

# Chaotic®

## Comprehensive Rules

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### Rulebook Contents

<b>OVERVIEW .....</b>	<b>2</b>
<b>DECK CONSTRUCTION .....</b>	<b>2</b>
DECKBUILDING RULES .....	2
<b>CARD TYPES AND CHARACTERISTICS .....</b>	<b>3</b>
PARTS OF A CARD.....	3
CREATURES .....	4
BATTLEGEAR.....	5
MUGIC .....	6
ATTACKS.....	6
LOCATIONS.....	7
<b>BATTLEBOARD SET-UP .....</b>	<b>8</b>
PREGAME ACTIONS.....	8
<b>WINNING AND LOSING .....</b>	<b>9</b>
<b>TURN ORDER .....</b>	<b>9</b>
TURN SEQUENCE .....	9
LOCATION STEP .....	9
ACTION STEP.....	10
<i>Showdown</i> .....	11
RECOVERY STEP .....	11
<b>COMBAT .....</b>	<b>12</b>
PHASES IN THE COMBAT SUBSTEP .....	12
<i>Engagement</i> .....	12
<i>Reveal Battlegear</i> .....	12
<i>Beginning of Combat</i> .....	12
<i>Initiative:</i> .....	12
<i>Strike Phase</i> .....	13
END OF COMBAT.....	13
<b>MUGIC AND ABILITIES.....</b>	<b>13</b>
TIMING FOR MUGIC OR CARD ABILITIES .....	13
BURSTS .....	14
TRIGGERED ABILITIES.....	14
PLAYING MUGIC, ATTACK CARDS, OR ABILITIES.....	15
RESOLUTION OF MUGIC AND ABILITIES.....	16
RESOLUTION OF ATTACK CARDS .....	17
HANDLING RESOLVED ABILITIES.....	19
<i>Mandatory Actions</i> .....	20
ADDITIONAL ABILITY TYPES.....	21
<i>Cumulative Abilities</i> .....	21
<i>Replacement abilities</i> .....	21
<i>Innate Abilities</i> .....	21

<b>DURATION OF ABILITIES .....</b>	<b>22</b>
<b>SPECIFIC ABILITY RULES .....</b>	<b>22</b>
<b>INFECTION.....</b>	<b>22</b>
<b>BRAINWASHED .....</b>	<b>22</b>
<b>MIRAGE .....</b>	<b>23</b>
<b>INVISIBILITY .....</b>	<b>23</b>
<b>FORMATS.....</b>	<b>24</b>
<b>GLOSSARY .....</b>	<b>24</b>

## 1. Overview

The following rules are intended to be a complete guide to how to play a game of Chaotic. They are intentionally more complex than the rules that are presented in the game rulebook as they are designed to handle the rare cases when game play or card interactions are not easily handled by the more streamlined rule set included with the game. Note that at times a card's ability may directly conflict with the rules as presented here. In these cases the card text takes precedence over these rules.

## 2. Deck Construction

2.1. Each player needs his or her own deck to play Chaotic.

2.1.1. Game Size: Prior to the start of the game, players determine the size of the game to be played. The size of the game represents the number of Creatures on each player's team, the size of the Battleboard (see 2.1.2), and the number of Battlegear and Mugic Cards used.

2.1.2. Battleboard: Games in Chaotic take place on a Battleboard, or play area, of two opposed triangles joined at their base. Each subsequent row of spaces in these triangles has one less available space than the preceding row. The Battleboards have 1, 3, or 6 total spaces per player (see example below). Any game size that results in all available spaces on such a grid being filled by a Creature Card at the start of the game is allowed. Currently 1 vs. 1, 3 vs. 3, and 6 vs. 6 battles are the most common, but larger games are possible.

2.1.3. Example 2.1:

		A	
		A A	
	A	A A A	
	B	B B B	
		B B	
		B	
1 vs. 1	3 vs. 3	6 vs. 6	

2.2. Deckbuilding Rules

2.2.1. All rules for deckbuilding only apply when determining the legality of a deck prior to a game. Card effects may cause these rules to be violated during game play.

2.2.2. The Rule of Two. Players may only include up to two copies of any card in their deck with the same name. Note that this limitation only affects each player's deck individually and players may play cards that are duplicates of cards being played by their opponents.

- 2.2.2.1. Version: The line below the name (if any) is the version. Different versions will have different abilities, but are considered the same card for deck construction.  
Example: A player may have up to two copies of Tangath Toborn, up to two copies of Tangath Toborn in Training, or one copy of each, but may not have any combination of three or more cards with the name Tangath Toborn.
- 2.2.3. Unique: Some cards are “Unique”. A player may not include more than one Unique card with the same name in a deck. A Unique card may not be played with any other version of the card, regardless of whether or not the other version is Unique.
- 2.2.4. Legendary: Some cards are “Legendary.” A player may not include more than one Legendary card in a deck.
- 2.2.5. Loyal: Some cards have the restriction “Can not join mixed armies” or “Loyal.” These cards can only be played with Creatures that share their tribal affiliation, or Creatures with specified characteristics. Example: Nimmei is a Danian creature with “Loyal”. All Creatures in a deck with Nimmei must be Danian. Gan’ttrak is a M’arrillian creature with “Loyal – M’arrillians or Minions”. All creatures in a deck with Gan’ttrak must either be from the M’arrillian tribe or have the Minion subtype.
- 2.2.6. A deck must include one Battlegear Card for each Creature. Each Battlegear is equipped to exactly one Creature.
- 2.2.7. A deck must include one Mugic Card for each Creature. These cards form a player’s Mugic hand.
- 2.2.7.1. The Apprentice and Advanced Apprentice rules sets do not use Mugic. Decks for these formats do not need to include Mugic Cards (see 10.0).
- 2.2.8. An Attack Deck must contain exactly 20 cards.
- 2.2.8.1. The total Build Cost (see 3.5.5) of the 20 Attack Cards may not exceed 20. It may be lower than 20.
- 2.2.8.2. Some limited formats (see 10.4) use only 10 Attack Cards. An Attack Deck of 10 cards may not exceed a total Build Cost of 10.
- 2.2.9. A Location Deck must include exactly 10 Location Cards.
- 2.2.9.1. Some limited formats (see 10.4) may use only 5 Location Cards.

### **3. Card Types and Characteristics**

- 3.1. Parts of a Card – All cards have the following parts.
- 3.1.1. Name – The name of a card is found in the middle of the card at the top.
- 3.1.1.1. Any time a card refers to its own name in its game text, it means that card itself.  
Example: Lomma has the ability “The first attack against Lomma each combat deals 10 less damage.” Even if a player had a second copy of Lomma in play, each ability would only affect the creature it is printed on.
- 3.1.2. Version – A card’s version is found below the name.

