

Flesh and Blood Comprehensive Rules

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Legend Story Studios

Preface

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

“Our mission is to bring people together in the flesh and blood through the common language of playing great games.”

The rules in this document apply to any game of Flesh and Blood and supersede any previous version of the rules document for the game.

The version of this document is in the form “[MAJOR].[MINOR].[PATCH]”. MAJOR revisions include complete renumbering, restructuring, and rewrites that are not compatible with previous versions of the comprehensive rules. MINOR revisions include additions and rewording that are compatible with most references to the previous version but may also contain renumbering, restructuring, and rewrites to specific rules or sections. PATCH revisions include formatting, style, and rewording that is completely compatible with the previous version, as well as logical corrections that may not be compatible.

The rules are presented in the form “[Chapter].[Section].[Rule]” and are referenced as such when referring to a particular rule in the current version. If referencing a previous version of this document, ensure that you include the version as well as the rule reference.

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1. Game Concepts

1.0. General

1.0.1. The rules in this document apply to any game of Flesh and Blood.

1.0.1a If an effect directly contradicts a rule contained in this document, the effect supersedes that rule.

1.0.1b If a tournament rule contradicts a rule contained in this document or an effect, the tournament rule supersedes that rule or that effect.

1.0.2. A rule or effect that states something can not happen takes precedence over any rule and/or effect that states that something can happen, subject to [Rule 1.0.1a](#).

***Example:** If one effect reads “You can’t play cards from your banished zone.” and another effect reads “You may play cards from your banished zone.”, the former effect takes precedence and the player can not play cards from their banished zone.*

1.0.2a A rule or effect that states that “only” something can happen, is functionally equivalent to a rule or effect that states everything else can not happen.

***Example:** Three of a Kind has the text “[...] you may only play cards from arsenal.”, which is equivalent to “you can not play cards from anywhere other than arsenal.”. Even if an effect would allow you to play a card from your banished zone, you would not be able to play that card from the banished zone because of the effect generated by Three of a Kind.*

1.1. Players

1.1.1. A player is a person participating in the game.

1.1.1a To participate, a person must have a hero, a deck, a way to represent any tokens and counters that could be created by effects in their deck, a play-space, and a method to record life totals.

1.1.2. A player’s hero is a hero card.

1.1.2a This document distinguishes the player as the person participating in the game and the hero as the hero card of a player.

1.1.2b A player plays the game as their hero and Card text makes no distinction between the player and their hero, identifying both identically; the term “you” refers to the player’s hero and the term “opponent” refers to the player’s opponent’s hero.

1.1.3. A player’s deck is a collection of non-hero cards. A card can only be included in a player’s deck if the card’s supertypes are a subset of their hero’s supertypes. (See [Section 2.10 - Supertypes](#))

***Example:** If the hero card is Boltyn (supertypes of “Light” and “Warrior”), the deck can only include cards with the supertypes of “Light Warrior”, “Light”, “Warrior”, and cards with no supertypes (“Generic”).*

1.1.3a If an effect allows a player to start the game with one or more cards with supertypes that are not a subset of their hero’s supertypes, those cards may be included in their deck as long as they start the game as specified by the effect.

1.1.3b A player's inventory is a collection of equipment and weapon cards in the player's deck.

1.1.4. A player's play-space is an area for designated zones owned by (and shared with) the player. (See [Chapter 3 - Zones](#))

1.1.5. In a game, a player's opponents include all other players.

1.1.6. Clockwise order is the order of players starting from the given player and progressing clockwise among the players when viewed from above. The next player in clockwise order is the player to the left of the given player.

1.2. Objects

1.2.1. An object is a card, token, macro, or layer in the game.

1.2.2. A permanent is a card or token in the arena that is designated as a permanent by a rule or effect.

1.2.2a A permanent remains a permanent until it leaves the arena.

1.2.3. Objects have one or more properties. (See [Chapter 2 - Object Properties](#))

1.2.4. An object has one or more object identities that can be referred to. Rules in this document and effects typically describe objects using their object identity as the noun.

***Example:** Lunging Press has the text "Target attack action card gains +1{p}." which identifies the target of the effect, using the "card" object identity as the noun.*

1.2.4a An object has the object identity "object".

1.2.4b An object with a name property and/or moniker has the object identity of that name and/or moniker. (See [Section 2.6 - Name](#))

***Example:** Dorinthea, Quicksilver Prodigy has the text "The first time Dawnblade, Resplendent gains go again each turn, [...]" which identifies an object using the name "Dawnblade, Resplendent" as an object identity.*

1.2.4c A card or token has the object identity of its types and subtypes, except for the subtype attack.

***Example:** Ironsong Determination has the text "Target weapon gains +1{p} and dominate until end of turn." which identifies an object using the type "weapon" as an object identity.*

1.2.4d A card with the subtype attack on the stack, an attack-layer, or an attacking object has the object identity "attack". (See [Rule 7.0.2](#))

***Example:** Oath of the Arknight has the text "Your next Runeblade attack this turn gains +3{p}." which identifies either a Runeblade attack action card on the stack, or attack-layer created by a Runeblade source, or an attacking Runeblade object; using "attack" as an object identity.*

1.2.4e A card has the object identity "card".

1.2.4f A token has the object identity "token".

1.2.4g An activated-layer has the object identity "activated ability".

1.2.4h A triggered-layer has the object identity “triggered effect”.

1.2.5. Last known information (LKI) about an object is a snapshot of the state of an object immediately before it ceased to exist.

1.2.5a If rule or effect requires information about a specific object that no longer exists, instead it uses last known information about that object to fulfill that requirement. Otherwise, if a rule or effect does not specifically refer to that object, last known information is not used.

Example: Endless Arrow has the text “When Endless Arrow hits, put it into your hand.”. If Endless Arrow hits, it is put into the player’s hand. The chain link of Endless Arrow then holds the last known information about Endless Arrow, so that if it had the ability “go again” before it was put into hand the player would still gain an action point when the link step begins.

1.2.5b Last known information about an object includes all parameters, history, and effects applicable to that object at the time it still existed.

1.2.5c Last known information about an object is immutable - it can not be altered. Rules and effects that would modify the object that no longer exists do not modify the last known information about an object; this may cause effects to fail.

Example: Luminaris has the text “If there is a yellow card in your pitch zone, Illusionist attacks you control have go again.”. If you controlled Illusionist attack as a chain link on the combat chain, but it was removed, and then you put a yellow card in your pitch zone to met Luminaris’s condition, the chain link does not have go again because the last known information about the attack can not be altered.

1.2.5d Last known information about an object is not an object itself - it is not a legal target for rules and effects.

1.2.6. The owner of an object is the same as the card, token, macro, or layer that represents it, otherwise it has no owner.

1.2.7. The controller of an object is the same as the card, token, macro, or layer that represents it. An object does not have a controller if it is not in the arena or on the stack.

1.3. Cards

1.3.1. A card is represented by an official Flesh and Blood card, which is defined by tournament rules.

1.3.1a The properties of a card are determined by the properties printed on the latest version of the official Flesh and Blood card that represents it, or as specified by any errata published by Legend Story Studios, whichever is most recent. These properties are the copyable properties of the card. (See [Chapter 2 - Object Properties](#))

1.3.2. A card is distinct from another card if it has a different name or pitch from that other card.

Example: Sink Below with 1 pitch (and a red color bar) is distinct from Sink Below with 2 pitch (and a yellow color bar).

1.3.3. The owner of a card is the player who started the game with that card as their hero or as part of their deck. (See [Rule 1.1.3](#))

1.3.4. The controller of a card is its owner as it enters the arena or the player who played that card.

1.4. Tokens

1.4.1. A token is any permanent in the arena that is neither a card nor a macro. Tokens are created by effects.

1.4.1a A token is not a card, even if it is represented by an official Flesh and Blood card. (See [Rule 1.3.1](#))

Example: The official Flesh and Blood card [Quicken](#) is a token. This is indicated by the term “token” printed in the type box.

1.4.1b The properties of a token are defined by the effect that created it - these properties are the copyable properties of the token. (See [Section 8.6 - Token Keywords](#))

1.4.1c A token is not considered part of a player’s deck. (See [Rule 1.1.3](#))

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

1.4.3. The owner of a token is the player instructed to create it.

1.4.4. The controller of a token is its owner as it enters the arena.

1.5. Macros

1.5.1. A macro is an object in the arena that is neither a card nor a token. Macros are objects used to generate static-continuous effects that exist over multiple turns or indefinitely.

1.5.1a A macro is not a card, even if it is represented by an official Flesh and Blood card. (See [Rule 1.3.1](#))

1.5.1b The properties of a macro are defined by the rule or effect that created it.

1.5.1c A macro is not considered part of a player’s deck. (See [Rule 1.1.3](#))

1.5.2. If a macro leaves the arena, it ceases to exist.

1.5.3. The owner of a macro is the player instructed to create it.

1.5.4. The controller of a macro is its owner as it enters the arena.

1.6. Layers

1.6.1. A layer is an object on the stack (see [Section 3.14 - Stack](#)) that is yet to be resolved. A layer is represented by a card or is an object created by an ability or effect.

1.6.1a A card-layer is a layer represented by a card on the stack.

1.6.1b An activated-layer is a layer created by an activated ability. An activated-layer can only exist on the stack. (See [Section 5.2 - Activated Abilities](#))

Example: Energy Potion has the text “Instant – Destroy Energy Potion: Gain {r}{r}”, which is an activated ability. When this ability is activated, it creates an activated-layer on the stack with the resolution ability “Gain {r}{r}”.

1.6.1c A triggered-layer is a layer created by a triggered effect. A triggered-layer can only exist on the stack. (See [Section 6.6 - Triggered Effects](#))

Example: *Snatch* has the text “When *Snatch* hits, draw a card.”, which is a triggered effect. When this effect is triggered, it creates a triggered-layer to be put on the stack with the resolution ability “Draw a card”.

1.6.2. An attack-layer is an activated-layer (activated-attack) or triggered-layer (triggered-attack) with the attack ability (see [Rule 8.3.1](#)), and represents its source as an attack on the stack before the source becomes a chain link attack on the combat chain.

1.6.2a An attack-layer is an extension of the source it represents. The attack-layer is considered to be its source for rules and effects unless otherwise specified by a rule.

Example: *Sharpen Steel* has the text “Your next weapon attack this turn gains +3{p}.”, which is an effect that applies only to the next weapon attack. If you create an attack-layer with a weapon, *Sharpen Steel*’s effect will apply to the attack-layer because it is considered to be a weapon (and an attack) for rules and effects.

1.6.2b An attack-layer is considered a separate object from its source for effects that applies specifically to attacks. Effects that refer to and apply to the source also refer to and apply to any attack-layer created by the source, but effects that specifically refer to or apply to the attack-layer do not refer to or apply to the source.

Example: *Sharpen Steel* has the text “Your next weapon attack this turn gains +3{p}.”, which applies only to the attack-layer created by a weapons abilities and then applies to the weapon as an attack on the combat chain; it does not continue to apply to the weapon when the weapon is no longer that specific attack on the combat chain.

Example: *Ironsong Determination* has the text “Target weapon gains +1{p} and dominate until end of turn.”, which applies to a weapon object, and by extension, any attack-layers created by its abilities.

1.6.2c If the source of an attack-layer ceases to exist, the attack-layer does not resolve.

1.6.3. The owner of a card-layer is the player who owns the card. The owner of an activated-layer is the player who activated the activated ability. The owner of a triggered-layer is the player who controlled the source of the triggered effect when the triggered-layer was created.

1.6.4. The controller of a layer is the player that put it on the stack.

1.7. Abilities

1.7.1. An ability is a property of an object that influences the game by generating effects or by creating a layer on the stack that resolves and generates effects.

1.7.2. The base abilities of a card are determined by its rules text. (See [Section 2.11 - Text Box](#))

1.7.3. The base abilities of a token, macro, or layer are defined by the rule, effect, or ability that created it.

1.7.4. There are 3 categories of abilities: activated abilities, resolution abilities, and static abilities. An ability is categorized based on how it generates effects.

1.7.4a Activated abilities can be activated by a player to put an activated-layer on the stack. (See [Section 5.2 - Activated Abilities](#))

1.7.4b Resolution abilities generate effects when a layer with the ability resolves on the stack. (See [Section 5.3 - Resolution Abilities & Resolving Layers](#))

1.7.4c Static abilities simply generate effects. (See [Section 5.4 - Static Abilities](#))

1.7.5. An activated ability can only be activated when it is functional. A resolution or static ability only generates its effects when it is functional. An ability is functional when its source is public and in the arena; otherwise, it is non-functional, with the following exceptions:

1.7.5a An ability of a non-permanent defending object (see [Rule 3.5.4d](#)) is non-functional unless the ability is an activated ability that specifies it can be activated when the object is defending, a triggered ability with a trigger condition that includes the object defending, or a static ability that is stated as an exception.

Example: *Rally the Rearguard* has the text “**Once per Turn Instant** — Discard a card: Rally the Rearguard gains +3 {d}. Activate this ability only while Rally the Rearguard is defending.”, which is functional when it is a non-permanent defending card because the activated ability states it can only be activated when the card is defending.

1.7.5b An activated ability that specifies it can be activated when its source is private and/or in a zone outside the arena is functional when the source meets that condition. (See [Rule 5.2.4](#))

Example: *Guardian of the Shadowrealm* has the text “Action - {r}{r}: Return Guardian of the Shadowrealm to your hand. Active this ability only while Guardian of the Shadowrealm is in your banished zone.”, which is functional when it is in the owner’s banished zone.

1.7.5c A resolution ability is functional when its source object resolves as a layer on the stack, otherwise, it is non-functional. (See [Section 5.3 - Resolution Abilities & Resolving Layers](#))

Example: *Sigil of Solace* has the text “Gain 3{h}”, which is a resolution ability that is functional as the card resolves as a layer on the stack to produce its effect.

1.7.5d A meta-static ability is functional outside the game. (See [Rule 5.4.3](#))

Example: The *Specialization* keyword is a meta-static ability that prevents the player from including the card in their deck if the specialization does not match their hero card’s first name, which is functional outside the game.

1.7.5e A play-static ability is functional when its source is played. (See [Rule 5.4.4](#))

Example: *Ghostly Visit* has the text “You may play Ghostly Visit from your banished zone.”, which is a play-static ability that is functional when playing Ghostly Visit, because it affects the rules of how it is allowed to be played.

1.7.5f A property-static ability is functional when its source is in any zone, and outside the game. (See [Rule 5.4.5](#))

Example: The {p} and {d} of *Mutated Mass* are defined by a property-static ability which is functional at all times, based on the current total number of different costed cards in the pitch zone in the current game state.

1.7.5g A while-static ability is functional when its while-condition is met. (See [Rule 1.8.3c](#))

Example: *Yinti Yanti* has the text “While Yinti Yanti is defending and you control an aura, it has +1 {d}.”, which is a while-static ability that is functional when it is a non-permanent defending card because it has a while-condition that is met when the card is defending.

1.7.5h A static ability, with an identity-replacement effect, is functional as its source enters the arena.

Example: *Teklo Core* has the text “*Teklo Core enters the arena with 2 steam counters on it.*”, which is a static ability with an identity-replacement effect that is functional when *Teklo Core* enters the arena, so it will enter with two steam counters existing on it.

1.7.5i A triggered-static ability, with a triggered condition that its source is outside the arena, is functional when the source meets that condition.

Example: *Back Alley Breakline* has the text “*When an activated ability or action card effect puts Back Alley Breakline face up into a zone from your deck, gain 1 action point.*”, which is a triggered-static ability that is functional a zone when an activated ability or action card effect puts it into that zone from the deck.

1.7.6. A modal ability is a resolution ability that contains a choice of modes for what abilities the source has, or what effects the ability will generate. A modal ability typically contains the phrase “choose [X] [CONDITIONS?]; [MODES]” where X is a cardinal number or a description of the number of modes to choose, CONDITIONS (if any) specifies one or more conditions for selecting modes, and MODES is a list of modes that can be selected.

1.7.6a Modes of an ability are declared as the source card, activated-layer, or triggered-layer is added as a layer on the stack. (See [Rule 5.1.4](#) and [Rule 6.6.6a](#))

1.7.6b If the ability allows the player to select two or more modes, they can not select the same mode more than once, unless specified by the ability.

Example: *Art of War* has the text “*Choose 2; [...]*” followed by four modal options. Because the ability does not state that the player can choose the same option more than once, two distinct modes must be selected.

1.7.6c If the same mode is selected more than once, the modes are considered separate and do not create a compound event (See [Rule 1.9.2](#)). If the mode contains a targeted effect, the same target(s) may be selected for each time the mode is selected.

Example: *Blood on Her Hands* has the text “*Target 1H weapon has +1{p} while attacking this turn.*”, which is a mode that can be selected more than once. As a targeted effect, the player may target the same 1H weapon for each time it is chosen as a mode.

1.7.6d Once the modes of a modal ability have been selected, those modes determine the abilities/effects of the source for rules and effects.

1.7.7. A connected ability pair is a pair of abilities where the parameters and/or events of one connected ability (leading ability) are specifically referred to by the effect(s) of the other connected ability (following ability).

Example: *Reckless Swing* has the text “*As an additional cost to play Reckless Swing, discard a random card.*”, which is a leading play-static ability that requires the player to discard a card, and “*If the discarded card has 6 or more Attack, deal 2 damage to the attacking hero.*”, which is a following resolution ability with an effect that directly refers to the card discarded from the event generated by an effect in the leading ability.

1.7.7a An ability can be part of one or more connected ability pairs. An ability can be both a leading and following ability for different connected ability pairs.

1.7.7b If a following ability can not refer to the parameters and/or events of the leading ability, or if there are no parameters and/or events to refer to, the relevant effects of the following ability fail.

1.7.7c If an effect adds a connected ability pair (both the leading and following abilities) to an object, they are connected on that object and the added following ability will only refer to the added leading ability. If only one of the abilities is added, or both abilities are added by separate effects, then they are not connected on that object they are added to.

1.7.8. The abilities of an object can be modified.

1.7.9. The source of an ability is the card or token that has that ability. The source of abilities of an activated-layer or triggered-layer is the same as the source of the ability that created that layer.

1.7.9a Activated-layers and triggered-layers exist independently of their source. If the source of an activated-layer or triggered-layer ceases to exist, it does not prevent the resolution of that layer.

1.7.10. The controller of an activated-layer is the player who activated its source. The controller of a triggered-layer is the player who controlled its source when it triggered - if the source has no controller, the controller of the triggered-layer is player who owns the source.

1.8. Effects

1.8.1. An effect is generated by an ability or another effect, and can change the game state by producing events or applying changes to objects or the game itself. When a layer resolves, a static ability becomes functional, a card/ability with an alternative/additional effect-cost is played/activated, or the conditions of another effect is met, it may generate an ordered sequence of one or more discrete and/or continuous effects.

1.8.2. An optional effect is an effect that is not compulsory to generate or apply. An optional effect typically contains the term “may”. When an optional effect would be generated, or would apply to objects or the game, the player instructed by the effect chooses whether or not to generate or apply the effect.

1.8.3. A conditional effect is an effect that is dependent on a condition to be met. A conditional effect is typically written in the format “(If / During) [CONDITION], [EFFECT]”, where CONDITION is the condition that must be met for EFFECT to be generated/applied.

Note: Cards printed before 2022 have also used the format “If [EVENT and/or STATE] [ABILITIES]” to denote a triggered effect. (See [Section 6.6 - Triggered Effects](#))

1.8.3a A conditional effect, written in the format “Otherwise [Effect]”, is an effect that is conditional on the opposite of a preceding conditional effect. This effect’s condition is met only when the preceding effect’s condition is not met.

Example: Runeblade Incantation has the text “At the beginning of your action phase, remove a verse counter from Runeblood Incantation. If you do, create a Runechant token. Otherwise, destroy Runeblood Incantation.”, the latter part of which is a conditional discrete effect that is conditional on the failure to remove a verse counter from Runeblade Incantation.

1.8.3b A conditional effect, written in the format “[EFFECT] unless [OPPCONDITION]”, is an effect that is conditional on the opposite of the OPPCONDITION. This effect’s condition is only met when the OPPCONDITION is not met, or the OPPCONDITION is an effect that fails (see [Rule 1.8.8](#)). If the OPPCONDITION is an effect instead of a condition, it is an optional effect.

Example: Pitfall Trap has the text “Deal 2 damage to the attacking hero unless they pay {r}.”, which is a conditional discrete effect, that is conditional on the attacking hero not paying the asset-cost.

1.8.3c A conditional effect, written in the format “[EFFECT] while [CONDITION]”, is an effect that only applies as long as CONDITION is met. The CONDITION is evaluated at all times while the effect exists. If the effect applies to one or more subjects, CONDITION is evaluated per subject.

Example: Parable of Humility has the text “Attack action cards controlled by an opposing hero have -1{p} while attacking and defending.”, which is a conditional static-continuous effect that applies to more than one object and a condition that is checked per object that it applies to.

1.8.3d If an effect is conditional on the properties of an object changing within a time-frame, the condition is only met if the change occurs to that object from one game state to another, and the change occurs within the specified time-frame. Changes that occur as an object becomes public, satisfy the condition of the change occurring.

Example: Korshem, Crossroads of the Elements, has the text “[...] if [...] no card or token controlled by a hero has had {p} or {d} increased this turn, destroy Korshem, Crossroads of the Elements.”, which is an effect that is conditional on a the power and defense of a card not changing. If a card’s power or defense is increased from a continuous effect, even if that continuous effect only applies when the card is played or defended with, Korshem will not be destroyed at the end of that turn. If a card’s power or defense was increased in a previous turn, it will not prevent Korshem from being destroyed at the end of the current turn.

1.8.4. A targeted effect is an effect where the target parameters are declared as the object with the ability that generates it is put onto the stack. Targeted effects always contain the phrase “target [DESCRIPTION]” or “[DESCRIPTION] (target/targets)” where DESCRIPTION is the specifics of one or more legal targets for the effect.

1.8.4a Only objects in the arena or on the stack are targetable (can be selected a legal target), unless the effect specifies the legal target as a zone or an object that does not exist in the arena or on the stack.

Example: Memorial Ground (red) has the text “Put target attack action card with cost 2 or less from your graveyard on top of your deck.” which describes a legal target as a card in the graveyard as opposed to a card in the arena or on the stack.

1.8.4b The same legal target can not be declared more than once for any one instance of the target phrase.

1.8.4c An effect that specifies one or more subjects to affect, but does not use the term “target”, is not a targeted effect. Non-target subjects do not need to be declared until the effect is generated.

