first turn must be on top.
- 3.2. Domain Strength
  - 3.2.1. Before the game begins, each player must set each of their domain strengths to a value between one and six (inclusive).
  - 3.2.2. Before the game begins, the sum of all three domain strengths must not be greater than twelve. This does not prevent this sum from exceeding twelve during the course of the game.

### 3.3. Creature Cards

3.3.1. Before the game begins, each creature in each player's tribe must be placed in any of their three domains.

### 3.4. Tactic Cards

3.4.1. Before the game begins, each player's tactic cards must be placed in their hand location.

### 3.5. Determine the first active player

3.5.1. The first active player must be determined by random chance. Any form of genuinely random determination will suffice but, generally, all players roll 1d6. The player with the highest result goes first.

3.5.2. If participating in a tournament, the tournament organizer(s) may define a specific method of random first active player selection. This method must be at least as random as the result produced by rolling a high-quality d6.

## 4. Cards & Card Locations

### 4.1. All Cards

#### 4.1.1. Properties

##### 4.1.1.1. Card Type

Rocker text indicating a card's subtype.

##### 4.1.1.1.1. Card Type Inheritance

All card subtypes inherit their top card type, as well. For example, all command cards are also tactic cards, all stronghold cards are also domain cards, etcetera.

##### 4.1.1.2. Card Name

Unique text distinguishing this card from any other card.

##### 4.1.1.3. Strategy Type(s)

Text representing this card's affinity for one or more Strategy Types.

4.1.1.3.1. When a card has multiple strategy type affinities, the combination of multiple strategy types is not, itself, a strategy type.

#### 4.1.2. Removed From Game Location

4.1.2.1. Cards that have been removed from the game cannot return to the game under any circumstance.

4.1.2.2. Cards that have been removed from the game cannot be targeted.

### 4.2. Creature Cards

#### 4.2.1. Creature Destruction Loss Condition

If, at any time, a player controls zero creatures, that player has lost the game. That player and all cards they own are instantaneously removed from the game.

#### 4.2.2. Properties

##### 4.2.2.1. Creature Point Value

A numeric value indicating the general efficacy of a creature in relation to other creatures. The point value of any recruit is zero.

##### 4.2.2.2. Provision Value

A numeric value indicating the cost to your tribe to keep this creature fed and productive.

- 4.2.2.3. **Might**  
A numeric value indicating the offensive efficacy of this creature in combat.
- 4.2.2.4. **Will**  
A numeric value indicating this creature's fortitude.
- 4.2.2.5. **Blood**  
A numeric value indicating how durable this creature is and, to a lesser degree, the defensive efficacy of this creature in combat.
- 4.2.2.6. **The Rocker**  
The rocker is the horizontal bar below the card art and above a card's game text.
  - 4.2.2.6.1. **Level**  
Rocker text indicating the level of a recruit. A recruit's level is a numeric value. Non-recruit creatures do not have this property.
  - 4.2.2.6.2. **Tribe**  
Rocker text indicating the tribal membership(s) of this creature. Recruits have no defined tribe but still have the tribe property.
  - 4.2.2.6.3. **Species**  
Rocker text indicating what kind of animal this creature is. Recruits have no defined species but still have the species property.
  - 4.2.2.6.4. **Strategy Type(s)**  
Rocker text indicating the strategy type(s) of a creature.
- 4.2.2.7. **Game Text**  
Text box below the rocker containing a creature's keywords and abilities. This text is evaluated and affects the game only while that creature is alive.
- 4.2.3. **Banished Location**
  - 4.2.3.1. When a creature is banished from your tribe, it is placed in the banished location.
  - 4.2.3.2. Creatures in the banished location are not in play.
  - 4.2.3.3. When a creature is placed in the banished location, remove all counters from it.
  - 4.2.3.4. When a creature is placed in the banished location, detach all cards attached to it.
- 4.2.4. **Creature States**
  - 4.2.4.1. A creature that is in play is, at all times, either living or dead.
  - 4.2.4.2. Creatures that are not in play are neither living or dead.
  - 4.2.4.3. A creature that is living must, at all times, be located in a domain controlled by that creature's controller.
  - 4.2.4.4. A creature that is in play and dead must, at all times, be located in a player's strategy chain.
  - 4.2.4.5. A creature's game text is only evaluated while that creature is alive.
  - 4.2.4.6. All living creatures have the activated ability: "Expend: Place this creature in target domain you control. You may only use this ability during your action phase while you have privilege and the queue is empty". Game text that refers to creatures being "moved" refers to the use of this activated ability.