- 3.1.2.1. Two cards with the same name and different versions are considered the same for purposes of the Rule of Two, the Unique keyword, or cards that refer to other cards by name.
- 3.1.3. Rarity and Expansion Symbol – A card’s rarity and expansion symbol is an icon in the upper right hand corner of the card. A card’s rarity has no game function.
- 3.1.4. Type - A card’s type is on the type line in the center of the card before the dash. The card types in the game are Creature, Attack, Battlegear, Mugic, and Location.
- 3.1.5. Subtypes - A card’s subtype is on the type line in the center of the card after the type. A creature may have one or more subtypes.
  - 3.1.5.1. Any effect which refers to a subtype includes all cards that have the given subtype, even if they have other subtypes. For example, Muge’s Edge says “If your engaged Creature is a Muge, deal 10 damage.” Lord van Bloot has the subtypes “Conqueror Muge”. Because one of his subtypes is Muge, Muge’s Edge will deal 10 damage.
- 3.1.6. Game Text Box – A card’s game text box is found in the lower center section of the card.
  - 3.1.6.1. The game text box contains text defining a card’s abilities.
    - 3.1.6.1.1 The text box may also include italicized reminder text (in parenthesis), which summarizes a rule on the card, and italicized flavor text, which has no game function.
- 3.1.7. Code – A card’s code is found in the long oval bar below the text box. A card’s code has no game play function.
- 3.1.8. Additional Text – A card’s collector number, legal text, and art attribution are found at the bottom of the card below the code bar. This text has no game play function.
- 3.2. Creatures – Creature Cards have 9 game characteristics – Name, Version, Type, Subtype, Game Text, Disciplines, Elemental Types, Mugic Ability, and Energy
  - 3.2.1. Name – The name of a Creature is found in the middle of the card at the top
  - 3.2.2. Version – A Creature’s version is found below the name.
  - 3.2.3. Type – A Creature’s type is on the type line in the center of the card before the dash. All creatures have the type “Creature”
  - 3.2.4. Subtypes - A Creature’s subtype is on the type line in the center of the card after the type. A creature may have one or more subtypes.
    - 3.2.4.1. The first listed subtype for all creatures is Tribe. The five tribes are OverWorld, UnderWorld, Danian, Mipedian, and M’arrilian.
      - 3.2.4.1.1. Creatures may be referred to by their tribal type as OverWorlder, UnderWorlder, Danian, Mipedian, and M’arrilian. For example, the term “OverWorlder” means the same as “OverWorld Creature”.
  - 3.2.5. Game Text – A Creature’s game text box is found in the lower center section of the card.
    - 3.2.5.1. The Creature text box also includes a tribe icon watermark. This icon indicates the tribal type the Creature has.

- 3.2.6. Disciplines – A creature’s Disciplines are numbers found on the bar along the left side of the card.
- 3.2.6.1. In descending order as they appear on the card, the Disciplines are Courage, Power, Wisdom, and Speed.
  - 3.2.6.2. Disciplines can be modified or set to particular values by effects. Any effect which refers to a Creature’s Discipline value looks at the current modified value.
  - 3.2.6.3. Effects which refer to the Scanned value of a Discipline look at the value printed on the card regardless of the current modified value of the Discipline.
- 3.2.7. Elemental Types – A Creature’s Elemental Types are found in the circles on the right side of the card.
- 3.2.7.1. In descending order as they appear on the card, the Elemental Types are Fire, Air, Earth, and Water.
  - 3.2.7.2. A Creature is considered to have an Elemental Type if the appropriate icon appears on the card.
  - 3.2.7.3. Effects which refer to a Creature’s Scanned Elements look at the icons printed on the card regardless of whether the Creature currently has the element.
- 3.2.8. Mugic Ability – A creature’s Mugic Ability is the number found in the lower left hand corner of the card.
- 3.2.8.1. A Creature’s Mugic ability indicates how many Mugic counters are placed on that Creature at the start of the game.
- 3.2.9. Energy – A Creature’s Energy is the number in the lower right hand corner of the card
- 3.2.9.1. Energy can be modified by or set to particular values by effects.
  - 3.2.9.2. Effects which refer to a creature’s Scanned Energy look at the value printed on the card regardless of the current modified value.
  - 3.2.9.3. Whenever a creature has taken damage equal to or greater than its Energy, that creature is destroyed and placed in the discard pile. (See 8.7.3)
  - 3.2.9.4. Effects which refer to a Creature’s Current Energy look at the sum of the Creature’s Scanned Energy modified by any existing effects, minus the damage on the creature. For example, a creature with 45 Scanned Energy equipped with Kha’rall Husk Armor which gives an additional 50 Energy that has taken 55 damage has a Current Energy of 40.
- 3.3. Battlegear - Battlegear cards have 5 game characteristics – name, version, type, subtype, and game text.
- 3.3.1. Name – A Battlegear’s name is found at the top of the card.
  - 3.3.2. Version – A Battlegear’s version is found below the name.
  - 3.3.3. Type - A Battlegear’s type is on the type line in the center of the card before the dash. All Battlegear have the type “Battlegear.”

- 3.3.4. Subtypes - A Battlegear's subtypes are on the type line in the center of the card after the type.
- 3.3.5. Game Text – A Battlegear's game text box is found in the lower center section of the card.
- 3.4. Mugic – Mugic Cards have 6 game characteristics – name, version, type, subtype, game text, and cost.
  - 3.4.1. Name – A Mugic's name is found at the top of the card.
  - 3.4.2. Version – A Mugic's version is found below the name.
  - 3.4.3. Type - A Mugic's type is on the type line in the center of the card before the dash. All Mugic have the type "Mugic."
  - 3.4.4. Subtypes - A Mugic's subtypes are on the type line in the center of the card after the type.
    - 3.4.4.1. The first subtype for each Mugic Card is its affiliation. To play a Mugic Card, a creature must possess the characteristic indicated in the Mugic's affiliation. Example: Tangath Toborn, Tangath in Training is an OverWorld creature. Therefore he can play "Rhyme of the Reckless", which is "Mugic – OverWorld" but he cannot play "Canon of Casualty", which is "Mugic – UnderWorld."
    - 3.4.4.2. The affiliation "Generic" means that any Creature can play that Mugic Card.
    - 3.4.4.3. Also on the Subtype line are seven musical note symbols. These have no effect on game play.
  - 3.4.5. Game Text – A Mugic's game text box is found in the lower center section of the card.
  - 3.4.6. Mugic Cost – A Mugic Card's cost is found within the game text box. It is represented by Mugic counter icons. This is the number of Mugic counters that must be removed from a single creature to play that Mugic.
    - 3.4.6.1. Mugic Costs are not considered abilities of a Mugic Card despite being located in the game text box. Effects which remove or alter abilities do not affect Mugic Cost.
    - 3.4.6.2. A Mugic cost of "X" is considered zero at all times except when that Mugic is on the burst. While on the burst, the Mugic cost is considered the cost paid to play the Mugic.
- 3.5. Attacks – Attack Cards have 8 game characteristics – name, version, type, subtypes, Build Cost, game text, damage values, and Discipline and Elemental Types.
  - 3.5.1. Name – An attack's name is found at the top of the card.
  - 3.5.2. Version – An attack's version is found below the name.
  - 3.5.3. Type – An attack's type is on the type line in the center of the card before the dash. All attacks have the type "Attack."
  - 3.5.4. Subtypes – An attack's subtypes are on the type line in the center of the card after the type.
  - 3.5.5. Build Cost – An attack's Build Cost is found on the upper left corner of the card.