Example: Remembrance has the text “Shuffle up to 3 action cards from your graveyard into your deck.”, which is not a targeted effect because it does not use the term “target” before the specified subjects of the effect.

1.8.4d If the DESCRIPTION of a legal target is “any”, then the legal targets are dependent on the application of the effect. In this context, a legal target is any target that does not cause the effect to fail for the current game state.

1.8.4e If a targeted effect is optional, the player(s) instructed are not required to select a target. If a player does not select a target, the optional effect is not generated.

1.8.5. If the parameters of an effect are undetermined at the time the effect is generated, the player instructed by the effect determines the parameters of the effect. If no legal parameters exist, then any part of the effect related to those parameters fail.

Example: *Remembrance* has the text “Shuffle up to 3 action cards from your graveyard into your deck.”. This effect does not require targets when *Remembrance* is played on the stack, so when the effect is generated upon resolution, up to three action cards must be determined by the controlling player.

1.8.5a If two or more players are instructed to determine the parameters of an effect, those players determine the parameters in clockwise order, starting with the turn player. (See [Rule 1.1.6](#))

1.8.6. If an effect refers to the value of a property, it infers the existence of the property as well as its value. If an object does not have that property, it does not meet the condition of the existence of the property and thus the condition of the value of the property.

Example: *Harmonized Kodachi* has the text “While you have a card in your pitch zone with cost 0, [...]”, which can be interpreted as “While you have a card in your pitch zone with the cost property and that value of that property is 0, [...]”. This means a card without the cost property, such as *Heart of Fyendal*, will not satisfy the condition if it is in the pitch zone.

Example: *Find Center* has the text “Find Center can’t be defended by cards with cost less than the number of chain links you control, [...]”, which can be interpreted as “Find Center can not be defended by cards with the cost property, if the value of the cost property is less than the number of chain links you control, [...]”. This means cards without the cost property, such as *Ironrot Helm*, would be able to defend the attack.

Example: *Mutated Mass* has the text “Mutated Mass’s $\{p\}$ and $\{d\}$ are equal to twice the number of cards in your pitch zone with different costs.”, which can be interpreted as “Mutated Mass’s $\{p\}$ and $\{d\}$ is equal to twice the number of cards in your pitch zone with the cost property, that have different costs.”. This means cards without the cost property, such as *Heart of Fyendal*, will not satisfy the condition (and be included in the calculation) if it is in the pitch zone.

1.8.6a If an effect requires the value of a numeric property from a specific object without that property, then zero is used as the value for the purpose of the effect.

Example: *Ravenous rabble* has the text “Reveal the top card of your deck. *Ravenous Rabble* gets $-X\{p\}$, where X is the pitch value of the card revealed this way.”. If the revealed card for this effect was *Gorganian Tome*, which does not have the pitch property, the value of X would be zero.

1.8.7. If an effect instructs that a player may do something as though a condition were true, the condition is considered met for the purposes of the applicable effect only.

1.8.8. An effect fails if the target(s) of the effect cease to exist, if there are no legal parameters at the time the effect is generated, or if the events it creates fail to occur.

1.8.9. The source of an effect is the same as the source of the ability or effect that generated it, unless otherwise specified by the effect.

Example: *Electrify* has the text “The next time an attack action card hits a hero this turn, it deals 3 damage to them.”, which is a delayed-triggered effect that triggers to deal damage, specifying the source of the damage effect as the attack action card that caused the effect to trigger.

1.8.10. The controller of an effect is the same as the controller of the ability or effect that generated it, unless otherwise specified by the effect.

1.9. Events

- 1.9.1. An event is a change in the game state produced by the resolution of a layer, the result of an effect, a transition of turn phase or combat step, or an action taken by a player. An event may involve physically changing the game state through one or more instructions.
- 1.9.2. A compound event is an event that involves performing the same instructions more than once. An effect that produces a compound event is typically written in a compact format, where the effect specifies to repeat an instruction a number of times. When a compound event occurs, it is expanded, and the instructions occur as individual events.

Example: *Tome of Harvests* has the text “Draw 3 cards.”, which is an effect written in compact form, that produces a compound event that involves drawing a card three times. Each draw is performed as a individual event: draw a card, draw a card, draw a card.

- 1.9.2a If a triggered effect triggers from a compound event, it does not trigger again for any of the individual events of that compound event.

Example: *Korshem, Crossroads of the Elements*, has the text “Whenever a hero reveals 1 or more cards, [...]”, which is a triggered effect that triggers on the compound event of revealing one or more cards, but does not then trigger on any of the individual events from that compound event.

- 1.9.2b If a replacement effect replaces a compound event, it can not replace any of the individual events of that compound event.

Example: *Mordred Tide* has the text “Until end of turn, if you would create a Runechant token, instead create that many plus 1.”, which replaces the compound event that creates X Runechant tokens with a compound event that creates $X + 1$ Runechant tokens. It does not then replace each of the $X + 1$ individual “create a Runechant token” event with “create 2 Runechant tokens”.

- 1.9.3. A composite event is an event that is made up of one or more internal events. An effect that produces a composite event typically uses an effect keyword. (See [Section 8.5 - Effect Keywords](#))

Example: When an attack deals damage during the damage step of combat, the “hit” composite event occurs, which contains the internal event of “deal damage”.

- 1.9.3a If a composite event occurs, and the composite event and/or internal event(s) would trigger the triggered effect, the triggered effect only triggers once on the composite event.

- 1.9.3b If a rule or effect prevents a triggered effect from triggering on a composite event and/or its internal event(s), then the triggered effect does not trigger on the composite event.

Example: *Stamp Authority* has the text “Attack action card effects do not trigger when they hit.”, which prevents a triggered effect from triggering on the composite event “hit”. If a triggered effect from an attack action card would trigger on damage being dealt, and the attack action card “hits”, the effect will not trigger because the damage dealt is an internal event of the “hit” composite event.

- 1.9.3c Replacement effects that partially modify internal events, do not modify the composite event that contains it, and therefore the composite event still occurs. The only exception is the hit event as part of the Damage Step of combat (see [Rule 7.5.3](#)).

Example: *Discard* is a composite event that involves moving a card from the hand to the graveyard. If a replacement effect replaces the destination of the move event, then the discard event is still considered to occur.

1.9.3d If no internal events of a composite event occur, then the composite event is considered not to have occurred, and triggered effects that trigger on the composite event and/or internal event(s) do not trigger.

***Example:** Discard is a composite event that involves moving a card from the hand to the graveyard. If a replacement effect replaces the move event entirely, then the discard event is considered not to occur and abilities that trigger on discard are not triggered.*

1.10. Game State

1.10.1. A game state is a moment in the game. The game transitions between states when players make actions or decisions, or when game state processes occur.

1.10.2. When the game transitions to a new game state, the following game state actions are performed first:

1.10.2a First, if one or more heroes have died, their player loses the game (or the game ends in a draw). (See [Section 4.5 - Ending a Game](#))

1.10.2b Second, if one or more living objects in the arena have 0 life total, they are cleared simultaneously as a single event. Living objects that cease to exist are considered to have died. (See [Rule 2.5.1](#) and [Rule 3.0.12](#))

1.10.2c Third and finally, if a triggered-layer has been created it is added to the stack. If two or more triggered-layers have been created, they are added to the stack in an order chosen by the turn player.

1.10.3. If a player makes an illegal action, or starts to make an action that becomes illegal to complete, the game state is reversed to the legal state before that action started.

1.10.3a Triggered effects do not trigger as a result of the action being reversed.

1.10.3b Replacement effects can not replace any event as a result of the action being reversed.

1.10.3c If the game state can not be reversed, as much as possible about the state is reversed and the game continues as though it were the last legal state before the reversal.

1.11. Priority

1.11.1. Priority is a game state concept that describes which player (if any), may play a card, activate an ability, or pass priority to the next player.

1.11.2. Only one player can have priority at any point in time. A player who has priority is the “active player”. A player who does not have priority is an “inactive player”.

1.11.3. The Action Phase is the only phase when players get priority. Within the action phase, players do get priority during the Damage Step or Close Step of combat. At the beginning of the action phase, during most steps of combat, and after the resolution of a layer, the turn player gains priority. (See [Section 4.2 - Start Phase](#), [Chapter 7 - Combat](#), and [Section 5.3 - Resolution Abilities & Resolving Layers](#))

1.11.4. The active player may pass priority to the next player, referred to as “pass”.

1.11.4a If a player passes, priority is given to the next player in clockwise order (see [Rule 1.1.6](#)). Typically, if all players pass in succession without playing any cards or activating any abilities, and the stack is not empty, the top layer of the stack resolves (see [Section 5.3 - Resolution Abilities &](#)

[Resolving Layers](#)) - otherwise if the stack is empty, the phase or step ends (see [Chapter 4 - Game Structure](#) and [Chapter 7 - Combat](#)).

- 1.11.5. When a player plays a card, activates an ability, or passes, they lose priority until they receive it again from a rule. Players do not have priority while playing a card, activating an ability, resolving a layer, during a game process, and/or game static actions.

1.12. Numbers and Symbols

- 1.12.1. Numbers are always integers.

- 1.12.1a If a rule or effect would calculate a fractional number and does not specify to round up or down, the number is rounded towards zero.

Example: An effect that would calculate the number 3.5 would be rounded down to 3, but the number -3.5 would be rounded up to -3.

- 1.12.1b If a rule or effect requires a player to choose a number, the number selected must be a non-negative integer - zero and above.

- 1.12.2. The letter X is used to represent a value that starts undefined and is defined later by a rule or effect.

- 1.12.2a If an object has a property with the value X , and the value of X undefined, the object is still considered to have that property and the value of X is evaluated to be zero.

- 1.12.2b If an object has a property with the value X , and the value of X is defined, it remains defined until the object ceases to exist.

- 1.12.2c If there are two or more undefined values in the same context, the letters Y and Z may be also used to represent those undefined values.

- 1.12.3. The asterisk symbol (*) is used to represent a value that is defined by a meta static ability.

- 1.12.3a If an object has a property with the value (*) and the property-static ability can not be used to define the value, the object is still considered to have that property and the value of (*) is evaluated to be zero.

Example: Mutated Mass has an ability that defines its power and defense as double the total number of distinct costs of cards in the pitch zone. Outside of a game, this ability can not be used to define the power and defense, so they are instead evaluated to be zero.

- 1.12.3b If an object has a property with the value (*) and the ability can be used to define the value, then (*) is evaluated according to the ability.

- 1.12.4. Symbols are typically used to represent the value of specified properties. (See [Chapter 2 - Object Properties](#))

- 1.12.4a The defense symbol is {d} and represents a defense value.

- 1.12.4b The intellect symbol is {i} and represents an intellect value.

- 1.12.4c The life symbol is {h} and represents a life value.

- 1.12.4d The power symbol is {p} and represents a power value. It is also used to refer to physical damage (see [Rule 8.5.3e](#)).

1.12.4e The resource symbol is {r} and represents a resource value.

1.13. Assets

1.13.1. An asset is a point of a given type, owned by a player. There are two types of assets: action points and resource points.

1.13.2. An action point is an asset that is typically used to play an action card and/or activate an action ability.

1.13.2a The turn player can gain action points from the following: at the start of their action phase (see [Section 4.3 - Action Phase](#)), the ability *go again* (see [Rule 8.3.5](#)), and effects that grant the player action points.

1.13.2b A non-turn player can not gain action points. If a non-turn player would gain an action point from a rule or effect, they instead do not gain any action points.

Example: Lead the Charge has the text “The next time you play an action card with cost 0 or greater this turn, gain 1 action point. Go again”. If a non-turn player played (as an instant) Lead the Charge (red), they would not gain an action point from the ability “go again”. If they then played an action card with cost 0 (as an instant), they would not gain an action point from the delayed-triggered effect of Lead the Charge.

1.13.3. A resource point is an asset that is typically used to play cards and activate abilities.

1.13.3a A player can gain resource points from the following: pitching cards during the payment of an asset-cost that requires resource points (see [Rule 1.14.3](#)), and effects that grant the player resource points.

1.14. Costs

1.14.1. A cost is the requirement of payment from a player incurred by playing a card, activating an ability, or resolving/applying an effect. A cost requires the payment of assets (asset-costs) and/or the successful resolution of effects (effect-costs).

1.14.2. An asset-cost is a cost that requires the payment of one or more assets (see [Section 1.13 - Assets](#)). To pay an asset-cost as a player, the player must have or gain assets of the appropriate type equal to, or greater than, the cost to be paid; then those the asset-cost amounts are subtracted from the player’s assets and the cost is considered paid.

1.14.2a If a player must pay a resource cost less than or equal to the number of resource points they have, that player must use those resource points to pay the resource cost. If not, then the player may pitch cards one at a time until they have enough resource points to pay the cost. (See [Rule 1.14.3](#))

Example: A player has 1 resource point and plays a card with 3 cost (more than the number of resources they have). If the player pitches a 3-pitch card, generating 3 resources, they have finished paying the asset-cost of the card, have 1 resource point left over, and can no longer pitch cards because there are no more costs to pay. If the player pitches a 1-pitch card, generating 1 resource, they still have 1 resource left to pay and must continue pitching cards until the asset-cost is paid.

1.14.2b If an asset-cost involves paying two or more types of assets, the player declares the order in which the costs will be paid before any cost is paid.

- 1.14.2c If a player does not have enough assets and can not generate any additional assets to pay an asset-cost, the cost is can not be paid and the game state is reversed to before the cost is paid. If the asset-cost is mandatory and part of another action, the entire action is reversed. (See [Section 1.10.3 - Game State](#)).
- 1.14.3. To pitch a card as a player, the player moves the card from their hand to the pitch zone and generates resource points equal to the pitch value of the card pitched.
- 1.14.3a A card can not be pitched if it does not have the pitch property. (See [Section 2.7 - Pitch](#))
- 1.14.3b A card can not be pitched this way if there is no resource cost to pay, or if the player has resource points equal to or greater than the resource cost to be paid.
- 1.14.3c Pitching a card is an event that can trigger and be replaced by effects.
- 1.14.4. An effect-cost is a cost that requires the payment in the form of generating one or more effects. To pay an effect-cost, the player must be able to successfully generate and resolve the specified costs.
- Example: Hope Merchant's Hood has the text "Instant – Destroy Hope Merchant's Hood: Shuffle any number of cards from your hand into your deck, then draw that many cards.", which is an activated ability with an effect-cost of destroying Hope Merchant's Hood.*
- 1.14.4a If an effect-cost involves generating two or more effects, the player declares the order in which the effects will be generated.
- 1.14.4b Before the effect-cost is paid, if any of the effects can not be generated due to a rule or effect, or the effects can not resolve successfully based on the current game state, the cost can not be paid and the game state is reversed to before the cost is paid. If the effect-cost is mandatory and part of another action, the entire action is reversed. (See [Section 1.10.3 - Game State](#)).
- 1.14.4c During the payment of an effect-cost, if the events of any effects are replaced and can not be successfully resolved, the cost is still considered paid.
- 1.14.5. A cost that is represented by "0", or a cost that in which all asset-costs reduced to zero and there are no effect-costs, is still considered a cost which is paid by acknowledging the zero cost.

1.15. Counters

- 1.15.1. A counter is a physical marker placed on an object in the arena. A counter is not an object and does not have properties. The identity of a counter is defined by its name or symbol. Counters with the same name or symbol are functionally identical and interchangeable.
- 1.15.2. When a counter is on an object, it modifies its properties and/or interacts with effects.
- 1.15.3. When an object leaves the arena the counters on that object cease to exist. When a counter is removed from an object it ceases to exist.
- 1.15.4. If a counter would be added to an object that has a diametrically opposing counter on it, both diametrically opposing counters remain on the object.

Example: If a $-1\{p\}$ counter is placed on an object with a $+1\{p\}$ counter on it, they both remain on the object. The counters do not cancel each other out and they are not removed from the object simply because they are diametrically opposing.

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2. Object Properties

2.0. General

2.0.1. A property is an attribute of an object that defines how the object interacts with rules and effects of the game. There are 13 properties an object may have: abilities (see [Section 1.7 - Abilities](#)), color strip, cost, defense, intellect, life, name, pitch, power, subtypes, supertypes, text box, and type.

2.0.1a An ability is a property, not an object. However, activated abilities have the object properties cost and type, for the purposes of rules and effects.

2.0.2. The properties of a card are defined by the information printed on the official Flesh and Blood card. If a property is not printed on the official Flesh and Blood card, the card it represents does not have that property.

2.0.2a If an errata has been published for a given card, the properties of that card are defined by the corrections in that errata. (See <http://fabtcg.com/errata>)

2.0.3. A numeric property is a property that has a numeric value. The value of some numeric properties can be modified by effects and/or counters to produce a modified value. The copyable value of the numeric property is typically the value that the object starts its existence with.

2.0.3a An effect that modifies the value of a numeric property does not modify the base value of that property unless otherwise specified by the effect.

Example: An effect that specifies an object to “gain”, “get”, “has”, “have”, “lose”, “plus”, or “minus” a property-related value, modifies the value of the property but does not change the base value unless it specifically uses the term “base”.

2.0.3b A numeric property is considered to have increased/decreased if the modified value is greater/less than its previous value, or copyable value if there is no previous value.

Example: Korshem, Crossroads of the Elements has the text “[...], if [...] no card or token controlled by a hero has had {p} or {d} increased this turn, destroy Korshem, Crossroads of the Elements.”. If a private card is played and an effect that increases power is applied to it as it is played, the property is considered to have increased because it had no previous power value (due to being private) and its current modified power is greater than its printed power; therefore it will satisfy Korshem’s condition.

2.0.3c A numeric property can not have a negative base or modified value. If one or more effects would set or reduce the base or modified value of a numeric property to be less than zero, instead they set or reduce it to zero.

2.0.3d A +1 or –1 property-related counter on an object, modifies the value of the property but does not change the base value.

2.0.4. An object is considered to have gained a property, or part of a property, if it did not have that property/part before, but currently does. An object is considered to have lost a property, or part of a property, if it had that property/part but currently does not.

2.0.5. The source of a property is the object that property is an attribute of.

2.1. Color Strip

- 2.1.1. Color Strip is a visual representation of the printed pitch of a card.
- 2.1.2. The color strip of a card is typically located at the top of a card. The printed pitch of a card determines the color strip of the card. Cards with a printed pitch of 1, 2, and 3, typically have a color strip of red, yellow, and blue respectively. A card with no printed pitch typically does not have a color strip.
- A card with a red color strip is considered red for the purposes of rules and effects.
 - A card with a yellow color strip is considered yellow for the purposes of rules and effects.
 - A card with a blue color strip is considered blue for the purposes of rules and effects.
- 2.1.3. If the base pitch or pitch of a card is modified, it does not modify the color strip of the card.

2.2. Cost

- 2.2.1. Cost is a numeric property of a card or ability, which determines the starting resource asset-cost to play the card or activate the ability. (See [Rule 5.1.6](#))
- 2.2.2. The printed cost of a card is typically expressed within a resource point symbol located in the top right corner of the card. The printed cost defines the base cost of a card. If a card does not have a printed cost, it does not have the cost property (0 is a valid printed cost).
- 2.2.2a If the printed value is expressed as two or more undefined symbols and/or numeric values, they are additive for determining the base cost of a card.
- Example: Spark of Genius has the cost property with the printed value of “XX”, which determines the base cost as $X + X$ for any value of X .*
- 2.2.3. The printed cost of an activated ability is expressed as $\{r\}$ symbols as part of the description of the ability, where the number of $\{r\}$ symbols dictates the printed cost. If there are no resource symbols, then the printed cost is 0. The printed cost defines the base resource cost of the ability. (See [Rule 5.2.1](#))
- 2.2.4. The cost property of an object cannot be modified.
- 2.2.4a An effect that increases or reduces the cost of an object does not modify the cost property of that object. Effects that modify cost are only applied as part of the process for playing or activating that object. (See [Rule 5.1.6](#))
- Example: An effect that reduces the cost to play a card does not change the cost property of that card in any way - it only changes the calculation of the resource cost when that card is being played.*
- 2.2.4b An effect that refers to the cost of an object refers to the unmodified cost property of an object. An Effect that refers to the payment of an object, refers to the modified cost of an object when it was paid to play/activate and put that object on the stack.
- 2.2.5. The visual expression in $\{r\}$ symbols and the numerical expression of cost are functionally identical.
- Example: The text “Search your deck for a card with cost value 1”, is considered to be the same as the text “Search your deck for a card with cost value $\{r\}$.”*

2.3. Defense

- 2.3.1. Defense is a numeric property of an object, which represents the value contributed to the total sum of defense used in the damage step of combat. (See [Section 7.5 - Damage Step](#))
- 2.3.2. The printed defense of a card is typically located at the bottom right corner of a card next to the {d} symbol. The printed defense defines the base defense of a card. If a card does not have a printed defense, it does not have the defense property (0 is a valid printed defense).
- 2.3.2a If the defense of a card is represented as a (*), then the card has an ability that defines the defense of the card at any point in or out of the game. If the ability requires a number that can not be determined, the defense of the card is 0.
- 2.3.3. The defense of an object can be modified. The term “defense” or the symbol {d} refers to the modified defense of an object.

2.4. Intellect

- 2.4.1. Intellect is a numeric property of a hero card, which represents the number of cards the controlling player draws up to at the end of their turn. (See [Section 4.4 - End Phase](#))
- 2.4.2. The printed intellect of a card is typically located at the bottom left corner of a card next to the {i} symbol. The printed intellect defines the base intellect of a card. If a card does not have a printed intellect, it does not have the intellect property (0 is a valid printed intellect).
- 2.4.3. The intellect of an object can be modified. The term “intellect” or the symbol {i} refers to the modified intellect of an object.

2.5. Life

- 2.5.1. Life is a numeric property of an object, which represents the starting life total of that object. An object with the life property is a living object.
- 2.5.2. The printed life of a card is typically located at the bottom right corner of a card next to the {h} symbol. The printed life defines the base life of a card. If a card does not have a printed life, it does not have the life property (0 is a valid printed life).
- 2.5.3. The life of an object can be modified. The term “life total” or the symbol {h} refers to the modified life of an object.
- 2.5.3a An object’s life total is equal to the object’s base life, plus life gained and minus life lost, as recorded by the players of the game.
- 2.5.3b Life gained and life lost are not continuous effects - they are discrete effects that apply once, and they permanently modify the life total. (See [Rule 8.5.8](#) and [Rule 8.5.8](#))
- 2.5.3c If the base life of an object changes, then the life total is recalculated using the new base life value of the object.
- Example:** Shiyana has 20 base life and the text “[...] Shiyana becomes a copy of target hero [...]”. If Shiyana has lost 5 life and copies the target hero is Kano, with 15 base life, the new life total for Shiyana is 10.*
- 2.5.3d An object’s life total can be greater than its base life.