- 4.2.4.7. Text using the phrase “target creature(s)” means “target creature(s) that are living, in play, and in a domain controlled by a player” unless additional qualifiers are explicitly stated.
- 4.2.4.8. Text using the phrase “all creatures” means “all creatures that are living, in play, and in a domain controlled by a player” unless additional qualifiers are explicitly stated.
- 4.2.4.9. When a creature dies, it dies instantaneously.
- 4.2.5. Recruits
  - 4.2.5.1. Recruits are creatures in addition to their other types.
  - 4.2.5.2. The active player may buy recruits at any time during their action phase while they have privilege and the queue is empty by paying the current power cost of the recruit the active player wishes to buy. Buying recruits uses the queue.
  - 4.2.5.3. During the active player’s action phase all level 1 recruits they control gain the ability: “2P: Promote this recruit to level 2. This ability can only be activated while the queue is empty.” until end of phase.
  - 4.2.5.4. During the active player’s action phase all level 2 recruits they control gain the activated ability: “2P: Promote this recruit to level 3. This ability can only be activated while the queue is empty.” until end of phase.

### 4.3. Domains & Domain Cards

- 4.3.1. Disambiguation

*Domains* (an army, a council, or a vanguard) are an abstract representation of a physical and/or logistical part of a tribe. *Domain cards* (code, stronghold, or land cards) are contained within a domain just as, for example, living creatures are contained within domains. Any cards attached to domain cards, living creatures, or cards in a strategy chain are also contained by the same domain as the card to which they are attached.
- 4.3.2. Domain Destruction Loss Condition

If, at any time, a player controls fewer than two domains, that player has lost the game. That player and all cards they own are instantaneously removed from the game.
- 4.3.3. Domain Attrition

If a player’s turn ends while one or more domains they control contain zero creatures they control, reduce the strength of those domain(s) by 1.
- 4.3.4. Domain Strength Display

Each player must display the current strength of each domain they control in an unambiguous way. Generally, six-sided dice are used, but any unambiguous method that is not disruptive to the game state is acceptable.
- 4.3.5. Properties
  - 4.3.5.1. Domain Point Value

A numeric value indicating the general efficacy of a domain card in relation to other domain cards.
  - 4.3.5.2. Domain Strength

A numeric value of zero through six (inclusive) that represents the overall “health” of a domain.
  - 4.3.5.3. Game Text

Text box below the rocker containing this domain card’s keywords and abilities.

For stronghold and code cards, this text is evaluated and affects the game only while that domain card is in play. For land cards, this text is evaluated and affects the game only while that land card is in play and is your active land.

- 4.3.5.4. All living creatures in a domain can perform manipulation attacks.
- 4.3.6. Domain Destruction
  - 4.3.6.1. If a domain's strength is ever reduced to zero, that domain is instantaneously destroyed. The destruction, itself, and the resulting placement of cards, discarding of cards, or any other changes to the game state happen simultaneously and instantaneously.
  - 4.3.6.2. All domain cards in a domain when it is destroyed must be removed from the game.
  - 4.3.6.3. All marks attached to domain cards in a domain when it is destroyed must be placed in strategy chain(s) controlled by their controller in any order.
  - 4.3.6.4. All creatures in a domain when it is destroyed must be placed in non-destroyed domain(s) controlled by their controller. Any creatures moved in this way must be expended.
  - 4.3.6.5. Any cards in a domain's strategy chain when that domain is destroyed are placed in their owner's discard location.
  - 4.3.6.6. Destroyed domains cannot be targeted.
  - 4.3.6.7. A destroyed domain's strength is always zero. Effects that would modify this value do not modify this value.
- 4.3.7. Armies / Stronghold Cards
  - 4.3.7.1. Each player's army is a location.
  - 4.3.7.2. Each player's army contains a strategy chain. This strategy chain is a location.
  - 4.3.7.3. Stronghold cards may be used only in a player's army.
  - 4.3.7.4. An army can only contain one stronghold card.
  - 4.3.7.5. An army's domain strength is called *Morale*.
  - 4.3.7.6. Creatures in an army can perform dominance attacks.
- 4.3.8. Councils / Code Cards
  - 4.3.8.1. Each player's council is a location.
  - 4.3.8.2. Each player's council contains a strategy chain.
  - 4.3.8.3. Code cards may be used only in a player's council. This strategy chain is a location.
  - 4.3.8.4. A council can only contain one code card.
  - 4.3.8.5. A Council's domain strength is called *Influence*.
  - 4.3.8.6. Creatures in a council can perform leadership challenges.
- 4.3.9. Vanguard / Land Cards
  - 4.3.9.1. Each player's vanguard is a location.
  - 4.3.9.2. Each player's vanguard contains a strategy chain. This strategy chain is a location.
  - 4.3.9.3. Land cards may be used only in a player's vanguard.