- 3.5.5.1. The sum of Build Costs in a player's Attack Deck may not exceed 20.
- 3.5.6. Game Text – An attack's game text box is found in the lower center section of the card.
- 3.5.7. Damage Values – An attack's damage values are found in the boxes at the top of the game text box.
  - 3.5.7.1. The damage value boxes are, from left to right, Base Damage, Fire, Air, Earth, and Water
  - 3.5.7.2. Damage values are not considered abilities of an attack despite being located in the game text box. Effects which remove or alter abilities do not affect damage values.
- 3.5.8. Elemental and Discipline Types – An attack's elemental and Discipline Types are determined based on information in the Damage Values and Game Text.
  - 3.5.8.1. An attack is considered to have an Elemental Type if it has a number in the corresponding damage value box. An attack may have multiple Elemental Types. Example: Rustoxic has earth and water damage values of 5. Therefore it has the Earth and Water Elemental Types.
    - 3.5.8.1.1. An attack with an Elemental Type is referred to as an attack of that type. Example: Rustoxic has the Earth and Water Elemental Types. Therefore it is considered both an "Earth attack" and a "Water attack"
    - 3.5.8.1.2. An attack with any Elemental Type is considered an elemental attack.
  - 3.5.8.2. An attack is considered to have a Discipline Type if its game text includes a Stat Check, Stat Fail, or Challenge of that Discipline Type. An attack may have multiple Discipline Types. Example: Shadow Strike has "Challenge Courage 15: Deal 10 damage". Therefore, Shadow Strike has the Courage Discipline Type.
    - 3.5.8.2.1. An attack with a Discipline Type is referred to as an attack of that type. Example: Shadow strike has the Courage Discipline Type. It is considered a "Courage attack"
    - 3.5.8.2.2. An attack with any Discipline Type is considered a Discipline attack.
- 3.6. Locations – Location Cards have 6 characteristics – name, version, type, subtype, game text, and initiative line. Locations are laid out horizontally, so all positional references refer to their location on the card when held horizontally with the name at the top.
  - 3.6.1. Name – A Location's name is found at the top of the card.
  - 3.6.2. Version – A Location's version is found below the name.
  - 3.6.3. Type – A Location's type is on the type line in the center of the card before the dash. All Locations have the type "Location."
  - 3.6.4. Subtypes – A Location's subtypes are on the type line in the center of the card after the type.
  - 3.6.5. Game Text – A Location's game text box is found in the lower section of the card.
  - 3.6.6. Initiative Line – A Location's initiative line is the first line in the Game Text box, in the form "Initiative: Characteristic."

- 3.6.6.1.** The Initiative Line is not considered part of a Location's abilities despite being located in the game text box. Effects which remove or alter abilities do not affect the Initiative Line.

#### **4. Battleboard Set-up**

- 4.1. Once each player has constructed a deck, they must then set up the Battleboard. This set up takes place as follows:
- 4.1.1. Creature Selection: Players select one Creature Card for each space on their side of the Battleboard. Players place these Creatures face down on their side of the grid with one Creature being assigned to each space.
  - 4.1.2. Battlegear Selection: Following selection of Creatures, players then assign one Battlegear to each Creature they control on the Battleboard. Battlegear Cards are placed face down under the Creature they are assigned to. Exactly one Battlegear must be assigned to each Creature. Players may look at their own face-down Battlegear at any time.
  - 4.1.3. Mugic Selection: Each player takes the Mugic Cards selected as part of their hand and places them together face down. This forms the player's Mugic hand. A player may look at his or her Mugic hand at any time.
  - 4.1.4. Shuffle Location Deck: Each Player shuffles the Location Cards they selected to place in their deck and places that pile face down to one side of the Battleboard. This forms the player's Location Deck. Unless otherwise noted, players may not look or change the order of cards in their Location Decks.
  - 4.1.5. Shuffle Attack Deck: Each player shuffles the Attack Cards they selected to place in their deck and places that pile face down to one side of the Battleboard. This pile forms the player's Attack Deck. Unless otherwise noted players may not look at or change the order of cards in their Attack Decks.
  - 4.1.6. Attack Cards have an associated discard pile specific for Attack Cards. This is called the attack discard pile. All other card types share a common discard pile known as the general discard pile.
  - 4.1.7. Battleboard Sides. The Battleboard spaces filled by a player's Creatures at the start of a game are considered to be that player's "side" of the Battleboard. Battleboard spaces filled by an opponent's Creatures at the start of a game are considered to be that opponent's "side" of the Battleboard. Unfilled Battleboard spaces (such as excess spaces on a 6v6 playmat during a 3v3 game) are not used during a game, and Creatures may not move into them.

#### **4.2. Pregame Actions**

- 4.2.1. Starting Player Determination. Once players have performed all of the game set-up actions they must determine who plays first. This is determined in a random manner using any method agreeable to both players (such as a coin flip, Rock-Paper-Scissors, or a die roll). The winner of this determination is the "Starting Player" and takes the first turn.
- 4.2.2. Reveal Creatures. All players simultaneously reveal their selected Creatures by turning them face up. Mugic counters equal to each Creature's Mugic ability are placed on the cards.
- 4.2.3. Reveal Battlegear: All players reveal any Battlegear with the "Reveal this Battlegear at beginning of game" text. All such Battlegear is flipped face up simultaneously.



- 4.2.4. Draw Initial Attack Card hand: Each player draws the top 2 cards of their Attack Deck to form their initial Attack Card hand.
- 4.2.5. Once all players have revealed all Creatures and the required Battlegear, and drawn their initial Attack Card hands, play proceeds as described below (see 6.0).
- 4.2.6. No effects trigger and no player receives priority during the pregame actions.