2.5.3e An object can not have a negative life total. If life loss would reduce an object's life total to less than zero, instead it reduces it to zero.

2.5.3f If a living object's life total is reduced to zero, it is cleared as a game state action; or if the living object is a hero, their player loses or the game is a draw as a game state action. (See [Rule 1.10.2](#) and [Section 4.5 - Ending a Game](#))

2.5.3g If a living object ceases to exist, it is considered to have died.

2.6. Name

2.6.1. Name is a property of an object, which represents one of its object identities and determines the object's uniqueness (along with the pitch property). (See [Rule 1.2.4](#) and [Rule 1.3.2](#))

2.6.2. The printed name of a card is typically located at the top of the card. The printed name defines the name of a card.

2.6.3. If an object has a name that is a personal name, that name determines the object's moniker - the most significant identifier of the object's name. A personal name is typically written in the format "[HONORIFIC?] [MONIKER] [LAST?] [, SUFFIX?]", where HONORIFIC (if any) is one or more name honorifics, MONIKER is the moniker of the name, LAST (if any) is one or more middle and/or last names, and SUFFIX (if any) is a title or nickname written after a comma.

Example: The monikers of these names are as follows: Bravo (Bravo), Dorinthea Ironsong (Dorinthea), Data Doll MKII (Data Doll), Ser Boltyn, Breaker of Dawn (Boltyn), Blasmophet, the Soul Harvester, (Blasmophet), The Librarian (The Librarian), Dawnblade (Dawnblade), Stalagmite, Bastion of Isenloft (Stalagmite).

2.6.3a If an object does not have a name that is a personal name, it does not have a moniker.

2.6.3b If two objects have different names, they may have the same moniker. An effect that refers to an object using a moniker, may refer to two or more objects with different names but the same moniker.

Example: The cards "Bravo", "Bravo, Showstopper", and "Bravo, Star of the Show", all have the moniker "Bravo".

2.6.4. An object's printed name is always considered to be the English language version of its name, regardless of the printed language.

2.7. Pitch

2.7.1. Pitch is a numeric property of a card, which represents the number of resources the card generates when it is pitched and determines the object's uniqueness (along with the name property). (See [Rule 1.14.2a](#) and [Rule 1.3.2](#))

2.7.2. The printed pitch of a card is expressed visually as one, two, or three socketed {r} symbols, typically located in the top left corner of a card, where the number of {r} symbols dictates the printed pitch. The printed pitch defines the base pitch of a card. If a card does not have a printed pitch, it does not have the pitch property.

2.7.3. The pitch of an object can be modified. The term "pitch" refers to the modified pitch of an object.

2.7.4. The visual expression in {r} symbols and the numerical expression of pitch are functionally identical.

Example: The text “Search your deck for a card with pitch value 1”, is considered to be the same as the text “Search your deck for a card with pitch value {r}.”

2.8. Power

- 2.8.1. Power is a numeric property of an object, which represents the power value used in the damage step of combat. (See [Section 7.5 - Damage Step](#))
- 2.8.2. The printed power of a card is typically located at the bottom left corner of a card next to the {p} symbol. The printed power defines the base power of a card. If a card does not have a printed power, it does not have the power property (0 is a valid printed power).
 - 2.8.2a If the power value of a card is represented as a (*) then the card has an ability that defines the base power of the card at any point in or out of the game. If the ability requires a number that can not be determined, the power of the card is 0.
- 2.8.3. The power of an object can be modified. The term “power” or the symbol {p} refers to the modified power of an object.

2.9. Subtypes

- 2.9.1. Subtypes are a collection of subtype keywords.
- 2.9.2. An object can have zero or more subtypes.
- 2.9.3. The subtypes of a card are determined by its type box. Subtypes (if any) are printed after a long dash after the card’s type.
- 2.9.4. The subtypes of an activated-layer or triggered-layer are the same as the subtypes of its source.
- 2.9.5. An object can gain or lose subtypes from rules and/or effects.
- 2.9.6. Subtypes are either functional or non-functional keywords. Functional subtypes add additional rules to an object. Non-functional subtypes do not add additional rules to an object.
 - 2.9.6a The functional subtype keywords are (1H), (2H), Ally, Arrow, Attack, Aura, Item, Landmark, and Trap. (See [Section 8.2 - Subtype Keywords](#))
 - 2.9.6b The non-functional subtypes keywords are Arms, Axe, Bow, Chest, Claw, Club, Dagger, Demon, Flail, Gem, Gun, Hammer, Head, Legs, Off-hand, Orb, Pistol, Scepter, Scythe, Staff, Sword, and Young.

2.10. Supertypes

- 2.10.1. Supertypes are a collection of supertype keywords.
- 2.10.2. An object can have zero or more supertypes.
- 2.10.3. The supertypes of a card are determined by its type box. Supertypes are printed before the card’s type.
- 2.10.4. The supertypes of an activated-layer or triggered-layer are the same as the supertypes of its source.

- 2.10.5. An object can gain or lose supertypes from rules and/or effects.
- 2.10.6. Supertypes are non-functional keywords and do not add additional rules to an object. A supertype is either a class or a talent.
 - 2.10.6a The class supertype keywords are Brute, Guardian, Illusionist, Mechanologist, Merchant, Ninja, Ranger, Runeblade, Shapeshifter, Warrior, and Wizard.
 - 2.10.6b The talent supertype keywords are Earth, Elemental, Ice, Light, Lightning, and Shadow.

2.11. Text Box

- 2.11.1. The text box of a card contains the card text of a card, typically located on the lower half of a card beneath the illustration.
- 2.11.2. The card text of a card contains the rules text, reminder text, and flavor text of the card (if any). Rules text is printed in roman and boldface. Reminder text is printed in parenthesized italics. Flavor text is separated vertically from the rules and reminder text (if any) by a horizontal bar and is printed in italics.
- 2.11.3. The rules text of a card defines the base abilities of the card. A paragraph of rules text typically defines a single ability. Reminder and flavor text do not affect the game.
- 2.11.4. The rules text of a card is always considered to be the official rules text on the most recent English printed version of a card unless a card has received errata. If a card has received a functional errata, it will be announced in this document or in an errata bulletin at <http://fabtcg.com/errata>. The official card text will be updated to match the errata.
- 2.11.5. If rules text specifies the name and/or moniker of its source object in the third person, it can be interpreted “this” refers to its source object and not other cards with the same name, unless it explicitly states otherwise.
 - 2.11.5a If an ability is otherwise gained by an object, and the rules text that defines that ability includes references to its source object by name/moniker, the gained ability refers to its current source.

Example: Fractal Replication has the text “When you play or defend with Fractal Replication, it gains the base abilities of all Illusionist attack action cards on the combat chain.” If Fractal Replication gains the ability “If Wartune Herald hits, put it into your hero’s soul.” from a card called Wartune Herald, the gained ability now refers to Fractal Replication and can be read as “If Fractal Replication hits, put it into your hero’s soul.”
- 2.11.6. If rules text specifies the name and/or moniker of a card that is not its source object, it refers to any object with that name and/or moniker.

2.12. Type Box

- 2.12.1. The type box of a card determines the card’s type, supertype(s) (if any), and subtype(s) (if any), typically located at the bottom of the card. Type boxes are typically written in the format “[SUPERTYPES] [TYPE] [— SUBTYPES?]”, where SUPERTYPES is one or more supertypes, TYPE is a type, and SUBTYPES (if any) is one or more subtypes.
 - 2.12.1a If the SUPERTYPES of a type box is “Generic”, the card has no supertypes.

2.13. Types

2.13.1. An object can have zero or more types.

2.13.2. The type of a card is determined by its type box. The type is printed after the card's supertypes, and before a long dash and subtypes (if any).

2.13.3. The types of an activated-layer or triggered-layer are the same as the types of its source.

2.13.3a The types of an activated ability layer include the types determined by the activated ability. (See [Rule 5.2.1](#))

2.13.4. An object can gain or lose types from rules and/or effects.

2.13.5. Types are functional keywords and add additional rules to an object.

2.13.5a The type keywords are Action, Attack Reaction, Defense Reaction, Equipment, Hero, Instant, Mentor, Resource, and Weapon. (See [Section 8.1 - Type Keywords](#))

3. Zones

3.0. General

- 3.0.1. A zone is a collection of objects and has a physical position in the play-space. There are 15 types of zones: arms, arsenal, banished, chest, combat chain, deck, graveyard, hand, head, hero, legs, permanent, pitch, stack, and weapon.
- 3.0.1a A zone is considered empty when it does not contain any objects. A zone does not cease to exist if it is empty.
- 3.0.2. Each player has their own arms, arsenal, banished, chest, deck, graveyard, hand, head, hero, legs, and pitch zones; and has two weapon zones. The stack zone, permanent zone, and combat chain zone are shared by all players.
- 3.0.3. A public object is an object where the information about the properties of the object is currently available to all players. A private object is an object where the information about the properties of that object is not currently available to all players.
- 3.0.3a A player may look at any private object that is in a zone that they own, except the deck zone.
- 3.0.4. Public zones are zones in which the objects in that zone are public. Private zones are zones in which the objects in that zone are private.
- 3.0.4a The arms, banished, chest, combat chain, graveyard, head, hero, legs, permanent, pitch, stack, and weapon zones are public zones.
- 3.0.4b The arsenal, deck, and hand zones are private zones.
- 3.0.4c A public zone can contain a private object, if the object is made private while in that zone, or if the object is moved into that zone as a private object. The private object remains private until a rule or effect makes it public.
- 3.0.4d A private zone can contain public objects, if the object is made public while in that zone, or if the object is moved into that zone as a public object. The public object remains public until a rule or effect makes it private.
- 3.0.5. The arena is a collection of all the arms, chest, combat chain, head, hero, legs, permanent, and weapon zones.
- 3.0.5a The arena is not a zone. If an object would be put into the arena by a rule or effect without specifying a zone, it is placed into the permanent zone.
- 3.0.5b The arsenal, banished, deck, graveyard, hand, pitch, and stack zones are not part of the arena.
- 3.0.6. The position of each player's zones is shown by Figure 3.1. Head, chest, arms, and legs zones are on the left; with the head zone directly above, arms zone directly right, and legs zone directly below, the chest zone. Hero, weapon, and arsenal zones are in the center; with the two weapon zones both directly left and right, and the arsenal zone directly below, the hero zone. Graveyard, pitch, deck, and banished

zones are on the right; with the graveyard zone directly above, the deck zone directly left, and the banished zone directly below, the deck zone.

3.0.6a A player may swap the positions of their zones by mirroring the layout. That is; a player may swap the position of the head and graveyard zones, chest and deck zones, arms and pitch zones, and legs and banished zones.

3.0.6b A player's hand zone does not have a specified location; it is instead held by the player.

3.0.6c The permanent and stack zones do not have a specified location; objects in these zones can be represented anywhere on the game space except any other zone.

3.0.6d If an additional zone of an existing type and ownership is created by a rule or effect, the zone is positioned adjacent to the existing zones of the same type and ownership.

3.0.7. When an object moves from one zone to another, the object leaving its old zone (origin) and the object entering its new zone (destination) is performed simultaneously. At no point is the object not in a zone.

3.0.7a The object as it leaves the origin is considered the object moving for rules and effects. If the object is private when it moves zones, it is considered to have no properties for effects.

Example: Levia has the text "While a card with 6 or more {p} has been put into your banished zone this turn, [...]", which is a while-conditional static effect. If a card is banished and it has 4 {p} as it leaves its origin, but 6 {p} when it enters the banished zone, it does not meet the condition of the effect. If a card is banished and it is private as it leaves its origin, it does not meet the condition of the effect.

3.0.7b If the origin and the destination of a move are the same, then no move occurs. If the object would go from public to private during the move, it just becomes private instead. If the object would go from private to public during the move, it just becomes public instead.

3.0.8. If a private object will move zones and be public at the destination, it becomes public before it is moved. If a public object will move zones and be private at the destination, it becomes private before it is moved.

Example: Azalea's activated ability puts a card from the deck (private object) into the arsenal face up (public object in a private zone), therefore it becomes public before it is moved.

Example: Intimidate puts a card from hand (private object) into the banished zone face down (private object in a public zone), therefore it does not become public before it is moved.

3.0.8a If the destination of an object is replaced after the object becomes public, then [Rule 3.0.8](#) is re-evaluated based on whether it will be a public or private object at the new destination.

Example: Drone of Brutality has the text "If Drone of Brutality would be put into your graveyard from anywhere, instead put it on the bottom of your deck.". If Drone of Brutality is discarded (from the private hand zone to the public graveyard zone), the card first becomes a public object, then the replacement effect replaces the destination to be the deck (a private zone), the card becomes a private object, and finally, the cards are moved to the bottom of the deck.

3.0.9. If an object that enters a zone that is not in the arena, it becomes a new object and has no relation to its previous existence.

Example: *Endless Arrow* is played and during the reaction step, *Snapdragon Scalars* is activated to give it “go again”. *Endless Arrow* hits and returns to the player’s hand (a zone outside the arena) and therefore becomes a new object. If the player plays *Endless Arrow* again it will not have “go again” because it is a new *Endless Arrow* card with no relation to its previous existence.

3.0.9a An ability that triggers when an object moves from one zone to another still references the new object, as long as the object remains a public object.

Example: *Merciful Retribution* has the text “Whenever an aura or attack action card you control is destroyed, [...] If it’s a non-token Light card, put it into your hero’s soul.”. If a non-token Light card in the arena is destroyed, it moves to the graveyard and becomes a new object. However, because *Merciful Retribution* triggers on the object moving to the graveyard (as part of its destruction) it still references the new object it becomes in that zone for the triggered-layer it produces. If the non-token Light card moves to another zone or becomes private before the layer resolves, the triggered-layer loses that reference.

3.0.9b An ability with an effect that moves an object from one zone to another still references the new object for the remainder of any effects it generates, as long as the object remains a public object.

Example: *Bull’s Eye Bracers* has the text “If you have no cards in your arsenal, you may put an arrow card from your hand face up into your arsenal. If gains +1{p} until end of turn.”. If an arrow card is put into the arsenal, it becomes a new object. However, because the activated ability of *Bull’s Eye Bracers* was the source of the effect that moved the arrow card, the rest of the effect still references the new object it became in that zone.

3.0.10. Zones of the same type are independent of their creation method. If a rule or effect creates a zone of same type as an existing zone, the created zone is not distinguishable as being created by that rule or effect - only that there is now an additional zone of that type.

3.0.10a If a rule or effect moves an object into a specified type of zone, and there are two or more zones that match the specified type, the player that owns the object chooses which zone that object is moved to.

3.0.10b If the zone of a player ceases to exist, and there is only one of that type of zone owned by the player, any cards in that zone are cleared and the zone ceases to exist.

3.0.10c If the zone of a player ceases to exist, and there are two or more of that type of zone owned by the player, an empty zone of that type owned by the player ceases to exist. If there are no zones of that type owned by the player that are empty, the player chooses which zone will cease to exist - any cards in that zone are cleared and the zone ceases to exist.

3.0.11. If an object will move to a zone that does not exist, or the zone can not contain that object, the object is moved to the graveyard instead.

3.0.12. To clear an object, move it from its current zone to its owner’s graveyard.

3.0.12a If the object is a token or a non-card-layer, it leaves its current zone and simply ceases to exist.

3.0.13. If an effect refers to one or more zones without specifying the owner of those zones (or specifying “any”), it refers to the zones owned by the controller of the effect.

3.0.14. A sub-card is a card that under another card. A top-card is the card the sub-card is underneath.

3.0.14a A card is only considered to be under another card if specified by an effect.

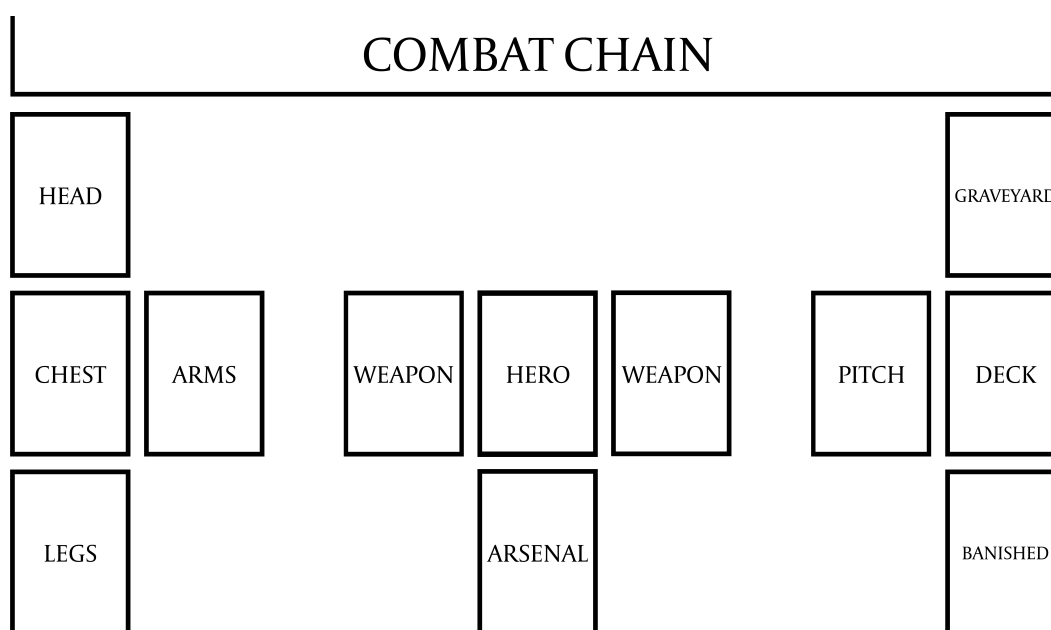


Figure 3.1: The official layout of a player’s zones from the perspective of the player looking down. The combat chain zone is shared by all players. A player’s hand zone is held by the player. The permanent and stack zones do not have a specified location.

3.0.14b A sub-card is not considered to be in the arena, even if its top-card is in the arena.

3.0.14c If a top-card moves zones, its sub-cards move to the same zone as part of the same event and remain sub-cards.

3.0.14d If the top-card is public, all sub-cards are also public. If a top-card is private, all sub-cards are also private.

3.0.14e If a top-card ceases to exist, its sub-cards are cleared as part of the same event. (See [Rule 3.0.12](#))

3.1. Arms

3.1.1. An arms zone is a public zone in the arena, owned by a player.

3.1.2. An arms zone can only contain up to one object, with the subtype *arms*.

3.1.3. A player may start the game with a card (with the subtype *arms*) as a permanent in their arms zone. (See [Section 4.1 - Starting a Game](#))

3.2. Arsenal

3.2.1. An arsenal zone is a private zone outside the arena, owned by a player.

3.2.2. An arsenal zone can only contain up to one card, that started in the owner’s starting deck.

3.2.3. The term “arsenal” refers to all arsenal zones owned by a player and the cards in those zones.

3.2.3a A player's arsenal is considered empty if all of their arsenal zones are empty.

3.2.3b If a rule or effect would specify a card to move into a player's arsenal, it is moved into one of their empty arsenal zones.

3.2.4. Cards in an arsenal zone may be played. (See [Section 5.1 - Playing Cards](#))

3.3. Banished

3.3.1. A banished zone is a public zone outside the arena, owned by a player.

3.3.2. A banished zone can only contain its owner's cards.

3.4. Chest

3.4.1. A chest zone is a public zone in the arena, owned by a player.

3.4.2. A chest zone can only contain up to one object, with subtype *chest*.

3.4.3. A player may start the game with a card (with the subtype *chest*) as a permanent in their chest zone. (See [Section 4.1 - Starting a Game](#))

3.5. Combat Chain

3.5.1. The combat chain zone is a public zone in the arena. There is only one combat chain zone, shared by all players, and it does not have an owner.

3.5.2. The term "combat chain" refers to the combat chain zone.

3.5.3. The combat chain is "open" during combat - otherwise it is "closed". (See [Chapter 7 - Combat](#))

3.5.4. A chain link is an element of a sequence of attacks on the combat chain. A chain link is represented by an attack. A combat chain has zero or more chain links.

3.5.4a If an attack is added onto the combat chain as a chain link, it becomes chain link $N + 1$, where N is the number of existing chain links on the combat chain. Chain link N (if any) becomes the "previous chain link" and chain link $N + 1$ becomes the "current chain link", until the combat chain closes.

3.5.4b If an attack that represents a chain link ceases to exist, or ceases to represent the chain link, the chain link itself continues to exist, and rules and effects use the last known information about the attack. (See [Rule 1.2.5](#))

***Example:** If a Dawnblade represents chain link 1 as an attack on the combat chain, and then is attacked with again and becomes chain link 2 on the same combat chain; the Dawnblade ceases to represent chain link 1 but it will continue to exist and Last Known information about the Dawnblade as an attack are used for rules and effects that specifically refer to that chain link or attack.*

3.5.4c A chain link and objects on a chain link are considered to be in the arena. Abilities of a chain link and objects on a chain link are considered functional with the exception of defending cards. (See [Rule 1.7.5](#))

3.5.4d Defending objects on a chain link are considered to be defending that chain link until they leave the combat chain. Defending objects are placed on the chain link of the attack they are defending and remain there until the combat chain closes.

3.5.4e The controller of a chain link is the same as the attack that represents it.

3.5.4f The owner of a chain link is the same as the attack that represents it.