- 4.3.9.4. A vanguard can contain one or more land cards.
  - 4.3.9.5. A vanguard's domain strength is called *Discipline*.
  - 4.3.9.6. Creatures in a vanguard can perform stealth attacks.
- 4.4. Tactic Cards
- 4.4.1. If a tactic card is countered, place it in its owner's discard location.
  - 4.4.2. Power Cost  
A numeric value indicating how much power you must spend to play a tactic card.
  - 4.4.3. Game Text  
Text box below the rocker containing a tactic card's abilities and/or effects. For command and instant cards, it contains one or more effects. For trap cards, it contains one or more activated abilities. For mark cards, it will contain a description of the effect of attaching this mark to another card and, possibly, additional targeting restrictions.
  - 4.4.4. Strategy Text  
Alternate game text that is evaluated only while this card is located in a strategy chain.
  - 4.4.5. Hand Location
    - 4.4.5.1. Any tactics that did not start in play, start the game in a player's hand.
    - 4.4.5.2. Cards in a player's hand are known only to that player unless revealed during the game by rule or effect.
  - 4.4.6. Discard Location
    - 4.4.6.1. If an effect causes a player to discard a card from their hand, they would place that card in their discard location.
    - 4.4.6.2. If a card that would normally be placed in a strategy chain is prevented from doing so, place that card in its owner's discard, instead.
  - 4.4.7. Command & Instant Cards
    - 4.4.7.1. A player may play command cards at any time during their action phase when they have privilege and the queue is empty. When played, command cards are placed on the top of the queue.
    - 4.4.7.2. A player may play instant cards at any time they have privilege. When played, instant cards are placed on the top of the queue.
    - 4.4.7.3. When a command or instant card resolves, it is placed in a strategy chain controlled by the player that played it.
  - 4.4.8. Mark Cards
    - 4.4.8.1. The active player may play mark cards during their Action phase at any time they have privilege and the queue is empty. When played, that mark is placed on the top of the queue.
    - 4.4.8.2. When a mark resolves, attach it to the card it targeted when it was played.
    - 4.4.8.3. While a mark is attached, it has the activated ability: "OP: Detach this mark."
    - 4.4.8.4. When the card to which a mark has been attached leaves play or dies, detach that mark.
    - 4.4.8.5. When a mark is detached, that mark must be placed in one of its controller's strategy chains.

#### 4.4.9. Trap Cards

- 4.4.9.1. A player may play trap cards during their Action phase any time they have privilege and the queue is empty.
- 4.4.9.2. After an activated ability on a trap card resolves, place it a strategy chain controlled by its controller.
- 4.4.9.3. If an activated ability on a trap card is countered, place the trap card in its owner's discard location.
- 4.4.9.4. All trap cards cost 3 power to play.
- 4.4.9.5. A player may play trap cards to the trap location face-down or face-up.
- 4.4.9.6. If a trap card is played face-down, any effects that would modify it based on hidden information are ignored.
- 4.4.9.7. When a player plays a trap card face-down, they are not required to reveal any information about the card that was played.
- 4.4.9.8. An activated ability on a trap card may only be activated while a trap card is in the trap location. This is an additional condition.
- 4.4.9.9. Activated abilities on a trap card may be activated whether the trap card is face-up or face-down.
- 4.4.9.10. Any card in a player's hand may be played face-down as a bluff trap card.
  - 4.4.9.10.1. A player may play a bluff trap card at any time they can play a genuine trap card.
  - 4.4.9.10.2. A bluff trap card is played for the same cost as a genuine trap card.
  - 4.4.9.10.3. A bluff trap card is a trap card in addition to its other types.
  - 4.4.9.10.4. All game text of a bluff trap card is replaced with: "This condition is always false: This ability has no effect."
  - 4.4.9.10.5. If a bluff trap card leaves the trap location, it is no longer a bluff trap card.