## **5. Winning and Losing**

- 5.1. A player is the winner of a Chaotic game when that player is the only remaining player in the game.
  - 5.1.1. A player is eliminated immediately upon losing his or her last Creature or if an effect says that he or she loses the game. When a player is eliminated, any unresolved effects on a Burst are disregarded.
  - 5.1.2. If both players are eliminated simultaneously, the game is a draw.
- 5.2. If a card effect says “win the game” the game ends immediately when the effect resolves. Any unresolved effects on a Burst are disregarded.

## **6. Turn Order**

### **6.1. Turn Sequence**

- 6.1.1. Beginning with the starting player, players alternate taking turns until the game is won. Each turn follows the sequence of steps given below.
- 6.1.2. Active and Non-Active Players: The player whose turn it is is known as the Active Player. Thus the player determined to be the starting player is also the first “Active Player”. All other players in the game are “Non-Active Players”. Note that this designation is separate from the overall game state and only refers to whose turn it currently is.
- 6.1.3. Steps in a Turn  
Each turn moves through the following three steps in order:
  - Location Step
  - Action Step
  - End Step
- 6.1.4. After the End Step the next player becomes the Active Player and starts his or her turn with the Location Step

### **6.2. Location Step**

- 6.2.1. At the start of the Location step, the top Location in the Active Player’s Location Deck is turned face up. This Location replaces any existing face up Location and becomes the current active Location. Any replaced Location is placed on the bottom of its owner’s Location Deck. The Innate Abilities (see 8.8.3) of the current active Location take effect immediately.
- 6.2.2. Next any abilities triggered by the Location being revealed are handled. These abilities form the start of a Burst (see 8.2). The Active Player places abilities from cards he controls onto the Burst first, followed by the Non-Active Player. If a player controls more than one

ability, he or she may place them onto the Burst in any order. The Active Player then gets priority to add Mugic or abilities to the Burst.

6.2.3. After the Location has been turned face up and generated abilities have been resolved the Active Player receives priority to play Mugic or card abilities

6.2.4. If all players pass in order and the Burst is empty then the game moves to the Action Step

6.2.5. Only one Location may be revealed at a time. If a new Location is revealed during the course of a turn, the existing face up Location is placed at the bottom of its owner's Location Deck. The revealed Location is the active Location and its abilities are applied immediately

### **6.3. Action Step**

6.3.1. During the Action Step the Active Player must move at least one Creature, and may then move any number of other Creatures he controls in any order.

6.3.2. After a move action resolves, the active player receives priority to play Mugic or abilities. The next creature cannot move until both players pass on an empty burst. (See 8.2)

6.3.3. A Creature moves by entering an adjacent space on the Battleboard. Each Creature's move must be fully completed prior to the next Creature's move. No player receives priority during a move action.

6.3.3.1. If a Creature has the ability "Swift X" it may move up to an additional X spaces when it moves.

6.3.3.2. To move a Swift Creature, there must be a path of unoccupied spaces between the Creature's starting space and its destination (unless the Creature has "Range" as noted below). The Creature is not considered to have entered the intervening spaces.

6.3.3.3. Creatures with the "Range" ability may move through spaces occupied by friendly or enemy Creatures as if those Creatures were not present. However a Creature with one of these abilities may not end its move in an occupied space unless it initiates combat.

6.3.4. If a Creature ends its move in a space occupied by an opposing Creature, a Combat is initiated (see section 7.0). The battle is considered to be taking place in the space on the Battleboard where both Creatures now are. The Creature that wins this battle remains on the Battleboard in that space.

6.3.4.1. Defender and Intercepting: After the Active Player has initiated a battle by moving a Creature into a space occupied by an opposing Creature, the controller of that Creature has the opportunity to intercept the moving Creature using Creatures with the Defender ability. This process is handled as follows.

6.3.4.1.1. Creatures with the Defender ability may be used to intercept a moving Creature by taking the place of the Creature whose space was entered. If a Creature with Defender is adjacent to the space in which a battle is to take place that Creature may intercept the move by switching places with the Creature currently occupying that space. This is an optional ability and a player may choose not to intercept a move.

6.3.4.1.2. If a creature has Defender: (characteristic), it may only swap places with a Creature with that characteristic. For example, a creature with Defender: Conjurers may only intercept for a creature with the Creature subtype Conjurer.

6.3.4.1.3. Defender is an Innate Ability (see 8.8.3) and its use does not create a Burst.

6.3.4.1.4. Only one Creature with Defender may be used to intercept any given move. If there is more than one Creature with Defender adjacent to the space of the battle then the Non-Active Player must choose one of these Creatures to be the intercepting Creature. Once this choice is made no other Creatures may be used to intercept in this combat.

6.3.4.1.5. Once a Creature with Defender has been selected to intercept a move it exchanges position with the Creature whose space is being entered. After this exchange is made any abilities that trigger “when a Creature intercepts” **are added to the Beginning of Combat Burst.**

6.3.4.1.6. A Creature that exchanges positions as the result of the use of Defender is treated as having entered a space on the Battleboard for the purposes of any abilities that trigger when a Creature enters a space. These abilities are generated at the same time as any events which are triggered upon interception and are placed on the same Burst.

6.3.4.1.7. Once interception has taken place the game continues with the Combat Step.

6.3.5. A player may only initiate one combat each turn. If a player has already initiated a combat during a turn, his or her Creatures may no longer end their moves in a space on the Battleboard occupied by an opposing Creature.

6.3.6. Once a player has moved at least one Creature and is no longer willing or able to move additional Creatures, the game checks for a Showdown.

#### 6.3.7. Showdown

6.3.7.1. At the end of a player’s Action Step, if no Creature controlled by that player has been involved in a combat this turn or the two previous turns (including the opponent’s last turn), he or she is required to initiate a Showdown using the procedure given below.

6.3.7.2. A Showdown is initiated using the following steps:

The Active Player selects one Creature controlled by the Non-Active Player.

The Non-Active Player selects one Creature controlled by the Active Player.

The Active Player’s Creature is placed into the other Creature’s space.

Creatures may not use any Defender abilities.

The Creatures become engaged and a combat is initiated between them as per the combat rules in 8.0 except that at the conclusion of the End of Combat step (Section 8.3) the game progresses into the Recovery Step rather than the Action Step.

#### 6.4. Recovery Step

6.4.1. The last step in a player’s turn is the Recovery Step. During the Recovery Step the following events occur simultaneously.

1) All damage is removed from Creatures in play.

2) All effects that last “until end of turn” end. Any effects which are not tracked by a card or

counter and don't have a specified duration also end now. All such effects end simultaneously and cannot result in a Creature being destroyed.

3) The current active Location is placed on the bottom of its owner's Location Deck. All effects of that Location end immediately. If that location was a Mirage location, it is placed into play on the Battleboard instead.

6.4.2. No player receives priority in the Recovery Step

6.4.3. 6.4.4 After all of the above actions have been taken the turn ends and the next player in the turn order becomes the Active Player.