3.6. Deck

3.6.1. A deck zone is a private zone outside the arena, owned by a player.

3.6.2. A deck zone can only contain cards that started in the owner's starting deck.

3.6.3. The term "deck" refers to the deck zone.

3.6.4. A player can not look at objects in their own deck zone unless specified by a rule or effect.

3.6.5. Objects in the deck zone are placed face down in an ordered uniform pile.

3.6.6. A player's starting deck starts the game in their deck zone. (See [Section 4.1 - Starting a Game](#))

3.7. Graveyard

3.7.1. A graveyard zone is a public zone outside the arena, owned by a player.

3.7.2. A graveyard zone can only contain its owner's cards.

3.7.3. The term "graveyard" refers to the graveyard zone.

3.8. Hand

3.8.1. A hand zone is a private zone outside the arena, owned by a player.

3.8.2. A hand zone can only contain cards that started in the owner's starting deck.

3.8.3. The term "hand" refers to the hand zone.

3.9. Head

3.9.1. A head zone is a public zone in the arena, owned by a player.

3.9.2. A head zone can only contain up to one object, with subtype *head*.

3.9.3. A player may start the game with a card (with the subtype *head*) as a permanent in their head zone. (See [Section 4.1 - Starting a Game](#))

3.10. Hero

3.10.1. A hero zone is a public zone in the arena, owned by a player.

3.10.2. A hero zone can only contain one card, with the type *hero*, and zero or more cards in the hero's soul.

3.10.3. The term "hero" refers to the card with the type *hero* in the hero zone.

3.10.4. A player must start the game with their hero card in their hero zone. (See [Section 4.1 - Starting a Game](#))

3.10.5. A hero's soul refers the sub-cards under the hero card. (See [Rule 3.0.14](#))

3.11. Legs

3.11.1. A legs zone is a public zone in the arena, owned by a player.

3.11.2. A legs zone can only contain one object, with subtype *legs*.

3.11.3. A player may start the game with a card (with the subtype *legs*) as a permanent in their legs zone. (See [Section 4.1 - Starting a Game](#))

3.12. Permanent

3.12.1. The permanent zone is a public zone in the arena. There is only one permanent zone, shared by all players, and it does not have an owner.

3.12.2. The permanent zone can only contain permanents.

3.13. Pitch

3.13.1. A pitch zone is a public zone outside the arena, owned by a player.

3.13.2. A pitch zone can only contain cards that started in the owner's starting deck.

3.14. Stack

3.14.1. The stack zone is a public zone outside the arena. There is only one stack zone, shared by all players, and it does not have an owner.

3.14.2. The term "stack" refers to the stack zone.

3.14.3. The stack contains an ordered collection of layers. (See [Section 1.6 - Layers](#))

3.14.4. When a layer is added onto the stack, it becomes layer $N + 1$ where N is the number of existing layers on the stack.

3.14.5. The top layer of the stack is layer N , with the highest value of N .

3.14.6. When a layer N is removed from the stack by a rule or effect, any layer M where $M > N$ becomes layer $M - 1$.

Example: There are 4 layers on the stack. Layer 2 is an instant card and is removed by a "negate" effect. Layer 3 becomes layer 2, and layer 4 becomes layer 3, while layer 1 remains unchanged.

3.15. Weapon

- 3.15.1. A weapon zone is a public zone in the arena, owned by a player.
- 3.15.2. A weapon zone can only contain one object, with type *weapon* or the subtype *off-hand*.
 - 3.15.2a The subtype (*2H*) occupies an additional weapon zone. (See [Rule 8.2.2](#))
- 3.15.3. A player may start the game with a card (with the type *weapon* or subtype *off-hand*) as a permanent in each of their weapon zones. (See [Section 4.1 - Starting a Game](#))

4. Game Structure

4.0. General

- 4.0.1. A game of Flesh and Blood starts with the players executing the start of game procedure and ends when a player wins, or the game is a draw. (See [Section 4.1 - Starting a Game](#) and [Section 4.5 - Ending a Game](#))
- 4.0.2. A match consists of one or more consecutive games between the same players with the same decks.
- 4.0.3. A turn is a game state concept that structures the order of play and phases.
 - 4.0.3a A turn consists of 3 phases in order: Start Phase, Action Phase, and End Phase.
 - 4.0.3b Only one player can have a turn at any point in time. A player whose turn it is is the “turn player”. A player whose turn it is not is a “non-turn player”.

4.1. Starting a Game

- 4.1.1. The process of starting a game is referred to as the “Start of Game Procedure”
- 4.1.2. First, each player places their hero card face up in their hero zone.
- 4.1.3. Second, a player is selected and chooses the first turn player. If it is the first game of a match, one of the players is selected using a random method that is mutually agreeable. If it is not the first game of a match, the player who lost first in the previous game of the match is the selected player; or if the previous game ended in a draw, the selected player is the same as in the previous game. The selected player then chooses any player to be the first turn player.
- 4.1.4. Third, each player selects equipment and/or weapon cards from their decks that they will start the game with.
 - 4.1.4a A player may select up to one card for each of their arms, chest, head, legs, and weapon zones. Each card will start the game in their respective zone, based on their type and/or subtype.
 - 4.1.4b Cards selected this way are placed face down in their respective zones or in a single face down pile next to the hero.
- 4.1.5. Fourth, each player selects the cards from their deck that will become their starting deck.
 - 4.1.5a Equipment and weapon cards can not be included in a player’s starting deck.
 - 4.1.5b If a meta-static ability effect allows the player to start the game with one or more cards in a zone other than the deck zone, these cards are selected from their starting deck and placed face down in their respective zones or in the single face down pile next to the hero. The cards selected this way are still considered part of the player’s starting deck.

***Example:** Dash has the text “You may start the game with a Mechanologist item with cost $\{r\}\{r\}$ or less in the arena.”, which means if the game format requires a starting deck of 40 cards, the player may select the specified from those 40 cards, and start the game with 1 card in the arena and 39 cards in their deck zone.*

- 4.1.6. Fifth, all other cards that are not selected from a player's deck during [Rule 4.1.4](#) or [Rule 4.1.5](#) become that player's sideboard.
- 4.1.6a An sideboard is a defined collection of cards - it is not a zone.
- 4.1.6b An sideboard is private to each player. Players may look at their own sideboard during a game and are not required to show any other player.
- 4.1.7. Sixth, each player shuffles and presents their starting deck to an opponent to be shuffled and/or cut.
- 4.1.7a After a player has presented their starting deck to be shuffled and/or cut, it is placed in their deck zone and they may no longer change any cards they have chosen in [Rule 4.1.4](#) and [Rule 4.1.5](#).
- 4.1.7b A starting deck is private to each player. The opponent may not look at the information of the cards in a deck presented to them.
- 4.1.8. Seventh, each player reveals their weapons, equipment, and any other cards that start the game in the arena, and places them face up in their respective zones.
- 4.1.9. Eighth and finally, each player draws cards up to their hero's intellect and the first turn player begins their Start Phase.

4.2. Start Phase

- 4.2.1. Players do not get priority during the Start Phase.
- 4.2.2. First, the turn starts. Effects that last until the "start of turn" end. The "start of turn" event occurs and abilities that trigger at the start of turn are triggered. Layers on the stack resolve and additional triggered-layers are added as if all players are passing priority in succession.
- 4.2.3. Second and finally, when the stack is empty, the Start Phase ends and the game proceeds to the action phase.

4.3. Action Phase

- 4.3.1. First, the action phase starts. The "beginning of the action phase" event occurs and abilities that trigger at the beginning of the action phase are triggered.
- 4.3.2. Second, the turn player has 1 action point.
- 4.3.2a Abilities that trigger when a player gains an action point do not trigger when the turn player gains an action point this way.
- 4.3.2b Replacement effects that modify events when a player gains an action point do not modify or replace when the turn player gains an action point this way.
- 4.3.3. Third, the turn player gains priority.
- 4.3.4. Fourth and finally, when the stack is empty, the combat chain is closed, and both players pass priority in succession, the action phase ends and the game proceeds to the End Phase.

4.4. End Phase

- 4.4.1. Players do not get priority during the End Phase.
- 4.4.2. First, the “beginning of the end phase” event occurs and abilities that trigger at the beginning of the end phase are triggered. Layers on the stack resolve and additional triggered-layers are added as if all players are passing priority in succession.
- 4.4.3. Second, when the stack is empty, the end of turn procedure occurs. After each step in the end of turn procedure, if a triggered effect has triggered, the triggered-layers are added to the stack; then layers on the stack resolve, and additional triggered-layers are added as if all players are passing priority in succession. The end of turn procedure happens in the following order:
 - 4.4.3a All allies’ life totals are reset to their base life, modified by any counters on the object.
 - 4.4.3b The turn player may put a card from their hand face down into an empty arsenal zone they control.
 - 4.4.3c Each player puts all cards in their pitch zone (if any) on the bottom of their deck in any order. The order cards are put on the bottom of the deck this way is hidden information.
 - 4.4.3d All players lose all action points and resources.
 - 4.4.3e The turn player draws cards until the number of cards in their hand is equal to their hero’s intellect $\{i\}$. If it is the first turn of the game, all other players draw cards until the number of cards in their hand is equal to their hero’s intellect $\{i\}$. (See [Rule 8.5.6](#))
- 4.4.4. Third and finally, the turn ends. Effects that last until the “until end of turn” and “this turn” end. The next player in clockwise order becomes the new turn player (see [Rule 1.1.6](#)). The new turn player begins their Start Phase.

4.5. Ending a Game

- 4.5.1. A game ends immediately when a player wins, or the game is a draw.
- 4.5.2. A player can win the game in the following ways:
 - 4.5.2a A player wins the game if all of their opponents have lost the game.
 - 4.5.2b A player wins the game if an effect states that they win the game.
- 4.5.3. A player can lose the game in the following ways:
 - 4.5.3a A player loses the game if their hero’s life total is reduced to zero.
 - 4.5.3b A player loses the game if an effect states that they lose the game.
 - 4.5.3c A player loses the game if they concede.
- 4.5.4. The game can be a draw for the remaining players in the following ways:
 - 4.5.4a The game is a draw for the remaining players if all remaining players’ hero’s life totals are simultaneously reduced to zero.

Example: *There are 2 remaining players. One player plays and resolves Forked Lightning, targeting both themselves and their opponent. Neither player prevents any arcane damage and both their life totals are simultaneously reduced to zero, resulting in a draw.*

4.5.4b The game is a draw for the remaining players if an effect states that the game is a draw.

4.5.4c The game is a draw for the remaining players if all remaining players agree to an intentional draw. The remaining players can agree to a draw at any time.

4.5.4d The game is a draw for the remaining players if a stalemate occurs. A stalemate happens when no remaining player can legally advance the game state toward ending the game.

Example: *There are 2 remaining players. Both players only have a Cracked Bauble in their hand, no cards in the arena, or cards in their deck, arsenal, or banished zone. Both players control a weapon without an attack ability or an ability that would reduce life totals, so they have no way of advancing the game state to a conclusion. Therefore the game ends in a draw because both players are stalemated.*

4.5.4e The game is a draw for the remaining players if a deadlock occurs. A deadlock happens when all remaining players refuse to legally advance the game state toward ending the game.

Example: *There are 2 remaining players on 1 life total. Both players only have Invert Existence and a Cracked Bauble in their hand, no equipment, weapon, or cards in their deck, arsenal, or banished zone. The first person to play Invert Existence will lose the game because the opposing player can respond with their Invert Existence which will resolve first and give them the win. Therefore the game ends in a draw because both players are deadlocked.*

5. Layers, Cards, & Abilities

5.0. General

5.1. Playing Cards

5.1.1. To play a card, move it from its current zone to the stack zone to become a card layer on the stack. Playing a card involves the following steps in order: Announce, Declare Costs, Declare Modes and Targets, Check Legal Play, Calculate Asset-Costs, Pay Asset-Costs, Calculate Effect-Costs, Pay Effect-Costs, and Play.

5.1.1a A player can only play cards from their hand or arsenal zones.

5.1.2. *Announce*: First, the player proposes the card to be played. The card moves to the stack zone under that player's control and becomes the topmost layer of the stack.

5.1.2a Delayed continuous effects that apply to the next card played are applied if the card matches the effect description.

Example: There are three continuous effects active: "The next attack action card you play gains +3{p}." , "Action cards cost {r} less to play." , and "Attacks you control have +3{p}." . When an attack action card is proposed to be played and is moved to the stack under the player's control, all three effects begin to apply immediately.

5.1.3. *Declare Costs*: Second, the player declares the parameters for any costs of the proposed card.

5.1.3a If the card has a variable cost (the cost includes X), the player must declare the value of X (see [Rule 1.12.2](#)).

5.1.3b If the card has additional costs that are optional, the player must declare all additional costs that will be paid.

5.1.3c If the card has an alternative cost, the player must declare if the alternative cost will be paid. If a card has multiple alternative costs, the player may only select a single alternative cost (if any) to be paid.

5.1.3d If the card has the type *action* and it may be played as an instant, the player declares whether or not they are playing the card as an instant.

5.1.3e If there are two or more effect-costs to be paid, the player declares the order those costs will be paid.

5.1.4. *Declare Modes and Targets*: Third, the player declares the parameters of all resolution abilities.

5.1.4a If the card has any modal resolution abilities, the player must declare the modes for those abilities (see [Rule 1.7.6](#)). Then, if any resolution abilities generate effects that require a target, the player must declare all legal targets for those effects [Rule 1.8.4](#).

5.1.4b If the card is an attack, the player must declare any additional parameters of the attack (see [Rule 7.0.5](#)).

- 5.1.5. *Check Legal Play*: Fourth, the card is evaluated if it is legal to play before any costs are paid. If a rule or effect prevents the card from being played, or the parameters of the proposed card are illegal, the card is illegal to play and the game state is reversed to before the card was announced. (See [Section 1.10.3 - Game State](#))
- 5.1.6. *Calculate Asset-Costs*: Fifth, all asset-costs of the proposed card are calculated. (See [Section 1.13 - Assets](#))
- 5.1.6a First, rules define the starting asset-cost. Second, effects that set an asset-cost are applied. Third, effects that increase an asset-cost are applied. Fourth and finally, effects that reduce an asset-cost are applied - if an effect would reduce an asset-cost to be less than zero, it instead reduces it to zero. If two or more effects are applied at each step, then they are applied in timestamp order [Rule 6.3.4](#).
- 5.1.6b The action asset-cost starts at zero. If the card has the type *action* and is not played as an instant, the action cost starts at one instead.
- 5.1.6c The resource asset-cost starts at the base resource cost of a card being played. If an alternative cost is declared that replaces the resource asset-cost for playing the card, then the resource asset-cost starts at zero instead.
- 5.1.7. *Pay Asset-Costs*: Sixth, the player pays all asset-costs (if any) (see [Rule 1.14.2a](#)).
- 5.1.7a If any asset-cost is not paid in full, the card is illegal to play and the game state is reversed to before the card is announced. (See [Section 1.10.3 - Game State](#))
- 5.1.8. *Calculate Effect-Costs*: Seventh, all effect-costs of the proposed cards are calculated.
- 5.1.8a If any effect-cost can not be paid, based on the order declared by the player, the card is illegal to play and the game state is reversed to before the card was announced. (See [Section 1.10.3 - Game State](#))
- 5.1.9. *Pay Effect-Costs*: Eighth, the player pays all effect-costs.
- 5.1.9a If a replacement effect modifies an effect-cost, and that cost cannot be paid (the effect does not resolve successfully), the card can still be played.
- 5.1.10. *Play*: Ninth and finally, the card is now considered played and the player regains priority.

5.2. Activated Abilities

- 5.2.1. An activated ability is an ability that can be activated to put an activated-layer on the stack. Activated abilities are always written in the format “[LIMIT?] [TYPE] — [COST]: [ABILITIES] [CONDITION?]”.
- 5.2.1a The LIMIT (if any) is written at the start of the ability and specifies the maximum number of times the ability can be activated. If there is no limit, the ability can be activated any number of times.
- 5.2.1b The TYPE is written directly before the hyphen and specifies the type of the ability and the type of the activated-layer created by activating the ability.
- 5.2.1c The COST is written between the dash and colon. It specifies the cost to be paid to activate the ability. A cost of “0” specifies the resource cost to activate the ability is zero.

5.2.1d The ABILITIES are written after the colon and specify the resolution abilities of the activated-layer. When the activated-layer resolves, the resolution abilities of the layer generate effects.

5.2.1e The CONDITION (if any) is written at the end of the ability and specifies the activation condition. If the activated ability has an activation condition and that condition is not met, the ability can not be activated.

5.2.2. To activate an activated ability is to create an activated-layer on the stack. Only an object's controller can activate its activated ability unless specified by a rule or effect. Activating an activated ability involves the following:

5.2.2a Announce the activated ability to be activated. The activated-layer is created in the stack zone under that player's control and becomes the topmost layer of the stack. The activated-layer is created with the same supertypes and types as the source of the activated ability. Continuous effects begin to apply to the ability layer.

5.2.2b The remainder of the process for activating an activated ability is identical to the process for playing a card listed in steps 5.1.3-5.1.10, substituting "play" for 'activate', and "card" for "ability".

5.2.3. If an effect allows a source to be activated additional times, the activated ability on the source may be activated to exceed its LIMIT that many times.

5.2.3a If an effect allows a source to be activated additional times, and it has multiple activated abilities, the player instructed by the effect selects which of those abilities the effect applies to the time the ability is activated beyond its LIMIT.

5.2.3b If an effect allows a source to attack additional times, it refers to activating an ability on the source with the attack effect.

***Example:** Twinning Blade has the text "You may attack an additional time with target sword this turn.", which allows the player to activate an activated ability (with the attack effect) on the target sword an additional time past its LIMIT.*

5.2.3c Effects that allow the additional activation of an activated ability are additive. Effects that state how many times an ability can be activated in total, set the LIMIT of the activated ability (or the total number of times that all activated abilities), which can be increased by effects that allow the additional activation of an ability.

***Example:** Blood on Her Hands has the text "[...] Target 1H weapon may attack twice this turn.", which is an effect that sets the total number of times an activated ability (with the attack effect) can be activated on the target to two. If this effect is applied two or more times, the activated ability (with the attack effect) can still only be activated twice.*

5.2.4. A hidden activated ability (HAA) is an activated ability that is functional when its source is a private object (and not in the deck zone). A hidden activated ability is typically written in the format "[LIMIT?] [TYPE] — [COST]: [ABILITIES] [CONDITION]", where the CONDITION specifies the privacy status and/or zone of the object for the ability to be functional.

5.2.4a When the activation condition for a hidden activated ability is met and the owner has priority, the owner may activate the ability. If they do, the source of the ability becomes public and remains public until the activated-layer resolves or otherwise ceases to exist. When an object becomes public this way, it does not trigger any abilities and can not be replaced by any replacement effects.

5.3. Resolution Abilities & Resolving Layers

- 5.3.1. A resolution ability is an ability that generates effects when its source resolves as a layer on the stack.
- 5.3.2. If the stack is not empty and all players pass in succession, the top layer of the stack resolves (with the exception of the Layer step of combat [Section 7.1 - Layer Step](#)). When a layer successfully resolves, the resolution abilities of that layer generate their effects.
- 5.3.2a If a layer fails to resolve, the resolution abilities of that layer do not generate their effects.
- 5.3.2b If the parameters of any effects of a resolution ability are undetermined, those parameters are determined before those effects are generated. (See [Rule 1.8.5](#))
- 5.3.2c If the resolution of a layer generates multiple effects, effects are generated immediately and in the order specified by the resolution abilities. If any generated effect fails, the remaining effects continue to be generated.
- 5.3.3. A layer can fail to resolve in the following situations:
- 5.3.3a If the layer has a resolution ability with a targeted effect, and one or more targets were declared when the layer was put onto the stack, at least one of those targets must still be a legal target - otherwise, the layer fails to resolve.
- 5.3.3b If the layer is a triggered-layer created by a triggered effect with a state-trigger condition, the state-trigger condition must be met by the current game state - otherwise, the layer fails to resolve.
- Example:** An attack with phantasm is defended by an attack action card with $6\{p\}$. Before the phantasm triggered-layer effect resolves, the attacking hero plays *Blinding Beam*, giving the defending card $-2\{p\}$. When the phantasm triggered-layer resolves, the game state condition that caused phantasm to trigger is no longer true, therefore the phantasm triggered-layer fails to resolve and does not generate any effects.*
- 5.3.3c If the layer is an attack-layer, and the source has ceased to exist, or the target of the attack is no longer.
- 5.3.4. After a layer successfully resolves or fails to resolve, the layer is moved from the stack to the owner's graveyard, and the turn player gains priority, with the following exceptions:
- 5.3.4a A non-card layer ceases to exist instead of being moved to the graveyard.
- 5.3.4b A card layer that becomes a permanent is moved to the arena instead of being moved to the graveyard. (See [Rule 8.2.4](#), [Rule 8.2.5](#), and [Rule 8.2.9](#))
- 5.3.4c A card with the type *defense reaction* becomes a defending card and is moved onto the current chain link instead of being moved to the graveyard. (See [Rule 8.1.3](#))
- 5.3.4d A rule or effect states that something happens where the turn player does not have priority instead of the player gaining priority.

5.4. Static Abilities

- 5.4.1. A static ability is an ability that generates effects without resolving a layer on the stack. Static abilities are written as statements.

5.4.2. Static abilities that are functional generate static continuous effects. (See [Rule 6.2.3](#))

5.4.3. A meta-static ability is a static ability that generates effects that apply to the rules outside of the game.

5.4.3a If a meta-static ability that modifies rules outside the game ceases to exist during a game, it does not affect the legality of the rules followed outside the game.

***Example:** Shiyana, Diamond Gemini has the text “You may have specialization cards of any hero in your deck.”. If the player controlling Shiyana has specialization cards in their deck, and during a game Shiyana lost this meta static ability, having specialization cards in the deck is still legal.*

5.4.4. A play-static ability is a static ability that generates effects that apply to the playing of its source card.

5.4.4a An additional-cost ability is a play-static ability that adds one or more asset-costs and/or effect-costs to play the source card. Additional-cost abilities are typically written in the format “As an additional cost to play *this* [COST]”, where COST is the additional cost to be paid. An additional-cost ability is optional if the COST of the ability uses the term “may” and must be declared when playing a card (see [Rule 5.1.3](#)).

5.4.4b An alternative-cost ability is a play-static ability that replaces one or more asset-costs and/or effect-costs to play the source card. Alternative-cost abilities are typically written in the format “You may [COST] rather than pay *this*’s [BASE]”, where COST is the alternative cost to be paid instead of the cards BASE asset-costs and/or effect-costs. Alternative-cost abilities are optional and must be declared when playing a card (see [Rule 5.1.3](#)). An alternative cost has no effect on any additional costs that must be paid or modifications to the resource cost.

5.4.4c If a play-static ability generates a triggered effect, the effect triggers immediately if the trigger condition is met. Triggered effects of play-static abilities are typically written in the format “[EFFECT]. When you do, [Abilities]”, where the trigger condition is playing the card using the preceding effect of the play-static ability.

***Note:** Cards printed before 2022 have also used the format “[COST]. If you do, [ABILITIES]”.*

***Example:** Rift Bind has the text “You may play Rift Bind from your banished zone. If you do, it gains +X{p}, where X is the number of ‘non-attack’ action cards you have played this turn.”, which is a play static ability that generates a delayed-triggered effect that is triggered when the Rift Bind is played from the banished zone.*

5.4.4d If a play-static ability generates a replacement effect, the effect replaces the card as it is played if the replacement condition is met. Replacement effects of play-static abilities are typically written in the format “[EFFECT]. As you do, [Abilities]”, where the replacement condition is playing the card using the preceding effect of the play-static ability.