## 5. Game Mechanics

### 5.1. Counters

- 5.1.1. Once a counter has been placed, it remains attached to that card unless explicitly removed by rules or effects.
- 5.1.2. When a card leaves play, all counters must be removed from that card.
- 5.1.3. When a card is placed in a strategy chain for any reason or length of time, all counters must be removed from that card. This does not prevent new counters from being placed on a card after it has been placed in a strategy chain.
- 5.1.4. A counter placed on a card in a strategy chain has no effect unless a card in that strategy chain defines the effect of that counter.
- 5.1.5. A counter placed on a card that does not naturally have the property the counter would modify has no effect unless the card on which it was placed or the text that produced the counter defines one.
- 5.1.6. A counter that can no longer be legally attached to the card to which it is currently attached, must be removed.
- 5.1.7. Discarding a counter is removing a counter. The two phrases are synonymous.

5.1.8. When a counter is removed from a card, remove that counter from the game.

#### 5.1.9. Damage Counters

5.1.9.1. If the number of damage counters placed on a living creature is greater than or equal to that creature's current blood, that creature has received lethal damage and dies instantaneously.

5.1.9.2. The concept of damage that has been successfully dealt refers to damage counters being successfully placed on a living creature. When a rule or effect instructs you to place a damage counter on a living creature but the placement does not occur for any reason, that damage was not dealt.

5.1.9.3. When damage is dealt to multiple creatures simultaneously, the controller of the creatures being damaged decides how the damage is distributed among those creatures.

5.1.9.4. When damage is dealt to multiple creatures simultaneously, damage counters exceeding lethal damage can't be placed on a creature until all of the creatures eligible to receive those damage counters have received lethal damage.

#### 5.1.10. Numerical Counters

5.1.10.1. A numerical counter modifies the current value of a numerical property by +1 or -1.

5.1.10.2. The property modified by a numerical counter is indicated by the name of the counter.

5.1.10.3. At no time may a card have on it numerical counters of opposite numerical value affecting the same property.

5.1.10.3.1. If a numerical counter would be placed on a card that already has on it an opposite valued numerical counter, that new counter is not placed and, instead, an opposite valued counter is removed.

5.1.10.4. Whenever a single effect instructs you to place more than one numerical counter all of the counters are placed simultaneously.

#### 5.1.11. Manipulation Counters

5.1.11.1. Manipulation counters have no effect.

5.1.11.2. The phrase "manipulated creature" means "a creature with one or more manipulation counters on it".

### 5.2. Card Abilities

#### 5.2.1. Activated Abilities

5.2.1.1. Activated abilities are card abilities that only affect the game when their controller chooses to activate them. They are presented in two forms: the standard form and the triggered form. Both of these forms function identically. They are presented in two forms to aid readability and make clear what the primary activation limitation is.

5.2.1.1.1. Activated abilities in the standard form are written with the costs first followed by a colon. After the colon, that ability's effects, additional costs (if any), and then conditions (if any) are enumerated.

5.2.1.1.2. Activated abilities in the triggered form are written with the conditions first followed by a colon. After the colon, that ability's effects and then costs (if any) are enumerated.