## 7. **Combat**

7.1. Combat is a substep in a player's Action Step. It is entered when a player initiates a Battle between one of his Creatures and an opponent's Creature. Like the main turn, combat is also handled in a series of phases as described below.

### 7.2. **Phases in the Combat Substep**

The phases in the combat substep occur in the following order:

Engagement

Reveal Battlegear

Beginning of Combat

Initiative

Strike Phase

7.2.1. **Engagement:** The two Creatures in combat are now considered "engaged" for the duration of the combat. There is no priority point in this substep. Effects which trigger when creatures become engaged wait until the Beginning of Combat substep to go on the burst.

7.2.2. **Reveal Battlegear:** Any engaged Creature with a face down Battlegear has that Battlegear turned face up. There is no priority point in this substep. Effects which trigger when Battlegear is revealed wait until the Beginning of Combat substep to go on the burst.

7.2.3. **Beginning of Combat:** Any effects which are generated by the beginning of combat, Creatures becoming engaged, Battlegear being revealed, or a Creature being intercepted are now added to the Burst with the Active player adding his/her effects first. The Active player then receives priority. When both players pass in order on an empty burst (see 8.2), the game progresses to the Initiative phase

#### 7.2.4. **Initiative:**

7.2.4.1. Determine Initiative: Players now determine which player's Creature has the Initiative in the combat. The player who controls the Creature with Initiative will be the first Striking Player. Keep checking steps in the order below until exactly one creature qualifies for Initiative. Once a Creature gains Initiative no further steps are checked:

1) Any Creature with the Surprise ability. If both players' Creatures have this ability then the Initiative check moves to 2).

2) If a Creature has "loses Initiative checks" then the opponent's Creature gains Initiative. If both players' Creatures have this ability then the Initiative check moves to 3)

- 3)The active Location lists an attribute in the form “Initiative: Characteristic.” The attribute is a value (e.g. Wisdom, Scanned Energy) or other card characteristic (e.g. Fire, OverWorld, etc.). Whichever engaged creature has a higher statistic or has the listed characteristic gains Initiative. In the event of a tie move to 4)
- 4)The Creature controlled by the Active Player gains Initiative.

7.2.4.2. After Initiative is determined the game moves to the Strike phase.

7.2.5. **Strike Phase:** During the Strike phase the player with Initiative begins as the Striking Player. The other player is considered the Non-Striking Player.

7.2.5.1. The Striking Player draws the top card of his Attack Deck. If a player has no cards remaining in their Attack Deck, that player shuffles his attack discard pile to form a new Attack Deck, and then play proceeds as above with the refreshed deck.

7.2.5.2. The Striking Player picks an Attack Card from his hand to play. This attack starts a new Burst known as the “Attack Burst” and is considered to have been played by the engaged Creature controlled by the Striking Player. That player pays any costs associated with the Attack Card.

7.2.5.3. Once the Attack Card has been successfully played, the Striking Player receives priority to play abilities or Mugic and the Burst proceeds as normal.

7.2.5.4. When both players pass in order the Attack Burst resolves, and the Striking player receives priority. Once both players pass on an empty burst, the next player becomes the Striking player and this process is repeated until one creature leaves play and combat ends (see 7.3).

### **7.3. End of combat.**

7.3.1. Combat will end when one player’s Creature leaves play (either by being destroyed, sacrificed, or by taking damage equal to or exceeding its Energy). When this occurs, all effects on the current Burst continue to resolve until that Burst is concluded. The one exception to this rule is if a player wins and the game ends (see section 5.0).

7.3.2. Combat can also end if both players play twenty consecutive attacks each without dealing damage. When this occurs, both engaged creatures are defeated and combat ends.

7.3.3. Once combat ends, the game returns to Active Player’s Action step.

## **8. Mugic and Abilities**

### **8.1. Timing for Mugic or Card Abilities.**

8.1.1. Players may only play abilities or Mugic when allowed by the game rules. These opportunities are defined by the rules stating that the Active (or Non-Active) player is allowed to play abilities or Mugic. This is also referred to as a player receiving priority.

8.1.2. When allowed to by the game rules, the player with priority has the option to use Mugic or play a card ability. If the player chooses to use Mugic, or to play an activated ability, this starts a Burst or extends an existing Burst, which is handled as described below. Alternatively, the player with priority may “pass”. In this case the player’s opponent receives priority as above. If both players “pass” in succession then the opportunity to play abilities or Mugic has passed and the game progresses as described in the section for that particular game phase.

8.2. **Bursts** A Burst represents one or more unresolved Mugic or card abilities, which will resolve in the reverse order to which they were added to the Burst.

8.2.1. Starting a Burst: A Burst is started each time a player uses Mugic or plays a card ability. Bursts may also be started by certain card abilities that occur automatically at a time defined by that ability (For Example: At the beginning of combat). In addition the play of an Attack Card during the strike phase starts a Burst. The Mugic, Attack Card, or card ability used to start the Burst becomes the first effect in a given Burst.

8.2.2. Extending a Burst:

8.2.2.1. Starting with the opponent of the player who started the Burst, players alternately decide to either extend the Burst by playing their own Mugic Card or ability, or to “pass”. If a player decides to pass then his or her opponent receives the choice to play a Mugic Card or ability, or to pass. If a player chooses to add a Mugic or ability to the Burst then the previous procedure repeats with his or her opponent receiving the first choice to extend the Burst. Otherwise, if both players choose to “pass” in a row, then the Burst will begin to resolve. Any Triggered Abilities generated during the resolution of the Burst are immediately added to the Burst, and both players (starting with the Active Player) will receive priority to respond with additional Mugic Cards or abilities. Additional effects are added to the Burst until both players pass consecutively, after which the Burst will continue to resolve.

8.2.3. Resolution of a Burst

8.2.3.1. Effects on a Burst will resolve in the reverse order to which they were added to the Burst. This is commonly referred to as “Last In, First Out” order. Starting with the most recently added ability or Mugic, the effect of each item on the Burst is completely resolved prior to the resolution of the next effect on the Burst.

8.2.3.2. When effects resolve the cards representing them are removed from the Burst. Resolved Mugic Cards are placed in the general discard pile and resolved Attack Cards are placed into the attack discard pile. Resolved card abilities, which have no physical card representation, are simply removed from the Burst.

8.2.3.3. During the resolution of a Burst no player receives priority to play abilities or Mugic unless a Triggered Ability is generated. Any abilities that trigger during the resolution of a Burst are handled as described below (see 8.3.4).

8.2.3.4. Once a Burst is fully resolved the active player receives priority to play Mugic or card abilities as per 9.1.

8.2.3.5. Card abilities in a Burst are independent of the card that created them. Destruction of this card will not remove the generated ability from the Burst or cause it to fail to resolve.