5.4.5. A property-static ability is a static ability that defines the property, or value of a property, on an object that would normally be found elsewhere on that object.

***Example:** Mutated Mass has the text “Mutated Mass’s {p} and {d} is equal to twice the number of cards in your pitch zone with different costs.”, which is a property-static ability that defines the power and defense of the card, otherwise printed on the card with (*).*

5.4.5a Property-static abilities function anywhere in and outside the game.

5.4.6. A triggered-static ability is a static ability that generates a single triggered effect. (See [Section 6.6 - Triggered Effects](#))

5.4.6a If the source of a triggered-static ability ceases to exist from an event that would trigger its effect, and the ability was functional immediately before the event occurs, then the triggered effect is triggered.

Example: *Merciful Retribution* has the text “Whenever an aura or attack action card you control is destroyed, deal 1 arcane damage to target hero. [...]”. If *Merciful Retribution* is in the arena under the control of a player and is destroyed, its triggered effect will trigger, because the destruction event of *Merciful Retribution* is also the condition of the effect.

5.4.7. A while-static ability is a static ability that is functional when its while-condition is met. while-conditional abilities are written in the format “While [CONDITION], [ABILITY]”, where the ABILITY is the static ability that is functional whenever the CONDITION is met.

Example: *Yinti Yanti* has the text “While *Yinti Yanti* is defending and you control an aura, it has +1 {d} .”, which is a while-static ability that is functional when it is a non-permanent defending card because it has a while-condition that is met when the card is defending.

5.4.7a A while-static ability can be functional when the source is private as long as the while-condition specifies it.

5.4.7b A hidden triggered ability is both a while-static ability and triggered-static ability, where the while-condition specifies that the source is private or in a private zone. If the triggered condition is met while the ability is functional and the source is private, the owner may decide to trigger the effect. If they do, the source of the ability becomes public and the triggered effect produces a triggered-layer to be added to the stack. The source remains public until the triggered-layer resolves or otherwise ceases to exist, and then it returns to being private.

Example: *The Librarian* has the text “While *The Librarian* is face down, at the start of your turn, you may turn him face up.”, which is a hidden triggered ability that is functional when *The Librarian* is face down in arsenal and the start of turn event occurs. The player decides to trigger the effect, *The Librarian* becomes public, and when its triggered-layer resolves it is officially turned face up in the arsenal.

6. Effects

6.0. General

6.1. Discrete Effects

6.1.1. A discrete effect is an effect that changes the game state by producing an event (see [Section 1.9 - Events](#)). Discrete effects have no duration, and after the completion of their event, they have no further influence of the game state.

6.1.2. Discrete effects are atomic. If multiple discrete effects would be generated, they are generated and produce their event one at a time.

Example: Sand Sketched Plan has the text “Search your deck for a card, put it into your hand, discard a random card, then shuffle your deck.”, which is resolution ability that generates four atomic discrete effects: search ([Rule 8.5.16](#)), put ([Rule 8.5.12](#)), discard ([Rule 8.5.5](#)), and shuffle ([Rule 8.5.17](#)). Each effect is generated and produces an event before the next one in order is generated.

6.1.3. If a discrete effect is conditional (see [1.8.3](#)), its condition is evaluated only once, at the time the effect would be generated. If the condition is met, the effect is generated - otherwise it is not.

6.2. Continuous Effects

6.2.1. A continuous effect modifies the abilities, properties, control of objects, and/or the rules of the game. Continuous effects either have a lasting influence effect on the game state, and continue for their specified duration, or for as long as their source ability is functional.

6.2.2. A layer-continuous effect is a continuous effect generated by the resolution of a layer. Layer continuous effects typically have a specified duration.

6.2.2a A layer-continuous effect starts as soon it is generated and ends after a specified duration. If no duration is explicitly specified by the effect, then the layer-continuous effect ends when it is no longer applicable.

6.2.2b If a layer-continuous effect has variable values (such as X), the values of those variables are determined when the continuous effect is generated and do not change thereafter. If the effect is a continuous effect that applies to an object that does not yet exist, the variables are determined when the effect first applies to an object and do not change thereafter.

Example: Tear Limb from Limb has the text “[...] the next Brute attack action card you play this turn gains +X{p}, where X is its base {p}.”, which is a layer-continuous effect where X is determined at the time the effect first starts to apply to an object, not when it is first generated.

6.2.2c If a layer-continuous effect starts to apply to an object, it continues to apply to that object even if the properties of that object change.

Example: Primeval Bellow (red) has the text “Your next Brute attack this turn gains +5{p}.”. If the player plays and resolves Primeval Bellow, then Pack Hunt (a brute attack); even if the supertype brute of Pack Hunt is removed, the effect of Primeval Bellow will still apply to the Pack Hunt.

6.2.2d If a layer-continuous effect is conditional on being generated (see 1.8.3), its condition is evaluated only once, at the time the effect would be generated. If the condition is met, the effect is generated - otherwise, it is not. If the effect is conditional on being applied, the condition is still checked continuously (see Rule 1.8.3c).

6.2.3. A static-continuous effect is a continuous effect generated by a static ability. Static-continuous effects never have a specified duration.

6.2.3a A static-continuous effect starts as soon as the static ability that generated it becomes functional and ends when the static ability becomes non-functional (see Rule 1.7.5).

6.2.3b If a static-continuous effect has variable values (such as X), the value of those variables are determined based on the current game state and are updated if the game state changes.

6.2.3c Static continuous effects only apply to an object while it has the properties described by the effect - if the properties of an object change, the static effect may no longer apply to that object.

6.2.3d If a static-continuous effect is conditional on being generated (see 1.8.3), its condition is evaluated at all times. The effect is generated when the condition is met and ceases to exist when the condition is not met.

Example: Luminaris has the text “If there is a yellow card in your pitch zone, Illusionist attacks you control have go again.”, which is a conditional static-continuous effect that only exists when there is a card with a yellow color strip in the controlling player’s pitch zone and does not exist otherwise.

6.2.4. If a continuous effect would only apply to a future object that is yet to exist, it starts to apply to the next object that meets the specification of the effect.

Example: Come to Fight has the text “The next attack action card you play this turn gains +3{p}.”, which is a layer-continuous effect that applies to the next attack action card the player plays after the generation of the effect.

6.3. Continuous Effect Interactions

6.3.1. If an object is subject to two or more continuous effects, the effects are applied using a staging system. The effects are grouped into stages and are applied in ascending stage order, then if there are two or more effects in the same stage, the effects are applied using substage order, then timestamp order.

6.3.2. Stage order is defined by how an effect applies to the object unless the effect depends on a later modification. Effects are grouped into stages and are applied in ascending stage order. If there are two or more effects in the same stage, the effects are applied using substage order.

6.3.2a *Stage 1:* Effects that affect the copyable properties of an object are applied. (See Rule 8.5.21)

6.3.2b *Stage 2:* Effects that affect the controller are applied.

6.3.2c *Stage 3:* Effects that affect abilities are applied.

6.3.2d *Stage 4:* Effects that affect the color strip/name/pitch/text box are applied.

6.3.2e *Stage 5:* Effects that affect supertypes/types/subtypes are applied.

6.3.2f *Stage 6:* Effects that affect the base values of numeric properties are applied.

6.3.2g *Stage 7*: Effects (and counters) that affect the values of numeric properties are applied.

6.3.2h An effect is dependent on a stage if the application of another effect in that stage would change the application of this effect, and that stage is higher than the stage for this effect. An effect is independent if it is not dependent on any stages. Dependent effects are applied in the stage on which they are dependent.

Example: Thump has the text “While Thump’s Attack is greater than its base Attack, it has dominate and ‘When this hits a hero, they discard a card.’ ” which is a while-conditional effect that is dependent on the power property (stage 6) and adds an ability (stage 4). Therefore it is applied in stage 6, substage 5.

6.3.2i If an effect is dependent on two or more stages, it is applied at the highest of all those stages.

6.3.2j If separate parts of an independent effect are applied in different stages, the separate parts of the effect each apply in their respective stages.

6.3.3. Substage order is used if there are two or more effects in the same stage and is defined by the dependence and type of modification within each stage. Effects are grouped into substages and are applied in ascending substage order. If there are two or more effects in the same substage, the effects are applied using timestamp order.

6.3.3a *Substage 1*: Effects that state something can not happen or prevent modifications to the object are applied.

6.3.3b *Substage 2*: Effects that define/set properties, or the values of abilities/properties are applied.

6.3.3c *Substage 3*: Independent effects that add abilities, increase numerical values of abilities, add to a non-numerical property, or increase the value of a numerical property are applied.

6.3.3d *Substage 4*: Independent effects that remove abilities, decrease numerical values of abilities, remove from a non-numerical property, or decrease the value of a numerical property are applied.

6.3.3e *Substage 5*: Dependent effects that add abilities, increase numerical values of abilities, add to a non-numerical property, or increase the value of a numerical property are applied.

6.3.3f *Substage 6*: Dependent effects that remove abilities, decrease numerical values of abilities, remove from a non-numerical property, or decrease the value of a numerical property are applied.

6.3.3g If separate parts of an independent effect are applied in different substages, the separate parts of the effect each apply in their respective substages.

6.3.4. Timestamp order is used when there are two or more effects in the same substage and is defined by the timestamp of when an effect begins to apply to the object. Effects are applied in chronological timestamp order. If there are two or more effects with the same timestamp, the order is determined by the turn player.

6.3.4a The timestamp of an effect is the moment it applies to an object. Specifically, the moment is either when the object becomes applicable to an existing effect, or when an effect is generated and applies to an existing object.

6.3.4b If two or more effects start to apply to an object at the same time the turn player decides the order that effects apply. This decided order is only used to determine the order of effects with the same timestamps. Once a player has decided the order of effects, the order can not be changed.

6.3.4c When a new effect is applied to an object in a given substage of ordered effects, that effect is ordered after the existing effects in that substage.

6.3.5. Continuous effects are applied automatically, as described by the stage/substage/timestamp order, and all modifications to an object's properties are instantaneous.

6.3.6. The application of an effect during staging may modify an object to change what effects will apply to it in future stages/substages.

6.3.6a If an object is modified by an effect that would make it eligible/ineligible for another effect in the current or future stage/substage, that effect is added/removed to the set of effects to be applied in that stage/substage.

Example: Minnowism (red) has the text "The next attack action card with 3 or less base you play this turn gains +3{p}." which is a layer-continuous effect applied in stage 7. If an attack action card is played, and its base power is reduced in stage 6 to be 3, it becomes eligible for the application of Minnowism's effect, which will be added in the later stage 7.

6.3.6b If an object is modified by an effect that would make it applicable to another effect in a previous stage/substages, that other effect is not retroactively applied or unapplied.

6.4. Replacement Effects

6.4.1. A replacement effect is a type of continuous effect, or a part of a preceding effect, that replaces an event with a modified event. A replacement effect typically specifies the conditions for the event to be replaced and the partial or full replacement of the event.

6.4.2. When an event is about to occur that satisfies the condition of a replacement effect, the replacement effect is considered active for that event.

6.4.3. A replacement effect must exist before an event occurs in order to replace it. If a replacement effect is generated after an event occurs, it does not retroactively replace that event.

6.4.4. A replacement effect can replace an event that has been modified by another replacement effect, as long as the effect is active for that modified event.

6.4.5. A replacement effect can only replace an event once per original event. It can not replace its own modified event, or any further modified events produced other replacement effects if it has already replaced the event.

6.4.6. If an event is replaced, the original event does not occur and the modified event occurs instead. The modified event may trigger abilities and cause other replacement effects to be active that the original event would not have.

6.4.7. A self-replacement effect is a replacement effect that is either part of a preceding effect generated by the same ability or an independent effect that applies to an effect generated by a leading connected ability (see [Rule 1.7.7](#)). A self-replacement effect is typically written in the format "[CONDITION], instead [MODIFICATION]", where EFFECT (if any) is the preceding effect the replacement applies to, CONDITION specifies the replacement condition, and MODIFICATION specifies the partial or full replacement of the event created by the preceding effect.

Example: Weave Earth (red) has the text "The next Earth or Elemental attack action card you play this turn gains +3{p}. If it's fused, instead it gains +4{p}." which is a layer-continuous and self-replacement effect. When an Earth or Elemental attack action card

is played and is fused, the self-replacement part of the effect replaces the preceding layer-continuous part of the effect, and the card gains +4{p}.

6.4.7a A self-replacement effect does not modify any event other than the event created by the preceding effect on its source, or the effect of the leading connected ability.

6.4.8. A identity-replacement effect is a static-continuous replacement effect. Identity-replacement effects are typically written in the format “As *this* enters the arena [MODIFICATION]”, or “*this* enters the arena (as/with) [MODIFICATION]”, where MODIFICATION describes the modifications to the object as it enters the arena.

6.4.8a The condition of an identity-replacement effect is its source is moving into the arena.

6.4.8b An identity-replacement effect that modifies the properties of its source defines its copyable properties.

6.4.9. A standard-replacement effect is a continuous replacement effect. A standard-replacement effect is typically written in the format “(When / Whenever / If / The next) [CONDITION], instead [MODIFICATION]”, where CONDITION specifies the condition for the replacement effect to be active, and MODIFICATION describes the modifications to the object as it enters the arena.

6.4.10. A prevention effect is a replacement effect that replaces a damage event with a modified event. Prevention effects are typically written in a format “[CONDITION?] prevent [PREVENTION]”, where the CONDITION (if any) specifies the replacement condition, and PREVENTION is the modification which specifies the total amount of damage the effect can prevent damage type(s) (if any), the protected object(s) and/or source(s) of the damage event, and additional modifications to the event (if any).

6.4.10a If a prevention effect is active for a damage event, for every 1 damage of the given type that would be dealt to the protected object from the damage source, the damage is prevented and the remaining prevention amount of the effect is reduced by 1. If the prevention amount has been reduced to 0, any remaining damage is dealt as normal.

6.4.10b If the prevention damage type is not specified, the prevention applies to any and all damage types. If the prevention damage type is specified, the prevention only applies to that type of damage.

6.4.10c If the source of the damage event is not specified, the prevention applies to all damage that applies to the specified protected object(s).

6.4.10d If the protected object is not specified, the prevention applies to all damage dealt by the specified source(s) of the damage event.

6.4.10e If there are two or more types of damage in the event that the prevention can apply to, and/or two or more protected objects the damage event will deal damage to, the controller of the prevention effect declares each point of damage the effect will prevent.

6.4.10f If an effect states that a prevention effect can not prevent the damage of an event, the prevention effect still applies to the event but its prevention amount is not reduced. Any additional modifications to the event by the prevention effect still occur.

Example: *Spectral Shield* has the text “If your hero would be dealt damage, instead destroy *Spectral Shield* and prevent 1 damage that source would deal.”, which is a fixed-prevention effect with an additional modification that destroys the source. If a damage event occurs that can not be prevented, *Spectral Shield*’s prevention effect applies

once to the event but does not reduce the damage dealt and Spectral Shield is still destroyed.

Example: Steadfast has the text “Prevent the next 6 damage that would be dealt to your hero this turn by a source of your choice.”, which is an ongoing-prevention effect. If a damage event occurs that can not be prevented, Steadfast’s prevention effect applies once to the event, but does not reduce the damage dealt and does not have its prevention amount reduced. As such will still be able to prevent a total of 6 damage from the source after the event.

- 6.4.10g A fixed-prevention effect is a prevention effect that prevents a specific amount of damage of an event that activates it. Fixed-prevention effects are typically written in the format “[CONDITION], prevent [PREVENTION]”. After a fixed-prevention effect prevents damage, any remaining prevention amount is not used to prevent a subsequent damage event.

Example: Dissipation Shield has the text “Instant - Destroy Dissipation Shield: The next time your hero would be dealt damage this turn, prevent X damage, where X is the number of steam counters on Dissipation Shield.”, which fixed-prevention effect that applies to the next event that would deal damage to your hero this turn but does not to any further damage events that turn.

- 6.4.10h An ongoing-prevention effect is a prevention effect that prevents a specific amount of damage from any number of events that activate it. Ongoing-prevention effects are typically written in the format “[CONDITION?] prevent the next [PREVENTION]”. After an ongoing-prevention effect prevents damage, any remaining prevention amount is used to prevent a future damage event. If the prevention amount of an ongoing-prevention effect is reduced to zero, the effect ceases to exist.

Example: Bone Head Barrier has the text “Roll a 6 sided die. Prevent the next X damage that would be dealt to your hero this turn, where X is the number rolled.”, which is an ongoing-prevention effect that applies to every event that would deal damage to your hero this turn until X damage has been prevented in total.

6.5. Replacement Effect Interactions

- 6.5.1. If there are two or more replacement effects that could replace an event with a modified event, then effects are applied based on an order determined by the turn player and then an order determined by each controlling player.
- 6.5.2. *Select Player:* First, the turn player selects a remaining player. When a type of replacement effect is applied, each player applies their active replacement effects of that type one-by-one until they do not control any more active replacement effects of that type; starting with the selected player and ending when there are no more active replacement effects of that type to apply.
- 6.5.2a The turn player does not determine the order of effects they do not control, only the first player to apply replacement effects.
- 6.5.2b The selected player is determined once per event and does not change.
- 6.5.3. *Self-replacement and Identity-replacement:* Second, each player applies any self- or identity-replacement effects they control.
- 6.5.4. *Standard-replacement:* Third, each player applies any active standard-replacement effects they control.
- 6.5.5. *Prevention:* Fourth, each player applies any active prevention effects they control.

6.5.6. Fifth and finally, the event occurs.

6.6. Triggered Effects

6.6.1. A triggered effect is an effect that can be triggered to put a triggered-layer on the stack. Triggered effects are typically written in the format “[LIMIT?] (When / Whenever / At / The [ORDINAL] time / The next time) [EVENT and/or STATE] [ABILITIES]”. Triggered effects never use the term “instead” (see [Section 6.4 - Replacement Effects](#)).

Note: Cards printed before 2022 have also used the format “If [EVENT and/or STATE] [ABILITIES]” and “[LIMIT?] effect - (When / Whenever) [EVENT and/or STATE] [ABILITIES]”.

6.6.1a The LIMIT (if any) specifies the trigger limit, which maximum number of times the effect can be triggered. If there is no limit, the effect can be triggered any number of times.

6.6.1b The ORDINAL (if any) is one or more ordinal numbers that specify which event(s) within the given duration will match the trigger condition.

6.6.1c The EVENT and/or STATE specifies the event- and/or state-trigger condition that triggers the effect and creates a triggered-layer. If the triggered condition describes an event (or an event and state), the effect is an event-based triggered effect; if the trigger condition describes a game state, the effect is a state-based triggered effect.

6.6.1d The ABILITIES specifies the resolution abilities of the triggered-layer created by the effect. When the triggered-layer resolves, the resolution abilities of the layer generate effects.

6.6.2. An inline-triggered effect is a discrete triggered effect that can only trigger when it is generated. Inline-triggered effects are typically written in the format “When [CONDITION] [EFFECT]”.

Example: Belittle has the text “As an additional cost to play Belittle, you may reveal an attack action card with 3 or less base p from your hand. When you do, search your deck for a card named Minnowism, reveal it, put it into your hand, then shuffle your deck.”, where the latter effect is an inline-triggered effect that is conditional on the payment of the preceding effect-cost.

6.6.2a An inline-triggered effect does not trigger retroactively if the condition is met after the effect is generated.

6.6.3. A delayed-triggered effect is a layer-continuous triggered effect. Delayed triggered effects typically contain, but do not start with the phrase “(when / whenever / at / the [ORDINAL] time / the next time)”, or they start with the phrase “The next time”.

Example: Lead the Charge (blue) has the text “The next time you play an action card with cost {r}{r} or greater this turn, gain 1 action point.”, which is a delayed-triggered effect that triggers and creates a triggered-layer when you

6.6.3a A delayed triggered effect always specifies a duration, unless it is conditional on a change in phase (end of turn), or step (combat chain closes).

6.6.4. A static-triggered effect is a static-continuous triggered effect. Static triggered effects typically start with the phrase “[LIMIT?] (When / Whenever)” or “At / The [ORDINAL] time”.

Note: Cards printed before 2022 have also used the format “[LIMIT] Effect — [EFFECT]”, where LIMIT (if any) specifies the maximum number of times the triggered effect can be triggered, and EFFECT specifies the triggered effect of the ability.

Example: Rhinar has the text “When you discard a card with 6 or more {p} during your action phase, intimidate.”, which is a static-triggered effect that triggers and creates a triggered-layer when you discard a card with 6 or more {p}, and when that triggered-layer resolves, the intimidate effect is generated.

6.6.5. If a game event or game state meets a triggered effect’s trigger condition, the effect is considered triggered. When an effect is triggered, it creates a triggered-layer.

6.6.5a A triggered effect must exist before an event or change in state occurs that satisfies its trigger condition, for it to be triggered. If a triggered effect is generated after an event or change in state occurs that satisfies its trigger condition, it does not retroactively trigger. The exception is inline-triggered effects, which triggers as it is generated if its trigger condition is met.

6.6.5b An event-based triggered effect only triggers if an event that meets the triggered condition occurs. If the event is modified before it occurs and no longer meets the triggered condition, the effect does not trigger (see [Section 6.4 - Replacement Effects](#)). If the trigger condition also includes a state-trigger condition, that condition must also be met by the game state at the time the event occurs for the effect to trigger.

6.6.5c A state-based triggered effect only triggers if the game state did not initially meet the trigger condition, then changes and meets the trigger condition.

6.6.5d If the trigger condition is preceded by an ordinal as part of the condition, the effect will only trigger on the specified ordinal time(s) the condition is met, relative to the specified duration. If the effect becomes functional after the specified ordinal time(s) the condition would be met, the effect will not trigger for the rest of the specified duration.

Example: If a card has the text “The first time you boost each turn, gain an action point.”, and it put into the arena as a permanent after you’ve boosted that turn, it will not trigger the next time you boost that turn because the ordinal time “first” is relative to the turn and has already happened.

6.6.5e If the triggered effect is triggered, but it would exceed the maximum number of times specified by the trigger limit (if any), the triggered-layer is not created and will not be added to the stack.

6.6.5f If the triggered effect is triggered, but there is an effect that prevents it from triggering, the triggered-layer is not created and will not added to the stack. However, the triggering still counts towards the limit of the effect (if any).