- 5.2.1.2. A player may activate an activated ability on a card they control at any time they have privilege. When activated, that ability is placed on the top of the queue.
- 5.2.1.3. All costs must be paid in order to activate an ability, regardless of whether those costs are enumerated before or after the colon.
- 5.2.1.4. There is no circumstance where the costs to activate an ability are refunded.
- 5.2.1.5. If an activated ability enumerates any conditions, that ability may only be activated while those conditions evaluate true, regardless of whether those conditions are enumerated before or after the colon.
- 5.2.1.6. When an activated ability is activated, it is added to the top of the queue.
- 5.2.1.7. Once an ability has been added to the queue, modifying the source of that ability does not in any way affect the ability on the stack.
- 5.2.2. Persistent Abilities
  - 5.2.2.1. A persistent ability is an ongoing ability that may/must be activated when its conditions (if any) evaluate true.
  - 5.2.2.2. If a persistent ability has no conditions, the first time it may/must be activated is when it comes into play.
  - 5.2.2.3. The activation of a persistent ability can be optional or required, depending on the use of the word “may” or the word “must” in that ability’s text. If “may” is used, the effect is optional and becomes active only if its controller chooses to activate it at the time that ability’s conditions (if any) evaluated true.
  - 5.2.2.4. If the controller of an optional persistent ability declines to activate it at the time its conditions (if any) first evaluated true, they may choose to activate it afterward at any time they have privilege and that ability’s conditions (if any) still evaluate true.
  - 5.2.2.5. Persistent abilities cause only unlimited duration effects.
  - 5.2.2.6. Persistent abilities never use the queue. They become active or inactive instantaneously.
- 5.2.3. Compulsory Abilities
  - 5.2.3.1. A compulsory ability is a card ability that is activated by a specific event or one or more conditions being met regardless of whether or not its controller wants it to activate.
  - 5.2.3.2. Compulsory abilities never use the queue. They become active or inactive instantaneously.
- 5.3. Effects
  - 5.3.1. The controller of the source of an effect is the controller of that effect.
  - 5.3.2. Zero duration effects affect the game in a way that has no duration.
  - 5.3.3. Limited duration effects affect the game for a specified length of time.
  - 5.3.4. Unlimited duration effects affect the game until the source of the effect is no longer in play.
  - 5.3.5. Permanent effects affect the game until the game ends.
    - 5.3.5.1. Permanent effects can be canceled only by effects that explicitly cancel a permanent effect or if the controller of the effect leaves the game.

## 5.4. Keywords

5.4.1. Keywords are placeholders for frequently reused game text.

5.4.1.1. Fervor

Creatures with Fervor can perform a dominance attack or participate in a leadership challenge without expending.

5.4.1.2. Flying

Creatures with Flying can move without expending.

5.4.1.3. Guard

Creatures with Guard do not expend when blocking or reinforcing.

5.4.1.4. Loyal

Creatures with Loyal cannot be targeted by manipulation attacks.

5.4.1.5. Swift

Creatures with Swift deal their damage during the swift damage step of dominance attacks and unblocked stealth attacks.

5.4.1.6. Traitor

Creatures with the Traitor keyword are a traitor in addition to their other types.

## 5.5. Strategy Chains

5.5.1. The game text of cards in a strategy chain is not evaluated unless it begins with “While in a strategy chain”.

5.5.2. The strategy text of cards in a strategy chain is evaluated and may affect the game.

5.5.3. When a card is placed in a strategy chain, place it at the end of that strategy chain.

5.5.4. When a creature dies from lethal damage, it is instantaneously placed in a strategy chain controlled by the player who last dealt damage to it.

5.5.5. When a creature is sacrificed, it is instantaneously placed in a strategy chain controlled by the player that sacrificed it.

## 6. Turn Structure

6.1. Each turn of the game is divided into four phases: Ready, Power, Provision, and Action. The Power Phase is the only Phase that is divided into discrete separate steps.

6.1.1. Ready Phase

6.1.1.1. Immediately after a player becomes the active player, “beginning of turn” and/or “beginning of ready phase” rules, compulsory abilities, and effects are simultaneously evaluated and executed. If any “beginning of turn” and/or “beginning of ready phase” actions use the queue, they are placed in the queue in an order determined by the active player. If any such abilities were added to the queue, the active player receives privilege after all abilities have been added.

6.1.1.2. At the beginning of the ready phase, the active player must ready all expended cards they control.

6.1.2. Power Phase

6.1.2.1. Step 1: At the beginning of the power phase, the active player must gain power equal to their highest domain strength.

6.1.2.2. Step 2: The active player must gain power from any cards or effects that require them to gain additional power during their power phase.

- 6.1.2.3. Step 3: The active player may gain power from any cards or effects that allow them to gain additional power during their power phase.
- 6.1.2.4. Step 4: The active player receives privilege.
- 6.1.2.5. Gaining power happens instantaneously.
- 6.1.3. Provision Phase
  - 6.1.3.1. At the beginning of the provision phase, the active player receives privilege.
  - 6.1.3.2. At the beginning of the provision phase, all creatures controlled by the active player gain the activated ability “OP: Banish this creature.” until end of phase.
  - 6.1.3.3. During the provision phase, if an empty privilege cycle occurs while the active player’s provision total is greater than their provision threshold, the turn does not advance to the next phase. Instead, the active player receives privilege.
  - 6.1.3.4. Provision Total  
The sum of a player’s living creature’s current provision values.
  - 6.1.3.5. Provision Threshold  
The sum of a player’s current domain strengths.
- 6.1.4. Action Phase
  - 6.1.4.1. At the beginning of the action phase, the active player receives privilege.
- 6.1.5. End Phase
  - 6.1.5.1. The active player does not become an inactive player until the end phase is over.
  - 6.1.5.2. At the beginning of the end phase, all “end of turn” abilities/rules are evaluated and executed. If any of these abilities use the queue, they are added to the queue in an order determined by the active player. If any abilities were added to the queue, the active player receives privilege after all abilities have been added.
  - 6.1.5.3. Any effects that last “until end of turn” end instantaneously when the active player becomes an inactive player and fully resolve before any “beginning of turn” actions are evaluated.