8.3. **Triggered Abilities:**

8.3.1. A Triggered Ability is one which gives a specific time or event which causes the ability to be triggered. When the indicated time or event occurs these abilities are added to the Burst. Typically Triggered Abilities are written in the format “When [event] ....” Or “At [time] ....”.

8.3.2. A Triggered Ability results in the creation of a Burst if one is not currently open. If more than one ability is triggered by the same game event then the Active Player adds his or her

abilities to the Burst first. These can be added in any order. Then the Non-Active Player then adds abilities in a similar manner.

- 8.3.3. If a Triggered Ability is generated while a Burst is being built, that ability is added to the Burst prior to either player being able to extend that Burst. If more than one ability is generated by the same game event then the Active Player adds all of his or her abilities in the order of his or her choice first followed by the Non-Active Player. The Burst can then be extended as normal following the procedure in 8.2.2 with the player who has the choice of action being the one who would have had that choice in the absence of the addition of Triggered Abilities.
- 8.3.4. Triggers during Burst resolution: Once a Burst begins resolving any Triggered Abilities generated by an effect will be added to the Burst as soon as they are generated and the Burst is reopened with the Active Player receiving priority to add effects to extend the burst (see 8.2.2).

#### **8.4. Playing Mugic, Attack Cards, or Abilities:**

- 8.4.1. Mugic Cards or card abilities are played by performing the following set of actions in the order indicated below:
  - 8.4.1.1. Reveal the Mugic Card or announce the ability that you want to play.
  - 8.4.1.2. If the Mugic or ability has a variable cost the value of X is chosen now (see 8.4.2.6)
  - 8.4.1.3. If the Mugic or ability has targets these are chosen now.
  - 8.4.1.4. Pay any cost associated with playing the Mugic Card or ability. If you cannot pay the full cost for the ability or Mugic then the announcement is canceled and all steps taken are reversed.
  - 8.4.1.5. Place a played Mugic Card on the table as part of the Burst. Played abilities are also added to the Burst but are not represented by physical cards.
- 8.4.2. Costs for playing Mugic Cards:
  - 8.4.2.1. All Mugic Cards have a “Mugic cost”. This cost is printed in the text box of the Mugic Card and indicates how many Mugic counters a player must remove from one of his or her Creatures to play that Mugic.
  - 8.4.2.2. In order to play a Mugic Card a player must remove counters equal to the Mugic cost from a single Creature he/she controls that shares a characteristic with the Mugic Card to be played.
  - 8.4.2.3. The cost for Generic Mugic Cards may be paid by Creatures of any Tribe.
  - 8.4.2.4. Mugic Cards may have costs given on the Mugic Card in addition to the Mugic counter removal cost. If this is the case all additional costs must also be paid in order to play the Mugic Card. Game effects may also modify the number of Mugic counters that are required to play a Mugic.
  - 8.4.2.5. Some Mugic Cards have a cost of 0. These Mugic Cards do not require the removal of a Mugic counter to play. However, these cards still require the player to select a Creature with the appropriate characteristics to play them.

- 8.4.2.6. If a Mugic Card has a cost of X this indicates that the cost of the Mugic is variable. When playing these Mugic Cards the casting player must decide a value for X as the Mugic is being declared. The cost of the Mugic becomes that chosen value and that number of counters must be removed from a Creature the casting player controls that shares a characteristic with the Mugic. Any text effects of the Mugic use the chosen value of X when it resolves.
- 8.4.3. Attack Cards are played by performing the following set of actions in the order described below.
- 8.4.3.1. The striking player chooses an Attack Card from his or her hand and announces it as the Attack that they are playing.
- 8.4.3.2. The striking player pays any associated costs for playing the Attack Card. If the cost can not be met the Attack Card announcement is cancelled and the Striking player must choose another Attack Card to play.
- 8.4.3.3. The Attack Card is placed onto the Attack Burst.
- 8.4.4. Costs for playing abilities:
- 8.4.4.1. All activated card abilities have an associated cost to perform. These costs can be Mugic counters, sacrifices, or other payments. In all cases, the cost must be paid in order to play the indicated ability. If the ability cost involves removal of a Mugic counter this counter must come from the Creature with the associated ability.
- 8.4.4.2. Triggered Abilities and Innate Abilities do not have costs to play.
- 8.4.5. Attack Cards do not have any innate associated cost to play. Any Attack Card may be played by any Creature.
- 8.5. **Resolution of Mugic and abilities:** When a Mugic Card or ability on a Burst resolves it does so in the following manner.
- 8.5.1. First any targets of the Mugic or ability are rechecked to see if they are legal. If no targets are still legal then the Mugic or ability fails to resolve and is removed from the Burst.
- 8.5.2. All instructions of the Mugic or ability are carried out in the order in which they are written. Any targets of the ability which are no longer valid can not be affected by any targeted portion of the resolving ability. Any instruction which references a Creature that is not associated with a specified target (for example “this Creature”) refers to the Creature which played the Mugic or ability.
- 8.5.3. Any damage dealt to a Creature is added to that Creature’s total damage. Damage dealt to a Creature is cumulative during a player’s turn. Damage is not removed from a Creature until the turn ends.
- 8.5.4. The amount of damage dealt by Mugic or an ability is determined as follows. First the Base Damage is modified by effects that increase damage. Any effects that add a specific amount of damage are calculated first, followed by any effects that multiply damage dealt. Then any effects that reduce damage are applied. These are applied in reverse order to the above with any division effects applied first followed by any effects that reduce the damage dealt by a specific number. Finally any effect that sets damage done to a specific number is applied.



- 8.5.5. A Mugic Card or ability can never deal less than 0 damage. Any damage less than 0 is treated as 0.
- 8.5.6. Any Creature that has damage equal to or greater than its Energy is defeated and is placed into the general discard pile. Any Battlegear equipped to a defeated creature is also placed in the general discard pile.
- 8.5.7. A Mugic Card is removed from the Burst and placed in the general discard pile. Resolved abilities (which lacked a physical card to represent them) are simply removed from the Burst.
- 8.5.8. At times two abilities may conflict with each other. Any card which states “X can not be done” takes precedence over a card that says “do X.”