Example: Katsu has the text “The first time an attack action card you control hits each turn, [...]” and Tripwire Trap has the text “Hit effects don’t trigger this chain link [...]”. If the Tripwire Trap continuous effect is active and the player that controls Katsu hits with an attack action card, the Katsu triggered effect will not produce a triggered-layer on the stack because Tripwire Trap continuous effect prevents it. The next time this turn the player that controls Katsu hits with an attack action card, the Katsu triggered effect will not produce a triggered-layer on the stack because the once per turn limit has already been reached.

6.6.6. When a triggered-layer is created, it is added to the stack before the next player receives priority as a game state process. (See [Rule 1.10.2](#))

6.6.6a When a triggered-layer is added to the stack, the player that controls the effect must declare the parameters of all abilities of that layer. If the card has any modal resolution abilities, the player must declare the modes for those abilities (see [Rule 1.7.6](#)). Then, if any resolution abilities generate effects that require a target, the player must declare all legal targets for those effects [Rule 1.8.4](#). If no legal targets can be declared, the triggered-layer ceases to exist and is not added to the stack.

7. Combat

7.0. General

7.0.1. Combat is a game state where the combat chain is open and attacks undergo resolution in steps on the stack and combat chain. The resolution of a chain link consists of seven steps in order: Layer, Attack, Defend, Reaction, Damage, Resolution, and Link.

7.0.2. An attack is either a card with the subtype attack on the stack, an attack-layer, or an attacking object. (See [Rule 1.2.4](#))

7.0.3. The combat chain starts closed. If the combat chain is closed and an attack is added to the stack, the combat chain opens and the Layer Step begins immediately. The combat chain remains open until it is closed again (see [Rule 7.8.2](#)).

7.0.4. A card or ability with the subtype attack cannot be played/activated if a rule or effect would prevent the player from attacking with that card/ability.

7.0.5. When a player plays or activates an attack, they must declare an attackable object controlled by an opponent as the target of the attack.

7.0.5a An object is attackable if it is a living object (see [Rule 2.5.1](#)), or if it is made attackable by an effect.

***Example:** The ability *Spectra* generates an effect that makes its source a legal target for an attack, despite it not being a living object.*

7.0.5b The target of an attack remains a target until the combat chain closes.

7.0.6. When a layer is added to the stack while the combat chain is open, it is considered to be played/activated/triggered on chain link N where N is the highest chain link, for the purposes of rules and effects. If there are no chain links on the combat chain it is not considered to be played/activated/triggered on any chain link.

7.0.7. During combat, while the combat chain is open, a player can not play cards or activate activated abilities with the type *action*, except during the Link Step of combat. (See [Section 7.7 - Link Step](#))

7.0.7a An action card/ability can still be played/activated as an instant during any step of combat when a player has priority.

7.1. Layer Step

7.1.1. The Layer Step is a game state where an attack is unresolved on the stack.

7.1.2. First, the turn player gains priority.

7.1.3. Second and finally, when the top layer of the stack is the attack and all players pass in succession, the Layer Step ends and the Attack Step begins.

7.2. Attack Step

- 7.2.1. The Attack Step is a game state where an attack resolves and becomes attacking before any defending cards are declared.
- 7.2.2. First, if the target of the attack does not exist, or is an illegal target, the Attack Step ends and the Close Step begins (see [Section 7.8 - Close Step](#)).
- 7.2.3. Second, the attack moves to the combat chain as a chain link (see [Rule 3.5.4](#)). If the attack is an attack-layer, its source (attack-source) becomes the attack instead and moves to the combat chain as a chain link. The resolution abilities of the attack resolve and generate effects (with the exception of the ability go again, see [Rule 8.3.5](#)).

Note: Attacks with resolution abilities that generate discrete effects printed before 2021 have received an errata that corrects them to be triggered effects that trigger when the attack becomes attacking.

Example: Salt the Wounds has the text “Salt the Wound gains +1{p} for each attack that has hit this combat chain.”, a resolution ability that generates a continuous effect as Salt the Wounds becomes a chain link on the combat chain.

- 7.2.3a If the attack-source of an attack-layer becomes the attack, effects that applied to the attack-layer now apply to the attack-source as a chain link on the combat chain, and the attack-layer cease to exist. These effects apply to the attack-source as long as it remains that chain link on the combat chain.

Example: Sharpen Steel has the text “Your next weapon attack this turn gains +3{p}.”. When a weapon is activated to create an attack-layer on the stack, Sharpen Steel’s effect begins to apply to the attack-layer. When the weapon becomes the attack and chain link on the combat chain, Sharpen Steel’s effect that applied to the attack-layer, now applies to the weapon as the chain link.

- 7.2.3b An effect that applies to an attack-source specifically as a chain link, only apply to the attack-source while it represents that chain link on the combat chain. If the attack-source becomes a new chain link on the combat chain, these effects do not apply to the attack-source as the new chain link.

Example: Sharpen Steel has the text “Your next weapon attack this turn gains +3{p}.”. If Sharpen Steel’s effect applies to a weapon as chain link 1, and a new attack-layer from that weapon causes the weapon to become chain link 2 of the same combat chain, Sharpen Steel’s effect does not continue to apply to the weapon as chain link 2.

- 7.2.3c If the attack-source was a chain link before it becomes a new chain link, the previous chain link continues to exist and Last Known Information is used. (See [Rule 3.5.4b](#))

- 7.2.4. Third, the attack is considered to be attacking until it leaves the combat chain. The “attack” event occurs and effects that trigger from attacking are triggered.

Example: The attack is Dread Triptych. The abilities “When you attack with Dread Triptych, if you’ve played a ‘non-attack’ action card this turn, create a Runechant token.” and “When you attack with Dread Triptych, if you’ve dealt arcane damage this turn, create a Runechant token.” trigger and are added as separate triggered-layers on the stack.

- 7.2.4a If the attack is an attack ability, then its source is moved onto the current chain link and the source is considered to be “attacking” until the current chain link resolves. If the source is already on another chain link, it is still moved to the current chain link.

Example: *If the player activates an attack ability on an ally object, the ally moves to the chain link of its attack and becomes an “attacking ally” until its attack resolves.*

7.2.4b If the attack is a card or activated attack created by an attack ability from a non-living object (see [Rule 2.5.1](#)), then the controller of the attack and their hero card become the “attacking hero” until the current chain link resolves, for the purposes of rules and effects.

7.2.4c The target (if any) of the attack is considered to be defending. If the target of the attack is a hero, that hero and their controller become the “defending hero” until the current chain link resolves, for the purposes of rules and effects.

7.2.5. Fourth, the turn player gains priority.

7.2.6. Fifth and finally, when the stack is empty and all players pass in succession, the Attack Step ends and the Defend Step begins.

7.3. Defend Step

7.3.1. The Defend Step is a game state where defending objects are initially declared.

7.3.2. First, the defending hero (if any) declares any number of non-defense reaction cards from their hand and/or objects with the type *equipment* they control. Objects declared this way are considered to be “defending” on the current chain link. The “defend” event occurs and effects that trigger from defending are triggered.

7.3.2a If there is no defending hero, then no defending objects are declared. Otherwise, the defending hero must declare all objects simultaneously, or declare that they are not defending with any objects.

7.3.2b The defending hero cannot defend with an object that is already a defending object on another chain link.

7.3.2c An object must have the defense property to be declared this way (0 is a value). If an object does not have the defense property, it can not become defending.

7.3.2d Defending with a card this way is not considered playing the card. It does not incur the cost for playing that card, it does not add it as a layer on the stack, nor does it resolve any resolution abilities on that card.

7.3.2e If two or more objects are declared this way, all defending objects are considered to be put onto the current chain link simultaneously in a single compound event. The defending hero decides the order of the defending cards within the compound event for the purposes of effects. (See [Rule 1.9.2](#))

Example: *Flic Flak has the text “If the next card you defend with this turn is a card with combo, it gains +2d.”, which is a delayed continuous effect that applies to the next card the player defends with. If the player declares two cards with the combo ability tag, they select which card the effect applies to.*

7.3.3. Second, the turn player gains priority.

7.3.4. Third and finally, when the stack is empty and all players pass in succession, the Defend Step ends and the Reaction Step begins.

7.4. Reaction Step

- 7.4.1. The Reaction Step is a game state where players may use reactions related to combat.
- 7.4.2. First, the turn player gains priority.
- 7.4.2a The attacking hero (if any) can play/activate attack reaction cards/abilities when they have priority during the Reaction Step.
- 7.4.2b The defending hero (if any) can play/activate defense reaction cards/abilities when they have priority during the Reaction Step.
- 7.4.2c A defense reaction card/ability cannot be played/activated if a rule or effect would prevent the player from defending with that card/ability.
- 7.4.2d When a defense reaction card resolves it becomes a defending card and the defending hero is considered to have defended with it. The “defend” event occurs and effects that trigger from defending with a card are triggered.
- 7.4.3. Second and finally, when the stack is empty and all players pass in succession, the Reaction Step ends and the Damage Step begins.

7.5. Damage Step

- 7.5.1. The Damage Step is a game state where the physical damage of the chain link is calculated and applied. Players do not get priority during the Damage Step.
- 7.5.2. First and only, if the power of the attack is greater than the sum total defense value of defending objects on the current chain link, the attack hits the target (if any) and deals {p} damage (physical damage) equal to the difference. Then the Damage Step ends and the Resolution Step begins.
- Example:** If the power of the attack is 6, and there are two defending cards with a defense 3 and 2 respectively then the sum total defense value of the defending objects is 5. The power of the attack is greater than the sum total defense, so the target is dealt $6 - 5 = 1$ {p} damage.*
- 7.5.2a Dealing {p} damage to the attack target this way, is a hit-event generated by the game. The source of the damage is the attack.
- 7.5.2b If the target has ceased to exist or is illegal when the damage is calculated, no damage is dealt, and the effect is not generated.
- 7.5.3. An attack is considered to have hit if it deals damage to the attack target during the Damage Step of combat. The hit-event is a composite event that includes the internal event of {p} damage being dealt to the target and only occurs during the Damage Step of combat. (See [Rule 1.9.3](#))
- 7.5.3a If the target loses life as a result of anything except damage dealt by the attack, then the attack is not considered to have hit.
- 7.5.3b If the internal event of dealing does not occur (the target is not dealt any damage), then the hit-event does not occur and the attack is not considered to have hit.

***Example:** Feign Death has the text “The next time you would be dealt damage this turn, prevent it.”. If the effect from Feign Death prevents the all damage dealt by the attack, no damage is dealt, the hit-event does not occur, and the attack is not considered to have hit.*

- 7.5.3c If the damage event is modified such that the attack is not the source of any damage dealt to the target (the target is dealt damage, but not by the attack), the event no longer a composite hit-event and the attack is not considered to have hit. This is the exception to the composite-event rule [Rule 1.9.3](#).

7.6. Resolution Step

- 7.6.1. The Resolution Step is a game state where the current chain link resolves.
- 7.6.2. First, the current chain link is considered to be resolved and effects that trigger when the chain link resolves are triggered.
- 7.6.3. Second, the turn player gains priority.
- 7.6.4. Third and finally, when the stack is empty and all players pass in succession, the Resolution Step ends and the Link Step begins.

7.7. Link Step

- 7.7.1. The Link Step is a game state where the combat can either continue with the chain of attacks or close the combat chain.
- 7.7.2. First, if the attack has *go again*, its controller gains 1 action point.
- 7.7.2a If the attack is no longer on the combat chain, the last known information of the attack is used to determine whether the attack has go again.
- 7.7.3. Second, the turn player gains priority. The turn player may play an attack action card or activate an attack ability. If an attack is added to the stack, the Link Step ends and the Layer Step begins.
- 7.7.4. Third and finally, when the stack is empty and all players pass in succession, the Link Step ends and the Close Step begins.

7.8. Close Step

- 7.8.1. The Close Step is a game state where the combat chain closes and combat ends. Players do not get priority during the Close Step.
- 7.8.2. If a rule or effect causes the combat chain to close, the current step (if any) ends, and the Close Step immediately begins. The combat chain closes from the following:
- 7.8.2a If all players pass in succession when the stack is empty during the Link Step. (See [Rule 7.7.4](#))
- 7.8.2b If the target of the attack ceases to exist before the attack becomes attacking, at the beginning of the Attack step. (See [Rule 7.2.2](#))
- 7.8.2c If the attack of the current chain link ceases to exist before the chain link resolves, at the beginning of the Resolution Step of combat. (See [Rule 7.6.2](#))

***Example:** Luminaris has the text “[...] Illusionist auras you control are weapons with 1{p} and “Once per Turn Action — 0: Attack””. If a Spectral Shield token is activated to attack the opponent, and the token is destroyed before the Resolution Step, the activated attack will also cease to exist, and the Close Step will begin.*

7.8.2d If an effect closes the combat chain.

Example: *The Phantasm and Spectra triggered effects close the combat chain when the triggered-layer resolves on the stack.*

7.8.3. First, the combat chain closes. The “combat chain closes” event occurs and abilities that trigger from the combat chain closing are triggered. All cards and activated abilities on the stack with the attack reaction type, defense reaction type, and/or attack subtype, are put into their owner’s graveyard.

7.8.4. Second, layers on the stack resolve, and additional triggered-layers are added as if all players are passing priority in succession.

7.8.5. Third, when the stack is empty, all permanents remaining on the combat chain return to their respective zones. Equipment, and weapons, that started the game in any of the arms, chest, head, legs, and weapon zones return to their respective zones. Any other permanent returns to the permanent zone.

7.8.6. Fourth, all remaining objects on the combat chain are cleared. (See [Rule 3.0.12](#))

7.8.7. Fifth and finally, the Close Step ends, and the Action Phase continues.

8. Keywords

8.0. General

- 8.0.1. A keyword is a reserved term or phrase that serves as a descriptive element for rules and/or effects to reference or has some rules meaning.
- 8.0.2. A type/subtype keyword is a keyword used by a card's text box to describe the type/subtype of an object.
- 8.0.3. An ability keyword is a keyword that substitutes for the rules text of an ability.
- 8.0.4. A label keyword is a keyword that groups abilities with common effects. A label keyword and its ability are typically written in the format “[KEYWORD] — [ABILITY]”.
- 8.0.5. An effect keyword is a keyword that substitutes for the rules text of an effect.
- 8.0.6. A token keyword is a keyword that refers to a specific token. A token keyword is typically written in the format “[KEYWORD] token”.

8.1. Type Keywords

8.1.1. Action

- 8.1.1a A card/activated ability with the type *action* can only be played/activated when the stack is empty unless it is played/activated as an instant.
- 8.1.1b A card/activated ability with the type *action* cannot be played/activated during combat, except during the link step unless it is played/activated as an instant. (See [Rule 7.0.7](#))
- 8.1.1c A card/activated ability with the type *action* has the additional asset-cost of one action point to play/activate, unless it is played/activated as an instant. (See [Rule 5.1.6](#))
- 8.1.1d If a card/activated ability with the type *action* is played as an instant, it retains the type *action* and does not gain the type *instant*.

8.1.2. Attack Reaction

- 8.1.2a A card or activated ability with the type attack reaction can only be played or activated by a player who controls an attacking hero during the reaction step. (See [Section 7.4 - Reaction Step](#))
- 8.1.2b When a card with the type attack reaction resolves as a layer on the stack, it is put onto the current chain link.

8.1.3. Defense Reaction

- 8.1.3a A card or activated ability with the type defense reaction can only be played or activated by a player who controls a defending hero during the reaction step. (See [Section 7.4 - Reaction Step](#))

8.1.3b When a card with the type *defense reaction* resolves as a layer on the stack, it becomes a defending card for the current chain link. (See [Rule 3.5.4d](#))

8.1.4. Equipment

8.1.4a A card with the type *equipment* starts in the game as a permanent if it is selected during the start of game procedure. If so, it must start the game in the zone that matches its subtype, or in the Weapon zone if the subtype is *off-hand*. (See [Section 4.1 - Starting a Game](#))

8.1.4b An object with the type *equipment* may be declared as a defending card during the defend step of combat by the player that controls it. (See [Rule 7.3.2](#))

8.1.5. Hero

8.1.5a A card with the type *hero* is referred to as a “hero card”.

8.1.5b A hero card starts the game as a permanent in the hero zone. (See [Section 4.1 - Starting a Game](#))

8.1.5c A hero card is separate to and cannot be included in a player’s deck.

8.1.6. Instant

8.1.6a A card/activated ability with the type *instant* can be played/activated any time the player has priority.

8.1.7. Resource

8.1.7a A card with the type *resource* cannot be played.

8.1.8. Weapon

8.1.8a A card with the type *weapon* starts the game as a permanent in the weapon zone if it is selected during the start of game procedure. (See [Section 4.1 - Starting a Game](#))

8.1.9. Mentor

8.1.9a A card with the type *mentor* can only be included in a player’s deck if their hero has the young subtype.

8.2. Subtype Keywords

8.2.1. (1H)

8.2.1a An object with the subtype *(1H)* is one-handed.

8.2.2. (2H)

8.2.2a An object with the subtype *(2H)* is two-handed.

8.2.2b If a two-handed object is in the weapon zone, it also occupies an additional empty weapon zone. The additional weapon zone is considered to contain the two-handed object. A two-handed object cannot start the game in a player’s weapon zone if they do not have an additional empty weapon zone for it to occupy.

8.2.3. Attack

8.2.3a A card with subtype *attack*, is considered an attack for combat. (See [Rule 7.0.2](#))

8.2.3b If a card with the subtype attack is played, the combat chain opens (if it is closed) and the layer step of combat begins. (See [Section 7.1 - Layer Step](#))

8.2.4. Aura

8.2.4a If a card with the subtype *aura* resolves as a layer on the stack, it enters the arena.

8.2.4b If an object with the subtype aura enters the arena, it is considered a permanent in the arena.

8.2.5. Item

8.2.5a If a card with the subtype *item* resolves as a layer on the stack, it enters the arena.

8.2.5b If an object with the subtype item enters the arena, it is considered a permanent in the arena.

8.2.6. Arrow

8.2.6a A card with subtype *arrow* can only be played from arsenal, and only if the player controls an object with the subtype bow.

8.2.7. Trap

8.2.7a A card with subtype *trap* can only be played from the arsenal.

8.2.8. Ally

8.2.8a An object with the subtype *ally*, is referred to as an “ally”.

8.2.8b If an ally ceases to exist, it is considered to have died. (See [Rule 2.5.3g](#))

8.2.8c During the End Phase, an ally’s life total is reset to its base life. (See [Section 4.4 - End Phase](#))

8.2.8d If a player activates an attack ability of an ally, the controlling player and their hero do not become an attacking hero; and the player cannot play or activate attack reaction cards or abilities during the reaction step of combat. (See [Rule 7.2.4b](#))

8.2.8e If an ally is the target of an attack, the controlling player and their hero do not become a defending hero; and the player cannot declare defending cards or play or activate defense reaction cards or abilities during the reaction step of combat (See [Rule 7.2.4c](#))

8.2.8f If an ally deals damage, the controlling player and their hero are not considered to have dealt damage.

8.2.8g If an ally is dealt damage, the controlling player and their hero are not considered to have been dealt damage.

8.2.9. Landmark

8.2.9a If card with subtype *landmark* resolves as a layer on the stack, it enters the arena.

8.2.9b If a card with the subtype *landmark* enters the arena, it is considered a permanent in the arena, and all other permanents with the subtype *landmark* are cleared. (See [Rule 3.0.12](#))

8.2.10. Off-hand

8.2.10a A card with the type *equipment* and the subtype *off-hand* occupies one weapon zone.

8.2.10b A player can start the game with up to one off-hand equipment in their weapon zone.

8.3. Ability Keywords

8.3.1. Attack

8.3.1a Attack is a special resolution ability. A layer with the attack ability is an attack-layer.

8.3.1b When an attack-layer resolves on the stack, its source becomes an attack and chain link on the combat chain. Effects that applied to the attack-layer apply to the source as an attack instead.

8.3.1c If attack-layer is added to the stack, the combat chain opens (if it is closed) and the layer step of combat begins. (See [Section 7.1 - Layer Step](#))

8.3.1d To add an attack-layer onto the stack, a legal attackable target must be declared as the target of the attack. (See [Rule 7.0.5a](#))

8.3.2. Battleworn

8.3.2a *Battleworn* is a triggered-static ability. Battleworn means “When the combat chain closes, if *this* defended, put a $-1 \{d\}$ counter on it.”

8.3.3. Blade Break

8.3.3a *Blade break* is a triggered-static ability. Blade break means “When the combat chain closes, if *this* defended, destroy it.”

8.3.4. Dominate

8.3.4a *Dominate* is a static ability. Dominate means “The defending hero cannot defend or play with more than 1 defending card or defense reaction from their hand this chain link.”

8.3.4b If a player has already played or defended with two or more defense reactions and/or defending cards from hand, then the attack gains dominate, the existing defense reactions and/or defending cards remain as they are.

8.3.4c If a player has already played or defended with defense reaction or defending card from hand, they cannot play any additional defending cards, even if the defense reaction or defending card is no longer defending the attack with dominate.

8.3.5. Go again

8.3.5a *Go again* is a resolution ability. Go again means “Gain 1 action point.”

8.3.5b If go again is an ability of an attack, it does not resolve when the resolution abilities of an attack resolve during the attack step of combat - instead it resolves at the end of the resolution step of combat. (See [Rule 7.7.2](#))

8.3.5c An object cannot have more than one “go again” ability.

- i. If an effect would give the “go again” ability to an object that already has the “go again” ability, then that part of the effect fails.

8.3.6. Legendary

8.3.6a *Legendary* is a meta static ability. *Legendary* means “You may only have 1 *this* in your deck.” where the term deck refers to the registered deck in constructed formats and the starting deck in limited formats. (See [Rule 1.1.3](#))

8.3.7. Specialization

8.3.7a *Specialization* is a meta static ability in the format “[HERO] **Specialization**”. *Specialization* means “You may only have *this* in your deck if your hero is [HERO].” where HERO is the moniker of the hero card. (See [Rule 2.6.3](#))

8.3.8. Arcane Barrier *N*

8.3.8a *Arcane Barrier N* is a static ability that generates a damage replacement effect. *Arcane Barrier N* means “If your hero would be dealt arcane damage, you may pay *N* resource points. If you do, prevent *N* arcane damage that source would deal.”

8.3.9. Boost

8.3.9a *Boost* is an optional additional cost ability. *Boost* means “As an additional cost to play *this*, you may banish the top card of your deck. If it’s a Mechanologist card, *this* gains **go again**.”

8.3.9b A player who has paid the addition cost in boost is considered to have boosted, regardless of whether or not a Mechanologist was banished by boost.