## 7. Attacks & Challenges

### 7.1. Leadership Challenges

- 7.1.1. During the action phase, all creatures in the active player’s council have “Expend: Perform a leadership challenge. Enter the declaration step. Activate this ability only while the queue is empty. This ability resolves instantaneously.”
  - 7.1.1.1. Once any instance of this ability has been activated, all creatures that have gained it lose it and no creatures can gain it until end of phase.
  - 7.1.1.2. Creatures may not activate this ability during the same turn they came into play.

### 7.1.2. Leadership Challenge Steps

#### 7.1.2.1. Declaration Step

In turn order starting with the first player after the active player, each player may expend a creature in their council to declare that creature as participating in the challenge. After that, in turn order starting with the active player, repeat the process until no players declare additional creatures.

Any creature that has been declared is now a challenger in addition to its

other types until the end of this challenge. After that, the active player receives privilege.

7.1.2.2. Determination Step

Each player must add together the current will of their challengers and their council's current influence. The player with the greatest sum wins. If there is a tie for the greatest sum, no player wins. If there is no winner, skip to the end step.

7.1.2.3. Victory Step

The winning player may increment or decrement any domain strength in the game by one.

7.1.2.4. End Step

This leadership challenge is concluded. The active player receives privilege.

7.2. Dominance Attacks

7.2.1. During the action phase, all creatures in the active player's army have "Expend: Perform a dominance attack on target domain controlled by an opponent. Enter the beginning step. Any number of creatures in this domain may activate this ability simultaneously. Activate this ability only while the queue is empty. This ability resolves instantaneously."

7.2.1.1. Once any instance of this ability has been activated, all creatures that have gained it lose it and no creatures can gain it until end of phase.

7.2.1.2. Creatures may not activate this ability during the same turn they came into play.

7.2.2. Dominance Attack Steps

7.2.2.1. Beginning Step

The creatures performing this attack are attackers in addition to their other types until the end of the attack and all creatures in the targeted domain are defenders in addition to their other types until the end of the attack. Additionally, the active player is the attacking player until the end of the attack and the controller of the targeted domain is the defending player until the end of the attack. After these new types have been applied, the active player receives privilege.

7.2.2.2. Flee Step

The defending player may remove from this attack zero or more ready defenders by expending them. Any creatures that flee in this way are no longer defenders and expend simultaneously. After that, the active player receives privilege.

7.2.2.3. Reinforce Step

If the targeted domain is not the defending player's army, the defending player may expend one or more ready creatures in their army to declare those creatures as reinforcements. These creatures expend simultaneously. All creatures expended in this way are now defenders and reinforcements in addition to their other types until the end of this attack. After that, the active player receives privilege.

7.2.2.4. Swift Damage Step

All attackers with the Swift keyword deal damage equal to their total current might to the defenders and, simultaneously, all defenders with the Swift keyword deal damage equal to their total current might to the attackers. After damage is dealt, the active player receives privilege.

7.2.2.5. Morale Bonus Step

*Skip this step if no attackers remain, no defenders remain, either player does not have their army involved in this combat, or both players have the same morale value.*

The player with the greater morale value must deal additional damage equal to their morale minus their opponent's morale to their opponent's creatures during the normal damage step.

7.2.2.6. Normal Damage Step

*Skip this step if no attackers remain and/or no defenders remain.*

All attackers without the Swiftess keyword deal damage equal to their combined might plus morale bonus damage (if applicable) to the defenders and, simultaneously, all defenders without the Swiftess keyword deal damage equal to their combined might plus morale bonus damage (if applicable) to the attackers. After damage is dealt, the active player receives privilege.

7.2.2.7. Victory Step

*Skip this step if all attackers are dead.*

If all defenders are dead or the attacking player dealt more total damage during their combat than the defending player, the attacking player may increment or decrement the attacker's domain strength or the targeted domain's strength by one.