**8.6. Resolution of Attack Cards:** When an Attack Card resolves it does so in the following manner:

- 8.6.1. Determine the initial damage dealt by the Attack Card. The initial Attack Card damage is calculated by adding the Base Damage value of the Attack Card to any Elemental Damage dealt by the attack (see 3.5.7).
  - 8.6.1.1. Base Attack Card Damage value. This damage is indicated in the Base Damage box of the Attack Card and will be dealt by all Creatures using the attack.
  - 8.6.1.2. Elemental Attack Card Damage value. Attack Cards may have additional damage indicated by a number next to one or more elemental icons in the Attack Card damage box. This indicates that the Attack Card will deal that amount of additional damage if the Creature using the attack has the matching Elemental Type. A Creature will deal additional damage for all matching elemental icons.
  - 8.6.1.3. Damage values may be positive, negative, or 0. Any elemental icon that has no listed number (i.e. a blank space) has no associated damage value. Note that having a blank damage value space is not the same as having 0 additional damage for the purposes of 8.6.1.4.
  - 8.6.1.4. If an Attack Card has a non-blank damage value for an Elemental Type (either positive, negative, or 0), then that attack is considered to be of that Elemental Type. Likewise if an Attack Card has an elemental icon in its text box then that attack is considered to be of that Elemental Type. See 3.5.8 for more information on Elemental Types for Attack Cards.
  - 8.6.1.5. The base and elemental damage values of an Attack Card are only calculated once. Alterations in the game state caused by resolution of text box effects of the Attack Card will not change the base and bonus damage done by the resolving attack.
- 8.6.2. Resolve Text effects
  - 8.6.2.1. After the base and bonus damage done by the Attack is calculated the instructions found in the text box of the Attack are carried out. These instructions are performed in the order that they are printed on the card, from top to bottom.
  - 8.6.2.2. Additional Attack Card Damage. Attack Cards may deal additional damage based on effects in their text box. This damage is added to the Initial Attack Card Damage (see section 8.6.1) to form the Total Attack Card Damage.

- 8.6.2.3. Attack Cards may have text box effects that are dependent on the striking Creature having a particular characteristic. If a text effect is denoted by Characteristic:effect then the effect will only occur if the striking Creature has the matching characteristic. If the striking Creature does not have the matching characteristic then the effect does not occur. If more than one characteristic is given for an indicated effect then the striking Creature must have all indicated characteristics for the effect to occur.
- 8.6.3. If the Creature playing the Attack Card is removed from play before the Attack Card resolves, the Attack Card will use the values the Creature had when last in play for calculating Base Damage, Bonus Damage and Card text effects.
- 8.6.4. If the Creature receiving the Attack leaves play before the Attack resolves, any effects of that Attack still resolve if possible.
- 8.6.5. Determining Final Damage dealt:
- 8.6.5.1. After all text instructions are carried out determine the Final Damage dealt by the attack. This damage is determined by modifying the Total Attack Damage (determined as per section 8.6.1 and 8.6.2.2) by any game effects or abilities as described below.
- 8.6.5.2. The amount of damage dealt by an Attack Card may be modified by other game effects or abilities. The total damage dealt by the Attack is first modified by any effects that increase Attack damage. Any effects that add a specific amount of damage are calculated first, followed by any effects that multiply damage dealt. Then any effects that reduce damage are applied. These are applied in reverse order to the above with any division effects applied first followed by any effects that reduce the damage dealt by a specific number. Finally any effect that sets damage done to a specific number is applied.
- 8.6.5.3. The final damage dealt by the Attack is the damage total after all modifications are applied.
- 8.6.5.4. An Attack Card can never deal less than 0 damage. Any damage less than 0 is treated as 0.
- 8.6.6. Apply Attack Card damage. The final Attack Card damage is applied to the engaged Creature controlled by the opponent. This damage is added to the total damage on that Creature. If this results in the Creature with damage on it equal to or greater than its total Energy, that Creature is defeated and is placed into the general discard pile along with any Battlegear equipped to it.
- 8.6.7. Removal of the Attack Card from the Burst. Once Attack Card damage has been applied the card is removed from the Attack Burst and placed into the attack discard pile.
- 8.6.8. Attacks played by defeated Creatures
- 8.6.8.1. Attacks played by defeated Creatures will still resolve, with the exception being if the defeated Creature was the last one controlled by a player (see section 5.0).
- 8.6.8.2. During the Attack Card resolution process any step which refers to the Discipline values or Elemental Types of the defeated Creature use the values as they last existed before the Creature was defeated. Thus bonus elemental damage as well as Discipline Checks and Challenges will resolve normally as if the Creature had not been defeated.

- 8.6.8.3. Any innate Attack Card damage modification ability possessed by the defeated Creature (such as Element X) will not be applied as that ability is not in play when the attack resolves. Likewise any other ability on the striking Creature that is not directly referenced by the Attack Card resolution process will not be applied to the damage done by the Attack Card.

## 8.7. Handling Resolved Abilities

### 8.7.1. Order of effect evaluation:

- 8.7.1.1. More than one Mugic or ability may have an effect upon a card or modify the same aspect of the game state. When determining the final game effect the abilities are evaluated in the order in which they resolved.
- 8.7.1.2. Innate Abilities on Creatures are considered to have resolved at the start of the game or at the time that they reentered play.
- 8.7.1.3. Innate Abilities on Location Cards are considered to have resolved at the time which that Location became the Active Location.
- 8.7.1.4. Any Innate Abilities on Battlegear are considered to have resolved when that Battlegear was last revealed. For example, a creature with a face-up Torrent Krinth is targeted by Trills of Diminution. That creature will lose Water 5 when Trills resolves.. If that Torrent Krinth was face down when Trills resolved, and was flipped face up afterward, that creature would gain Water 5 because the “loses all abilities” effect from Trills of Diminution had already resolved before the Battlegear was revealed.

### 8.7.2. Calculating Discipline values

- 8.7.2.1. Discipline values may be raised or lowered by Mugic and abilities in the game.
- 8.7.2.2. The final value of a Discipline score is determined by starting with a base value equal to the Scanned Discipline score and then applying any modifications to that Discipline value due to in game abilities. These effects are applied in the order that the effects resolved (See 8.7.1).
- 8.7.2.3. Discipline scores are evaluated continuously in the game. If an effect or Innate Ability that is modifying a Discipline score ends, the values of that Discipline score are immediately adjusted as above. Example: A Creature is equipped with the Battlegear Dragon Pulse that gives it +25 courage. If that Battlegear is destroyed or turned face down the Creature’s courage value will be recalculated in the absence of this bonus. Typically this will result in the loss of 25 courage from that Creature.
- 8.7.2.4. Effects which reduce Discipline values may not reduce these values to less than 0. In these cases any further reduction is lost. Any further adjustments to that Discipline value are made as if the indicated effect had reduced the Discipline value by an amount which brought the value to exactly 0.
- 8.7.2.5. If a temporary effect would reduce the value of a Discipline to less than 0 only that portion of the value for that Discipline actually removed will be restored when that effect ends. Example: An effect lowers a Creature’s power by 50 until the end of the turn. If the Creature has a printed power value of 40 that Creature’s power will be reduced to 0. At the end of the turn that Creature’s power is returned to 40.