8.3.9c A player cannot boost if they cannot pay the additional cost of banishing the top card of their deck.

8.3.10. Temper

8.3.10a *Temper* is a triggered-static ability. *Temper* means “When the combat chain closes, if *this* defended, put a -1 {d} counter on it, then destroy it if it has zero {d}.”

8.3.11. Blood Debt

8.3.11a *Blood debt* is a triggered-static ability. *Blood debt* means “At the beginning of your end phase, if *this* is in your banished zone, lose 1{h}.”

8.3.11b *Blood debt* only triggers if its source is public in the banished zone at the beginning of the owner’s end phase.

8.3.12. Mentor (obsolete)

8.3.12a *Mentor* is a meta-static ability. *Mentor* means “You may only have *this* in your deck if your hero is young.”.

8.3.13. Phantasm

8.3.13a *Phantasm* is a state-based triggered-static ability. *Phantasm* means “Whenever *this* is defended by a non-Illusionist attack action card with 6 or more {p}, destroy *this* and close the combat chain.”

8.3.13b If an attack with *Phantasm* is defended by an object without the type *illusionist*, and the defending object has the power property with a value of 6 or more, then a triggered-layer is put on the stack. When the triggered-layer resolves, if the trigger condition is still met, the attack is destroyed and the combat chain closes. (See [Rule 7.8.2](#))

8.3.14. Spectra

8.3.14a *Spectra* is a static ability and an event-based triggered-static ability. *Spectra* means “*this* can be attacked. When *this* becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.”.

8.3.14b An object with *Spectra* can be the target of an attack.

8.3.14c When an object with *Spectra* becomes the target of an attack, a triggered-layer is put on the stack. When the triggered-layer resolves, if the object is still the target of the attack, the combat chain closes. (See [Rule 7.8.2](#))

8.3.15. Spellvoid *N*

8.3.15a *Spellvoid N* is a static ability that generates a damage replacement effect. *Spellvoid N* means “If your hero would be dealt arcane damage, you may destroy *this* instead. If you do, prevent *N* arcane damage that source would deal.”

8.3.16. Essence

8.3.16a *Essence* is a meta-static ability in the format “**Essence of** [SUPERTYPES]”. *Essence* means “You may have [SUPERTYPES] cards in your deck, as though your hero had those supertypes.”, where SUPERTYPES is a list of object supertypes.

8.3.17. Fusion

8.3.17a *Fusion* is an optional play-static ability in the format “[SUPERTYPES] Fusion”. *Fusion* means “As an additional cost to play *this*, you may reveal (a/an) [SUPERTYPES] card(s) from your hand.”, where SUPERTYPES is a specified combination of object supertypes.

8.3.17b A player who has paid the additional cost of fusion is considered to have fused for those supertypes for the purposes of rules and effects.

8.3.17c If the additional cost of fusion is paid for a card or ability, that card or ability is considered to have fused for the purposes of rules and effects.

8.3.17d A player cannot fuse if they cannot pay the additional cost of revealing the card(s) with the specified supertypes from their hand.

8.3.18. Heave [X]

8.3.18a *Heave [X]* is a hidden triggered ability. Heave means “While Pulverize is in your hand and you have an empty arsenal zone, at the beginning of your end phase, you may pay $X\{r\}$ and put Pulverize face up into your arsenal. If you do, create X Seismic Surge tokens”.

8.4. Label Keywords

8.4.1. Combo

8.4.1a A *Combo* ability is a resolution or static ability, typically written in the format “If [NAMES] was the last attack this combat chain, [EFFECTS]”, where NAMES specifies one or more names of the previous chain link (or current chain link if the source is not a chain link yet) for the condition to be true.

8.4.1b If the attack of the previous (or current) chain link does not exist, last known information is used to determine its name for the purposes of a combo ability. (See [Rule 1.2.5](#))

8.4.1c If the Effects of a combo ability specify additional costs, then the combo ability is a play-static ability, and is functional when the card is declared to be played.

8.4.1d If the Effects of a combo ability specify continuous effects, then the combo ability is a resolution ability, and is functional when it resolves during combat.

8.4.2. Crush

8.4.2a A *Crush* ability is a triggered-static ability, typically written in the format “When *this* deals 4 or more damage, [ABILITIES]”.

8.4.2b The Crush ability is conditional on an event that deals damage, not a hit-event. [Rule 7.5.3](#)

8.4.3. Reprise

8.4.3a *Reprise* is an ability label.

8.4.3b A Reprise ability is a resolution ability in the format “If the defending hero has defended with a card from their hand this chain link, [ABILITIES]”.

8.4.3c The condition of a reprise ability effect is checked on resolution - it does not retroactively generate effects if the condition is met later.

8.4.4. Channel [SUPERTYPE]

8.4.4a A *Channel* ability is a triggered-static ability, typically written in the format “At the beginning of your end phase, put a flow counter on this then destroy it unless you put a [SUPERTYPE] card from your pitch zone on the bottom of your deck for each flow counter on it.”.

8.5. Effect Keywords

8.5.1. Banish

8.5.1a *Banish* is a discrete effect.

8.5.1b To banish an object, move it to its owner’s banished zone.

8.5.1c If an object is banished but a replacement effect modifies the destination to a zone other than the banished zone, the card is still considered banished.

8.5.1d Moving a card to the banished zone because of a rule or effect other than banish is not considered banishing that card.

8.5.2. Create

8.5.2a *Create* is a discrete effect.

8.5.2b To create a token, produce the specified token in the arena.

8.5.2c The properties of a created token, specified by name, are defined in [Section 8.6 - Token Keywords](#).

8.5.3. Deal [X] [TYPE?] damage

8.5.3a *Deal [X] [TYPE?] damage* is a discrete effect.

8.5.3b To deal [X] [TYPE?] damage to a living object, that object loses {h} equal to the damage dealt. If an non-living object would be dealt damage, the effect fails. (See [Rule 2.5.1](#))

8.5.3c If the amount of damage is reduced to 0, the effect immediately fails.

8.5.3d When an effect deals damage, the ability that generated the damage effect and the source of the damage effect are considered to have dealt that damage. If the effect specifies the source of the damage, then that source is considered to have dealt that damage instead. If the damage source is a non-living card, the player that controls that source, and their hero, are also considered to have dealt that damage.

8.5.3e There are 3 types of damage: generic damage, physical damage, and arcane damage. Generic damage, is damage without a specified type - it is simply referred to as “damage”. Physical damage is damage dealt by an object using its power value {p} during the damage calculation step of combat - it is referred to as “{p} damage” (see [Section 7.5 - Damage Step](#)). Arcane damage is damage dealt by an effect that specifically deals arcane damage.

8.5.3f An effect that causes life loss is not considered damage.

8.5.3g An effect that modifies or prevents damage of a specific type (other than generic damage), cannot modify or prevent damage of any other type.

8.5.3h An effect that triggers from damage of a specific type being dealt (other than generic damage) does not trigger from damage of any other type being dealt.

8.5.4. Destroy

8.5.4a *Destroy* is a discrete effect.

8.5.4b To destroy an object, move it to its owner’s graveyard.

8.5.4c Destroying a non-card object means it ceases to exist.

8.5.4d Moving an object to the graveyard because of a rule or effect other than destroy does not count as destroying that object.

8.5.5. Discard

8.5.5a *Discard* is a discrete effect.

8.5.5b To discard a card from a player's hand, move it from the player's hand to their graveyard.

8.5.5c If the effect does not specify how the discarded card is selected, the player may choose the card in their hand to be discarded.

8.5.5d If a card is discarded but a replacement effect modifies the the destination to a zone other than the graveyard, the card is still considered discarded.

8.5.5e Moving a card to the graveyard because of a rule or effect other than discard is not considered discarding that card.

8.5.6. Draw

8.5.6a *Draw* is a discrete effect.

8.5.6b To draw a card, move the top card of the deck to the player's hand.

8.5.6c If a player tries to draw a card when there are no cards in their deck, the draw fails.

8.5.7. Gain [ASSET] / Lose [ASSET]

8.5.7a *Gain/Lose [ASSET]* is a discrete effect.

8.5.7b For a player to gain an asset, their assets of the given type are increased/decreased by the specified amount.

8.5.8. Gain [X]{h} / Lose [X]{h}

8.5.8a *Gain/Lose [X]{h}* is a discrete effect.

8.5.8b For a living object to gain/lose {h}, its life total is increased/decrease by the specified amount.

8.5.8c Gaining or losing life does not modify the life value of the object.

8.5.8d Losing life is not considered as damage being dealt, unless it is the result of a damage effect. (See [Rule 8.5.3](#)).

8.5.8e Losing life is not considered as a hit, unless it is the result of damage being dealt by an attack during the damage step of combat. (See [Rule 7.5.3](#))

8.5.8f The life total of a living object cannot be reduced below 0. If a life loss effect would reduce a living object's life total below zero, it instead reduces it to 0.

8.5.9. Gains / Gets / Has / Is / Loses

8.5.9a *Gains/Gets/Has/Is/Loses* is a continuous effects, referred to as "modify"

8.5.9b To modify an object, the properties of that object are altered as specified.

8.5.9c If the effect specifies to alter an existing property of the object, but the object does not have that property, it does not give it that property.

8.5.9d If the effect specifies to alter the object by giving it a non-numerical property, and the object already has that property, it is added to its existing property.

8.5.9e If the effect specifies to alter the object by giving it a numerical property, and the object already has that property, it sets value of that property.

8.5.9f If this effect applies to an object without the defense/intellect/power property, the object does not gain that property.

8.5.10. Intimidate

8.5.10a *Intimidate* is a discrete effect and continuous triggered effect. Intimidate means “Target hero banishes face down a random card from their hand. At the beginning of the end phase, return all cards banished this way to their owner’s hand.”.

8.5.10b The triggered effect only returns the cards banished by its ability. If there are two or more temporary triggered effects created by separate intimidate abilities, they each only return the cards banished by their respective intimidate abilities.

8.5.11. Look

8.5.11a *Look* is a discrete effect.

8.5.11b To look at a private card, show the card to intended player(s) for a brief period of time before returning the card.

8.5.11c Look behaves the same as reveal except that the card(s) are shown only to the specified player(s) and looking at card(s) this way is not considered revealing for the purposes of triggered and replacement effects. (See [Rule 8.5.13](#))

8.5.12. Put

8.5.12a *Put* is a discrete effect.

8.5.12b To put a counter onto an object, a specified counter begins to exist on the object.

8.5.12c To put an object into a zone, move it from its current zone to the specified zone.

8.5.12d To put an object into a zone as a public/private object, first make the object public/private, then move it from its current zone to the specified zone. (See [Rule 3.0.8](#))

8.5.13. Reveal

8.5.13a *Reveal* is a discrete effect.

8.5.13b To reveal a private card, show the card to all players for a brief period of time before returning the card.

8.5.13c A revealed card becomes a public object until the effect is complete. When the card stops being revealed it returns to being a private object. The fact that all players know what the properties of the card are, does not change the card being a private object after it has been revealed.

8.5.13d A public card cannot be revealed.

8.5.13e All players must be given a reasonable opportunity to see the card while it is revealed, to confirm the properties of the card and how it applies to the game state.

8.5.13f Revealing a card does not change the zone the card is in.

8.5.13g If two or more cards are revealed, and the effect does not state that the revealed cards can be returned in any order, the cards must be returned in the same order as they were before being revealed.

8.5.13h If a player accidentally or voluntarily shows their opponent(s) a card from anything other than a reveal effect, that card is not considered to be revealed.

8.5.14. Remove

8.5.14a *Remove* is a discrete effect.

8.5.14b To remove a counter from an object, a specified counter ceases to exist on the object.

8.5.14c If there are two or more of the same counters on an object, it is irrelevant which of those counters is removed.

8.5.14d If two or more counters are removed, they are removed simultaneously in a single event.

8.5.15. Roll

8.5.15a *Roll* is a discrete effect.

8.5.15b To roll a die, toss the die onto a flat surface. The value of the uppermost face of the die is used as the result of the roll.

8.5.15c A roll is specified with the number and type of dice to roll. If two or more dice are specified then all dice are rolled simultaneously.

8.5.15d A die used in a roll must have uniquely distinguishable faces, with each face representative of a distinct integer value from one up to, and including, the number of faces on the die; and an equal likelihood that it will land face up.

8.5.16. Search

8.5.16a *Search* is a discrete effect.

8.5.16b To search for a card in a zone, the player will look through all the cards in that zone and select a card with properties that meet the effect description (if any).

8.5.16c If the search is performed on a non-empty zone for a card with defined properties and there are no public cards with the defined properties in that zone, the search may fail to select a card. Even

in the case that there is one or more private cards with the defined properties in that zone, the player may choose to fail to select a card.

8.5.16d If the search is performed on a non-empty zone for a card with defined properties and there is one or more public cards with the defined properties in that zone, the search cannot fail to select a card.

8.5.16e If the search is performed on a non-empty zone for a card with no defined properties, the search cannot fail to select a card.

8.5.17. Shuffle

8.5.17a *Shuffle* is a discrete effect.

8.5.17b To shuffle a zone, re-order the cards randomly such that no one knows their order.

8.5.17c To shuffle a set of cards into a zone, move that set of cards into the zone, then shuffle that zone.

8.5.17d If there are no cards in the set of cards to shuffle into a zone, the zone is still shuffled.

8.5.17e If there are no cards in the zone to shuffle, the zone is still considered shuffled for the purposes of effects.

8.5.18. Name

8.5.18a *Name* is a discrete effect.

8.5.18b To name an object, declare the name property of an object.

8.5.18c An object can not be named using its moniker, the full name of the object must be declared.

8.5.19. Opt [X]

8.5.19a *Opt [X]* is a discrete effect. Opt [X] means “Look at the top X cards of your deck. You may put them on the top and/or bottom in any order.”.

8.5.19b To opt [X], look at the top X cards of your deck, then put any number of those cards on the top or bottom of your deck in any order.

8.5.19c If the deck has less than X cards, the player will look at all cards in their deck and put them back in any order.

8.5.20. Reload

8.5.20a *Reload* is a discrete effect. Reload means “If you have no cards in your arsenal, you may put a card from your hand face down into your arsenal.”.

8.5.20b To reload a card, if the player’s arsenal is empty and they choose to do so, move it from the player’s hand to their arsenal face down.

8.5.20c If the player has multiple arsenal zones, all of those arsenal zones must be empty for the player’s arsenal to be considered empty.

8.5.21. Become / Copy

8.5.21a *Become/Copy* is a continuous effect.

8.5.21b For a subject object to become/copy a specified object, the subject loses all existing properties and gains all of the properties of the specified object.

8.5.21c The copyable properties of a card are determined by the printed properties on that card - properties that are derived from printed properties (abilities, type, supertypes, subtypes) are not duplicated (doubled up) on the subject. The copyable properties of a token are determined by the properties that token was created with.

8.5.21d If the specified object has any determined parameters from when it was played, activated, or otherwise created, those parameters are also used by the subject.

8.5.21e After the become/copy effect is generated, any change to the copyable values of the specified object will not change the copied values of the subject.

8.5.22. Negate

8.5.22a *Negate* is a discrete effect. Negate means “Remove target layer from the stack. If that layer is a card, put it into its owner’s graveyard.”.

8.5.22b To negate a layer, the layer is cleared from the stack and it does not resolve.

8.5.23. Repeat

8.5.23a *Repeat* is a discrete effect.

8.5.23b To repeat a process, perform the instructions of that process again.

8.5.23c If no process is specifically stated, the process to repeat refers to the discrete effects preceding the repeat effect in the same resolution ability.

8.5.24. Reroll

8.5.24a *Reroll* is a replacement effect.

8.5.24b To reroll dice, those dice are rolled again and their result is taken as if it were the first time they were rolled.

8.5.24c If a die is rerolled its original result is considered to never have happened.

8.5.24d If an event is modified by two or more reroll effects, those reroll effects occur one by one in the order the event was modified.

8.5.25. Charge

8.5.25a *Charge* is a discrete effect. Charge means “Put a card from your hand face up under your hero card.”.

8.5.25b To charge a card, move it from the player’s hand to their hero’s soul.

8.5.25c Moving a card to a hero's soul from a rule or effect other than charge is not considered charging.

8.5.26. Distribute

8.5.26a *Distribute* is a discrete effect.

8.5.26b To distribute tokens, create tokens if they do not exist, and divide and put them on a specified set of objects.

8.5.26c The properties of a created token, specified by name, are defined in [Section 8.6 - Token Keywords](#).

8.5.27. Pay

8.5.27a *Pay* is a discrete effect.

8.5.27b To pay an asset-cost, the player must spend assets of the specified type and amount. (See [1.14.2](#))

8.5.27c Pay effects are optional and the affected player can refuse to pay the asset-cost.

8.5.28. Ignore

8.5.28a *Ignore* is a replacement effect.

8.5.28b To ignore an event or part of an event, after it has been completed it is considered to never have happened.

8.5.28c If an effect is conditional or dependent on the result of an event that is ignored, the ignored part of the event is not considered to have happened.

8.5.28d If there are two or more identical parts of an event and the ignore effect does not specify all of those parts, only the specified parts are ignored.

8.5.28e If an event is modified by both a reroll and ignore effect, the reroll occurs before its results are ignored.

8.6. Token Keywords

8.6.1. Quicken

8.6.1a A Quicken token is a token with the name “Quicken”, the subtype *aura*, and the triggered-static ability “When you play an attack action card or attack with a weapon, destroy Quicken then the attack gains go again.”.

8.6.2. Seismic Surge

8.6.2a A Seismic Surge token is a token with the name “Seismic Surge”, the subtype *aura*, and the triggered-static ability “At the beginning of your action phase, destroy Seismic Surge then the next Guardian attack action card you play this turn costs {r} less to play.”.

8.6.3. Runechant

8.6.3a A Runechant token is a token with the name “Runechant”, the subtype *aura*, and the triggered-static ability “When you play an attack action card, or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero.”.

8.6.4. Copper

8.6.4a A Copper token is a token with the name “Copper”, the subtype *item*, and the activated ability “**Action** — {r}{r}{r}{r}, destroy Copper: Draw a card. **Go again**”.

8.6.5. Blasmophet, the Soul Harvester

8.6.5a A Blasmophet, the Soul Harvester token is a token with the name “Blasmophet, the Soul Harvester”, the supertype *shadow*, the subtypes *demon* and *ally*, a power of 6{p}, a life of 6{h}, the activated ability “**Once per Turn Action** — 0: **Attack**”, and the triggered-static ability “Whenever Blasmophet attacks, you may banish a Shadow card from your hand. If you do, you may banish a card from the defending hero’s soul.”.

8.6.6. Soul Shackle

8.6.6a A Soul Shackle token is a token with the name “Soul Shackle”, the subtype *aura*, and the triggered-static ability “At the beginning of your action phase, banish the top card of your deck.”.

8.6.7. Spectral Shield

8.6.7a A Spectral Shield token is a token with the name “Spectral Shield”, the subtype *aura*, and the static ability “If your hero would be dealt damage, instead destroy Spectral Shield and prevent 1 damage that source would deal.”.

8.6.8. Ursur, the Soul Reaper

8.6.8a A Ursur, the Soul Reaper token is a token with the name “Ursur, the Soul Reaper”, the supertype *shadow*, the subtypes *demon* and *ally*, a power of 6{p}, a life of 6{h}, the activated ability “**Once per Turn Action** — 0: **Attack**”, and the static ability “While Ursur is attacking a hero with 1 or more cards in their soul, the attack has **go again**.”.

8.6.9. Frostbite

8.6.9a A Frostbite token is a token with the name “Frostbite”, the supertype *elemental*, the subtype *aura*, the static ability “Cards and activated abilities you control cost an additional {r}.” and the triggered-static ability “At the beginning of your end phase or when you play a card or activate an ability, destroy Frostbite.”.

8.6.10. Embodiment of Earth

8.6.10a An Embodiment of Earth token is a token with the name “Embodiment of Earth”, the supertype *elemental*, the subtype *aura*, the static ability “‘Non-attack’ action cards you control have +1 {d} while defending.” and the triggered-static ability “At the beginning of your action phase, destroy Embodiment of Earth.”.

8.6.11. Embodiment of Lightning

8.6.11a An Embodiment of Lightning token is a token with the name “Embodiment of Lightning”, the supertype *elemental*, the subtype *aura*, and the triggered-static ability “When you play an attack action card, destroy Embodiment of Lightning and the attack gains **go again**.”

8.6.12. Silver

8.6.12a A Silver token is a token with the name “Silver”, the subtype *item*, and the activated ability “**Action** —{r}{r}{r}, destroy Silver: Draw a card. **Go again**”.

9. Additional Rules

9.0. General

Glossary

(1H)

A subtype on a weapon object that causes the object to occupy one weapon zone. (See [Rule 8.2.1](#))

(1H)

A subtype on a weapon object that causes the object to occupy two weapon zones. (See [Rule 8.2.2](#))

Ability

An object property that generates effects that influence the game. Abilities are either activated abilities, resolution abilities or static abilities. (See [Section 1.7 - Abilities](#))

Action

A type of object or activated ability that can only be played or activated as layer 1 of the stack by the turn player when they have priority, and costs an action point to play or activate. (See [Rule 8.1.1](#))

Action Phase

The second part of a turn, where players are given priority to play cards and activate abilities. (See [Section 4.3 - Action Phase](#))

Action Point

An asset used to pay for the cost of playing an action card or activating an action activated ability. Action points can only be gained by the turn player. (See [Rule 1.13.2](#))

Activated Ability

An ability that can be activated to put a layer on the chain, which generates effects when it resolves. (See [Section 5.2 - Activated Abilities](#))

Activated-Layer

A layer object on the stack created by the activation of an activated ability. (See [Rule 1.6.1b](#))

Active Player

The player who currently has priority, allowing them to play cards and activate abilities. (See [Section 1.11 - Priority](#))

Additional Cost

ability: A meta-static ability that adds a cost to playing a card. (See [Rule 5.4.4a](#))

phrase: An effect that adds a cost to playing a card. (See [Rule 5.1.3](#))

Ally

A subtype that makes the object an independent attacker and/or defender during combat, and resets its life at the end of turn. (See [Rule 8.2.8](#))

Alternative Cost

A meta-static ability that replaces the resource cost of playing a card with a different cost. (See [Rule 5.4.4b](#))

Arcane Barrier

An ability keyword that prevents arcane damage by paying resources. (See [Rule 8.3.8](#))

Arcane Damage

A specific type of damage, dealt by effects. (See [Rule 8.5.3e](#))

Arena

The collective term for of the all Arms, Combat Chain, Chest, Head, Hero, Legs, Permanent, Stack, and Weapon zones. (See [Rule 3.0.5](#))

Arms

subtype: A non-functional subtype of equipment that represents an item of armwear. (See [Section 2.9 - Subtypes](#))

zone: A public zone owned by a player that contains up to one card with the subtype arms. (See [Section 3.1 - Arms](#))

Arrow

A subtype that can only be played from arsenal and only when the player controls a bow. (See [Rule 8.2.6](#))

Arsenal

A private zone owned by a player from which cards can be played from. (See [Section 3.2 - Arsenal](#))

Attack

effect: A special resolution ability that determines the layer as an attack. (See [Rule 8.3.1](#)) **object identity:** A term used by effects to refer to an activated attack or card with the subtype *attack* by its object identity. (See [Rule 1.2.4](#))

combat: An activated attack or card with the subtype *attack*, used to initiate combat. (See [Rule 7.0.2](#))

Attack-Layer

An attack action card on the stack, or an activated-layer or triggered- layer with an attack ability. (See [Rule 1.6.2](#))

Attack Reaction

A type of card or activated ability that can only be played or activated by an attacking hero during the reaction step of combat. (See [Rule 8.1.2](#))

Attack Step

The step of combat after the Layer Step, where the attack becomes a chain link on the combat chain. Followed by the Defend Step. (See [Section 7.2 - Attack Step](#))

Aura

A subtype that becomes a permanent in the arena when it resolves or enters the arena. (See [Section 2.9 - Subtypes](#))

Banish

An effect keyword that means to move a card to the owner's banished zone. (See [Rule 8.5.1](#))

Banished Zone

A public zone where cards that are banished are moved to. (See [Section 3.3 - Banished](#))

Base

The original value of a property for an object when it was created, which can be modified by effects that specifically modify base values.