7.2.2.8. End Step

This dominance attack is concluded. The active player receives privilege.

7.3. Manipulation Attacks

7.3.1. During the action phase, all creatures controlled by the active player have "Expend: Perform a manipulation attack on target creature controlled by an opponent. Enter the beginning step. Activate this ability only while the queue is empty. This ability resolves instantaneously."

7.3.1.1. Creatures may not activate this ability during the same turn they came into play.

7.3.1.2. A creature can be targeted by an instance of this ability only once per turn.

7.3.2. Manipulation Attack Steps

7.3.2.1. Beginning Step

The creature(s) performing this attack are attackers in addition to their other types until the end of this attack and the targeted creature is a defender in addition to its other types until the end of this attack. Additionally, the attackers' controller is the attacking player until the end of this attack and the defender's controller is the defending player until the end of this attack. After these new types have been applied, the active player receives privilege.

7.3.2.2. Persuasion Step

The attacking player must roll 1d6. If the sum of the attacker's will and the result of the dice roll is greater than the sum of the defender's will and the defender's domain strength, the manipulation attack is successful. If it is unsuccessful, skip to the end step.

7.3.2.3. Victory Step

If the attack was successful, place a manipulation counter on the defender. If the placement of that counter would result in more than one manipulation counter being present on the defender, the attacking player must take control of the defender, instead. The attacking player must place the defender at a domain he

controls, remove all manipulation counters from it, and expend it. The defender gains the Traitor keyword.

7.3.2.4. End Step

This manipulation attack is concluded. The active player receives privilege.

7.4. Stealth Attacks

7.4.1. During the action phase, all creatures in the active player's vanguard have "Expend: Perform a stealth attack on target creature controlled by an opponent. Enter the beginning step. Activate this ability only while the queue is empty. This ability resolves instantaneously."

7.4.1.1. Creatures may not activate this ability during the same turn they came into play.

7.4.1.2. A creature can be targeted by an instance of this ability only once per turn.

7.4.2. Stealth Attack Steps

7.4.2.1. Beginning Step

The creature performing this attack is an attacker in addition to its other types until the end of this attack and the targeted creature is a defender in addition to its other types until the end of this attack. Additionally, the attacker's controller is the attacking player until the end of this attack and the defender's controller is now the defending player until the end of this attack. After these new types have been applied, the active player receives privilege.

7.4.2.2. Blocking Step

The defending player may declare a creature they control to attempt to block the attacker by expending a ready creature in their vanguard (Note: This can be the defender, itself, as long as the defender is ready and in the defending player's vanguard).

If a creature has been declared to attempt to block, the defending player must roll 1d6. If the result of that roll is greater than the attacker's domain strength, the block is successful.

If successful and the declared creature is not the targeted creature, the declared creature is now a blocker and a defender in addition to its other types until the end of this stealth attack and the targeted creature is no longer targeted, no longer a defender, and is removed from this attack. After that, the active player receives privilege.

If successful and the declared creature is the targeted creature, the defender is now a blocker in addition to its other types until the end of this stealth attack. After that, the active player receives privilege.

If unsuccessful, the active player receives privilege. When advancing from this step, skip to the infiltration step.

7.4.2.3. Swift Damage Step (Successful block only)

All attackers with the Swift keyword deal damage equal to their total current might to the defenders and, simultaneously, all defenders with the Swift keyword deal damage equal to their total current might to the attackers. After all swift damage is dealt, the active player receives privilege.

7.4.2.4. Normal Damage Step (Successful block only)

All attackers without the Swift keyword deal damage equal to their total current might to the defenders and, simultaneously, all defenders without the Swift keyword deal damage equal to their total current might to the attackers. After all normal damage is dealt, skip to the end step.

7.4.2.5. Infiltration Step (No blocker/unsuccessful block only)

The attacking player must roll 1d6. If the result of the dice roll is greater than the defender's domain strength, the infiltration is successful.

If the infiltration is successful, advance to the next step.

If the infiltration is unsuccessful, skip to the end step.

7.4.2.6. Stealth Damage Step (No blocker/unsuccessful block only)

The attackers deal damage equal to their total current might to the defenders. After that, the active player receives privilege.

7.4.2.7. Victory Step

The attacking player may increment or decrement the attacker's domain strength or the defender's domain strength by one.

7.4.2.8. End Step

This attack is concluded. The active player receives privilege.