Battleworn

An ability keyword on equipment that accumulates $-1 \{d\}$ counters after it is used to defend. (See [Rule 8.3.2](#))

Blade Break

An ability keyword on equipment that destroys it after it is used to defend. (See [Rule 8.3.3](#))

Blasmophet, the Soul Harvester

A shadow demon ally token. (See [Rule 8.6.5](#))

Blood Debt

An ability keyword that causes the player to lose life at the end of the turn if the card is in the banished zone. (See [Rule 8.3.11](#))

Boost

An ability keyword that gives the card the optional additional cost of banishing the top card of the deck. If the banished card is a Mechanologist card, the played card gains go again. (See [Rule 8.3.9](#))

Card

An entity with properties represented by a traditional Flesh and Blood card. (See [Section 1.3 - Cards](#))

Card-Layer

A card as a unresolved layer on the stack. (See [Rule 1.6.1a](#))

Chain Link

A subsection of the combat chain zone that contains cards and tokens relating to a specific attack. (See [Rule 3.5.4](#))

Chain Link Resolution

The resolution of an attack as a chain link during the resolution step of combat. (See [Section 7.6 - Resolution Step](#))

Channel

An label keyword, with an ability that destroys its source if the controlling player cannot put the specified cards at the bottom of their deck at the end of their turn. (See [Rule 8.4.4](#))

Charge

An effect keyword that means to put a card from your hand into your hero's soul. (See [Rule 8.5.25](#))

Chest

subtype: A non-functional subtype of equipment that represents an item of clothing. (See [Section 2.9 - Subtypes](#))

zone: A public zone owned by a player that contains up to one card with the subtype chest. (See [Section 3.4 - Chest](#))

Class

A category of supertype keywords that represents a hero's profession. (See [Rule 2.10.6a](#))

Clear

A process that involves moving objects to the graveyard. (See [Rule 3.0.12](#))

Close Step

The step of combat after the Link Step or when the combat chain is closed by a rule or effect, where no player has priority and the combat chain is closed through a game state process. (See [Section 7.8 - Close Step](#))

Color Strip

A property of an object which can be either red, yellow, or blue. (See [Section 2.1 - Color Strip](#))

Combat Chain

A shared public zone that is only open during combat and facilitates the resolution of attacks as chain links. (See [Section 3.5 - Combat Chain](#))

Combo

An ability keyword on ninja attack action cards that gives the card additional abilities if the combo condition is true. (See [Rule 8.4.1](#))

Composite Event

An event that contains one or more different internal events that make up a more complex event. (See [Rule 1.9.3](#))

Compound Event

An event that represents repeating an instruction two or more times, and splits into individual events for each instruction to occur. (See [Rule 1.9.2](#))

Continuous Effect

An ongoing effect that modifies the abilities, properties, control of objects, and/or the rules of the game. (See [Section 6.2 - Continuous Effects](#))

Control

The relationship of an object that describes which player can activate its abilities, or relationship of chain link that describes which player controls the attack of that chain link. (See [Rule 1.2.7](#) (object), [Rule 1.3.4](#) (card), [Rule 1.4.4](#) (token), [Rule 1.6.4](#) (layer), [Rule 1.7.10](#) (ability), and [Rule 1.8.10](#) (effect))

Controller

The player that is in control of the object or chain link. (See [Control](#))

Copper

A generic item token. (See [Rule 8.6.4](#))

Cost

concept: The requirement of payment from a player incurred by an ability, card, effect, or rule. (See [Section 1.14 - Costs](#))

property: The number of resources required to play the card or activate the ability. (See [Section 2.2 - Cost](#))

Counters

A physical marker on an object in the arena that modifies the properties of the object and/or interacts with effects. (See [Section 1.15 - Counters](#))

Create

A effect keyword that means to bring a token into existence in the arena. (See [Rule 8.5.2](#))

Crush

An ability keyword on some guardian attack action cards, with the trigger condition that 4 or more damage is dealt by the attack. (See [Rule 8.4.2](#))

Damage Step

The step of combat after the Reaction Step, where no player has priority, the power of the attack is compared to the sum of defense of the defending cards, and the target is dealt physical damage. Followed by the Resolution Step. (See [Section 7.5 - Damage Step](#))

Deck

general: A collection of cards a player must have to participate in the game.

zone: A private zone owned by a player that starts with cards from the player's starting deck. (See [Section 3.6 - Deck](#))

Defence

A property of an object that represents the damage it prevents as a defending card. (See [Rule 7.3.2](#) and [Rule 7.4.2d](#))

Defend

The act of adding an object to a chain link as a defending object. (See [Rule 3.5.4d](#))

Defend Step

The step of combat after the Attack Step, where the defending hero (if any) declares defending cards. Followed by the reaction Step. (See [Section 7.3 - Defend Step](#))

Defending

An object on a chain link that contributes a defense value to the defense sum compared to the power of the attack during the damage step of combat. (See [Rule 3.5.4d](#) and [Section 7.5 - Damage Step](#))

Defense Reaction

A type of card that can only be played by a defending hero during the reaction step of combat. (See [Rule 8.1.3](#))

Delayed-Triggered Effect

A layer-continuous triggered effect that, once generated, does not require its source to be in the arena in order to trigger. (See [Rule 6.6.3](#))

Dependent Effect

A continuous effect that has an outcome dependent on the application of another effect that precedes it in the staging-system. (See [Rule 6.3.2h](#))

Destroy

An effect keyword that means to move a card to the owner's graveyard. (See [Rule 8.5.4](#))

Discard

An effect keyword that means to move a card from a player's hand to their graveyard. (See [Rule 8.5.5](#))

Discrete Effect

A one-off effect that creates an event that modifies the game state. (See [Section 6.1 - Discrete Effects](#))

Dominate

An ability keyword that prevents the defending hero from defending with more than one card from hand. (See [Rule 8.3.4](#))

Editors

Blessed be those who have the time to look at random entries in the glossary to ensure that they are indeed correct. (See [Rule 1.0.1a](#))

Effect

A phenomenon generated by an ability that can change the game state by producing events or applying changes to objects or the game itself.

End Phase

The third and final part of a turn where the “beginning of the end phase” event occurs, action and resource points are lost, the turn player can move a card from the hand to their arsenal and draws up to their hero’s intellect. (See [Section 4.4 - End Phase](#))

Equipment

A type of card that can start the game in play in one of the equipment zones; arms, chest, head, or legs, depending on the subtype. (See [Rule 8.1.4](#) and [Section 4.1 - Starting a Game](#))

Event

A change in the game state that may involve performing one or more instructions. (See [Section 1.9 - Events](#))

Fixed-prevention effect

A prevention effect that applies a fixed prevention amount to each event it modifies and does not carry over any leftover prevention amount. (See [Rule 6.4.10g](#))

Flavor Text

Text contained in the text box of a card that serves as a mechanism of adding depth or background to the card in the context of Flesh and Blood lore. (See [Section 2.11 - Text Box](#))

Game

A single competition of Flesh and Blood between the players, that results in a win for a player or a draw for two or more players. (See [Rule 4.0.1](#))

Generic

A placeholder for supertypes, used in the type box, that represents the absence of any supertypes. (See [Rule 2.12.1a](#))

Generic Damage

Untyped damage, dealt by effects. (See [Rule 8.5.3e](#))

Go again

A resolution ability that gives an action point. (See [Rule 8.3.5](#))

Graveyard

A public zone owned by a player which resolved, destroyed, discarded cards are moved to. (See [Section 3.7 - Graveyard](#))

Hand

A private zone owned and held by a player. (See [Section 3.8 - Hand](#))

Head

subtype: A non-functional subtype of equipment that represents an item of headwear. (See [Section 2.9 - Subtypes](#))

zone: A public zone owned by a player that contains up to one card with the subtype head. (See [Section 3.9 - Head](#))

Hero

type: A type of a card that allows it to be used as the hero card of a player. (See [Rule 8.1.5](#))

zone: A public zone owned by a player that contains up to one card with the type hero. (See [Section 3.10 - Hero](#))

Hidden Activated Ability

An activated ability that can be activated when its source object is private (See [Rule 5.2.4](#))

Hidden Triggered Ability

A triggered ability that can be optionally triggered when its source object is private (See [Rule 5.4.7b](#))

Hit

An event that occurs when an attack deals damage during the damage step of combat. (See [Rule 7.5.3](#))

Identity-Replacement Effect

A replacement effect that modifies an object as it enters the arena. (See [Rule 6.4.8](#))

Inactive Player

A player who currently does not have priority, and cannot play cards or activate abilities. (See [Section 1.11 - Priority](#))

Inline-Triggered Effect

A discrete triggered effect that triggers when it is generated if the trigger condition is met. (See [Rule 6.6.2](#))

Instant

A type of object that can be played or activated as any layer of the chain by the active player. (See [Rule 8.1.6](#))

Intellect

A property of a hero card that is used for how many cards that player draws up to at the end of the turn phase. (See [Section 2.4 - Intellect](#) and [Section 4.4 - End Phase](#))

Intimidate

An effect keyword that banishes a card from a player's hand face down, and returns it at the end of the turn. (See [Rule 8.5.10](#))

Item

A subtype that becomes a permanent in the arena when it resolves or enters the arena. (See [Section 2.9 - Subtypes](#))

James White

The founder of Legend Story Studios and creator of Flesh and Blood.

Last Known Information

The properties of an object that no longer exists, referenced by a rule or effect. (See [Rule 1.2.5](#))

Layer

A card, activated-layer, or triggered-layer on the stack that is waiting to be resolved. (See [Section 1.6 - Layers](#))

Layer-Continuous Effect

A continuous effect created by the resolution of a layer on the stack. (See [Rule 6.2.2](#))

Layer Step

The first step of combat, where an attack is unresolved as a layer on the stack. Followed by the Attack Step. (See [Section 7.1 - Layer Step](#))

Legendary

An ability that limits only one of the card to be included in a deck. (See [Rule 8.3.6](#))

Legs

subtype: A non-functional subtype of equipment that represents an item of legwear. (See [Section 2.9 - Subtypes](#))

zone: A public zone owned by a player that contains up to one card with the subtype legs. (See [Section 3.11 - Legs](#))

Life

A property of an object that defines its starting life total. Objects with the life property are living objects. (See [Section 2.5 - Life](#))

Life Loss

A reduction of life total that can occur by being dealt damage or from an effect.

Life Total

A value that represents the maximum amount of life loss that can occur for a hero before the player loses the game. Calculated as the base life of a hero plus life gained and minus life lost. (See [Rule 2.5.3](#))

Link Step

The step of combat after the Resolution Step, where the controller of the current chain link gains an action point if it has “go again” and they may play another attack or close the combat chain. Followed by either the Attack Step or the Close Step. (See [Section 7.4 - Reaction Step](#))

Match

One or more consecutive games between the same players. (See [Rule 4.0.2](#))

Mentor

ability: A meta-static ability that only allows the player to include it in a deck with a young hero. (See [Rule 8.3.12](#))

type: An object type that cannot be played. (See [Rule 8.1.9](#))

Meta-Static Ability

A static ability that influences the rules outside of the game. (See [Rule 5.4.3](#))

Name

effect: A discrete effect where the player determines the name of an object to be used by another effect. (See [Rule 8.5.18](#))

property: A property of an object. Names are used by the specialization ability and for identifying tokens. Names and pitch values are used to determine uniqueness of a card. (See [Section 2.6 - Name](#))

Negate

An effect keyword that removes a layer from the chain, preventing it from resolving. (See [Rule 8.5.22](#))

Non-Turn Player

A player who is not the turn player; it is not their turn of the game. (See [Rule 4.0.3b](#))

Ongoing-Prevention Effect

A prevention effect that applies as much of its remaining prevention amount it can to each event it modifies and carries over any leftover prevention amount. (See [Rule 6.4.10h](#))

Opt *N*

An effect keyword that means to look at the top *N* cards of the deck and put them at the top or bottom in any order (See [Rule 8.5.19](#))

Owner

A relationship of a card, token, or permanent, that describes which player brought it into the game. (See [Rule 1.2.6](#) (object), [Rule 1.3.3](#) (card), [Rule 1.4.3](#) (token), and [Rule 1.6.3](#) (layer))

Pay

To perform the actions required by a cost, such as spending assets like action points and resource costs, or resolving one more effects. (See [Section 1.14 - Costs](#))

Phantasm

An ability keyword on an attack that closes the combat chain when the attack is defended by an attack with 6 or more power. (See [Rule 8.3.13](#))

Physical Damage

A specific type of damage, dealt by attacks during the damage step of combat. (See [Rule 8.5.3e](#))

Pitch

act: Moving a card from the hand into the pitch zone to generate resource points to pay a cost. (See [Rule 1.14.2a](#)) **property:** The number of resource points generated when the card is pitched. (See [Section 2.7 - Pitch](#))

Play

To add a card to the stack, determine its parameters, and then pay its associated costs. (See [Section 5.1 - Playing Cards](#))

Play-static Ability

A static ability that functions when its source is played as a card on the stack. (See [Rule 5.4.4](#))

Player

A person playing the game. (See [Section 1.1 - Players](#))

Prevention Effect

A replacement effect that reduces the damage amount of a damage event that is about to occur. (See [Rule 6.4.10](#))

Property

An attribute of an object that defines how that object interacts with rules and effects in the game. (See [Chapter 2 - Object Properties](#))

Property-Static Ability

A static ability that defines the value of its source object anywhere in and outside the game. (See [Rule 5.4.5](#))

Power

A property of an object that represents its strength as an attack. (See [Section 2.8 - Power](#))

Priority

The ability to play cards and activate abilities, given to one player at a time during the action phase. (See [Section 1.11 - Priority](#))

Quicken

A generic aura token. (See [Rule 8.6.1](#))

Reaction Step

The step of combat after the Defend Step, where the attacking hero can play attack reactions and instants, and the defending hero (if any) can play defense reaction and instants. Followed by the Damage Step. (See [Section 7.4 - Reaction Step](#))

Reload

An effect keyword that means to give the player the option of moving single a card from their hand to their arsenal, if it is empty. (See [Rule 8.5.20](#))

Reminder Text

Text contained in the text box of a card that serves as a reminder to the players of the definition of or rules about a card, token, ability, or effect. (See [Section 2.11 - Text Box](#))

Replacement Effect

An effect that replaces an event with a modified event, immediately before it occurs. (See [Section 6.4 - Replacement Effects](#))

Reprise

An ability keyword on warrior attack reaction cards that gives the card additional abilities if the defending hero has defended with a card from their hand. (See [Rule 8.4.3](#))

Resolution Ability

An ability that generates effects when the card (as a card layer) resolves on the chain.

Resolution Step

The step of combat after the Damage Step, where the chain link attack is resolved. Followed by the Link Step. (See [Section 7.4 - Reaction Step](#))

Resolve

effect: Creating the events of an effect and executing their instructions. (See [Section 1.8 - Effects](#))

layer: A change in game state that involves generating effects from, and then removing, the top layer on the stack. (See [Section 5.3 - Resolution Abilities & Resolving Layers](#))

Resource

point: An asset possessed by a player; used to pay for resource costs. (See [Rule 1.13.3](#))

type: An object type that cannot be played. (See [Rule 8.1.7](#))

Reveal

An effect keyword that means to show a card to all players. (See [Rule 8.5.13](#))

Roll

An effect keyword that means to throw a die to generate a random number. (See [Rule 8.5.15](#))

Rules Text

Text contained in the text box of a card that defines the abilities of that card. (See [Section 2.11 - Text Box](#))

Runechant

A runeblade aura token. (See [Rule 8.6.3](#))

Search

An effect keyword that means to look through a zone and select a card that matches the effect description. (See [Rule 8.5.16](#))

Seismic Surge

A guardian aura token. (See [Rule 8.6.2](#))

Self-Replacement Effect

A replacement effect that modifies an effect or event of a preceding effect or leading connected ability. (See [Rule 6.4.7](#))

Shuffle

An effect keyword that means to randomize the order of a collection of cards, typically the deck. (See [Rule 8.5.17](#))

Silver

A generic item token. (See [Rule 8.6.12](#))

Soul

A collection of cards in the hero zone, placed face up underneath the hero card, but not considered to be in the arena. (See [Rule 3.10.5](#))

Soul Shackle

A shadow runeblade aura token. (See [Rule 8.6.6](#))

Source

ability: The source that has that ability. (See [Rule 1.7.9](#))

effect: The source of the ability that generated the effect, unless otherwise specified. (See [Rule 1.8.9](#))

Specialization

An ability keyword that limits the card to only being included in decks with a hero that has the same name as the specialization. (See [Rule 8.3.7](#))

Spectra

An ability keyword on an object that allows the object to be the target of an attack, and closes the combat chain as a result. (See [Rule 8.3.14](#))

Spectral Shield

An illusionist aura token. (See [Rule 8.6.7](#))

Spellvoid

An ability keyword on an object that prevents arcane damage by destroying the object. (See [Rule 8.3.15](#))

Stack

A zone that facilitates the resolution of layers to generate effects. (See [Section 3.14 - Stack](#))

Standard-Replacement Effect

A typical replacement effect that modifies events that match its condition. (See [Rule 6.4.9](#))

Start of Game Procedure

A series of setup steps that precede the start of the game. It involves revealing your hero card, deciding on the first turn player, selecting equipment and weapons, shuffling and presenting your deck, and drawing your hand. (See [Section 4.1 - Starting a Game](#))

Start Phase

The first part of a turn where start of turn triggered effects are resolved, followed by the Action Phase. (See [Section 4.2 - Start Phase](#))

Static Ability

An ability that generates effects without resolving (as) a layer on the chain. (See [Section 5.4 - Static Abilities](#))

Static-Continuous Effect

A continuous effect generated by a static ability. (See [Rule 6.2.3](#))

Static-Triggered Effect

A static-continuous triggered effect that typically requires its source to be in the arena in order to trigger. (See [Rule 6.6.4](#))

Step

A component of combat in the action phase. (See [Chapter 7 - Combat](#))

Subtype

A property of an object that can define interactions with rules and/or effects. (See [Section 2.9 - Subtypes](#))

Supertype

A property of an object. Only cards with a supertype subset of your hero card's supertypes can be included in your registered deck (in constructed formats) or starting deck (in limited formats). (See [Section 2.10 - Supertypes](#))

Talent

A category of supertype keywords that represents a hero's regional specialties. (See [Rule 2.10.6b](#))

Temper

An ability keyword on equipment that accumulates $-1 \{d\}$ counters after it is used to defend, and destroys it if the defense is zero. (See [Rule 8.3.10](#))

Text Box

A property of a card that can contain rules text, reminder text, and flavor text. The rules text defines the abilities of the card. (See [Section 2.11 - Text Box](#))

Token

An entity that represents any permanent in the arena that is not a card or a macro. (See [Section 1.4 - Tokens](#))

Trigger Condition

A condition of a triggered effect that, when met, creates a triggered-layer on the chain. The trigger condition must also be met for the layer to resolve successfully. (See [Section 6.6 - Triggered Effects](#))

Trigger Event

A game event that occurs and meets the condition of a triggered effect. Once a trigger event has occurred, it does not need to occur again to satisfy the trigger condition for the triggered effect layer to resolve successfully. (See [Section 6.6 - Triggered Effects](#))

Triggered-Static Ability

A static ability that generates a single static-triggered effect. (See [Rule 5.4.6](#))

Triggered Effect

An effect that puts a layer on the chain when a game event or game state matches the trigger condition, which generates effects when it resolves. (See [Section 6.6 - Triggered Effects](#))

Triggered-Layer

A layer object on the stack (or to be put onto the stack), created by the triggering of a triggered effect. (See [Rule 1.6.1c](#))

Turn

A round of play consisting of 3 phases: Start Phase, Action Phase, and End Phase, where one player is designated as the turn player. (See [Chapter 4 - Game Structure](#))

Turn Player

The player whose turn it currently is. The turn player can play actions, becomes the active player after a layer resolves, and chooses the order layers are added to the chain. (See [Section 4.0 - General](#))

Type

A property of an object that defines its interactions with rules and effects, such as how and when it can be played, or whether it is a token. (See [Section 2.13 - Types](#))

Type Box

A property of a card that defines the types, supertypes, and subtypes of that card. (See [Section 2.12 - Type Box](#))

Ursur, the Soul Reaper

A shadow demon ally token. (See [Rule 8.6.8](#))

Weapon

type: A object type. Cards with the type weapon may start the game in the weapon zone (See [Rule 8.1.8](#))

zone: A public zone owned by a player that contains up to two cards with the type weapon. (See [Section 3.15 - Weapon](#))

X / Y / Z

A literal placeholder for an undetermined value of an effect. (See [Rule 1.12.2](#))

Zone

A named collection of cards. Zones can be owned by a player or shared between players. Most zones have a physical location in the play-space. (See [Chapter 3 - Zones](#))

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