- 8.7.2.6. In game effects can not alter the “Scanned” value of any of a Creature’s Discipline scores. This value is defined as the number printed on the Creature Card independent of any in game modifications.

### 8.7.3. Calculating Energy value

- 8.7.3.1. The Energy value of a Creature may be raised or lowered by Mugic and abilities in the game.
- 8.7.3.2. The final Energy value is determined by starting with a base value equal to the Scanned Energy score and then applying any modifications to Energy value due to in game abilities. These effects are applied in the order that the effects resolved (See 8.7.1).
- 8.7.3.3. Energy value is evaluated continuously in the game. If an effect or Innate Ability that is modifying a Energy Value ends, the Energy value is immediately adjusted as above. Example: A Creature is equipped with a Mind Prism that gives it 10 Energy. If that Battlegear is destroyed or turned face down the Creature’s Energy value will be recalculated in the absence of this bonus. Typically this will result in the loss of 10 Energy from that Creature.
- 8.7.3.4. Any effect which reduces the current Energy value of a Creature to 0 or less results in the defeat of that Creature. If a change in the Energy value of a damaged Creature results in that Creature having damage equal to or greater than its Energy that Creature and any attached Battlegear is destroyed and placed in the discard pile the next time a player receives priority. These effects do not create or extend a Burst.
- 8.7.3.5. In game effects can not alter the “Scanned” value of a Creature’s Energy score. This value is defined as the number printed on the Creature Card independent of any in game modifications.
- 8.7.3.6. Effects which refer to a Creature’s Current Energy look at the sum of the Creature’s Scanned Energy modified by any existing effects, minus the damage on the creature. For example, a creature with 45 Scanned Energy equipped with Kha’rall Husk Armor that has taken 55 damage has a Current Energy of 40.

### 8.7.4. Mandatory Actions

- 8.7.4.1. Some abilities create an effect that states a player “must” perform some action. Such effects are known as mandatory and the actions they require are mandatory actions.
- 8.7.4.2. A player must fulfill the requirements of a Mandatory action at the first legal opportunity to do so. Example: A player has a Creature adjacent to an in-play Mipedim Mirage. This card states that adjacent Creatures that can move into this space must do so. The Active Player must use his or her first action of the Action Step to satisfy the requirements of the mandatory action by moving an adjacent creature into that space. He or she may not move another Creature until the mandated movement action is satisfied.
- 8.7.4.3. If a player has multiple mandatory actions that would need to be fulfilled simultaneously the player may choose which action to fulfill first. If after that action is taken the other mandatory action remains that action must be taken at the next legal opportunity.

8.7.4.4. Players are not required to take optional actions that would allow them to fulfill mandatory actions in the future. The requirement to fulfill a legal mandatory action only applies to the current game state.

8.7.4.5. If, after completing a mandatory action that requirement remains, a player must complete the action at the first legal opportunity until the requirement ends.

## **8.8. Additional Ability Types**

### **8.8.1. Cumulative Abilities**

8.8.1.1. Cumulative abilities are abilities that reference a specific number as part of their ability structure. Creature abilities of the form [Ability] X are cumulative abilities. Current examples of cumulative abilities are: Strike, Recklessness, Intimidate, Element X, Elementproof, Exhaust, Outperform, Support, and Swift.

8.8.1.2. When a Creature with a cumulative ability gains or loses another copy of the same ability the numerical values of X are combined to generate a final value for that ability. The combined abilities are then treated as one ability with that final value of X for all game purposes.

8.8.1.3. Any final value of X less than 0 will be treated as 0 for all game purposes. When a cumulative ability has its X value reduced to 0 this ability is considered to be removed from the Creature Card in question while X remains 0.

8.8.1.4. If a temporary effect reduces the value of a cumulative ability to less than 0 only that portion of the ability actually removed will be restored when that effect ends.  
Example: A Creature with Fire 10 loses Fire 15 until end of turn. This reduces X to 0. At the end of the turn the effect ends and the value of Fire X returns to 10.

### **8.8.2. Replacement abilities**

8.8.2.1. Some abilities state that a given action happens “instead” of another game event. These abilities are known as replacement abilities.

8.8.2.2. All replacement abilities use the word instead somewhere in their text. If this word is not present then the ability is not a replacement ability.

8.8.2.3. Replacement abilities completely replace the initial game event with the indicated action. The original game event is considered not to have occurred.

8.8.2.4. If two or more replacement abilities apply to the same game event then the player who controls the affected card or ability chooses the order in which to apply the replacements. Any replacement ability that no longer applies to the replaced event has no effect.

8.8.2.5. Each replacement ability is only applied once for any particular initial game event. Replacement abilities never apply to themselves.

### **8.8.3. Innate Abilities**

8.8.3.1. An Innate Ability is one which does not have any cost to perform and which does not give a specific time which it occurs. The term “Innate Ability” describes a class of abilities and particular Innate Abilities may also have other ability designations. For example, many Innate Abilities are also cumulative abilities.

8.8.3.2. Examples of Innate Abilities are Swift, Range, and Element X.

## **8.9. Duration of Abilities**

- 8.9.1. All abilities in the game have an associated duration for the effects that they generate. Unless a card specifies otherwise all effects generated by activated abilities, Triggered Abilities, Attack Cards, and mugic end at the end of the turn in which they were generated. Counters placed on cards remain between turns unless otherwise stated.
- 8.9.2. Unless otherwise stated effects generated by innate card abilities last until that card is no longer in play.

## **9. Specific Ability Rules**

### **9.1. Infection**

- 9.1.1. Infection is a binary Creature state. A Creature is either Infected or Uninfected.
- 9.1.2. Infecting Creatures
  - 9.1.2.1. Creatures are by default Uninfected and may become Infected by card effects.
  - 9.1.2.2. If a card effect says to Infect a Creature, place a Parasite token on that Creature.
  - 9.1.2.3. Infected Creatures are always marked with Parasite tokens. These may be Parasite cards or any other distinguishable marker.
- 9.1.3. Uninfection
  - 9.1.3.1. If a card effect says to Uninfect a Creature, remove all Parasite tokens from that Creature.
  - 9.1.3.2. To Uninfect a Creature as a cost, that Creature must be Infected. You may not pay an Uninfect cost using an Uninfected Creature.
  - 9.1.3.3. Mugic and abilities that Uninfect Creatures when they resolve may be targeted at Uninfected Creatures. When they resolve the Uninfect portion of the mugic or ability will do nothing.
- 9.1.4. Parasite Tokens
  - 9.1.4.1. When an effect results in a Creature becoming Infected a Parasite token is placed on that Creature..
  - 9.1.4.2. Parasite tokens are not considered cards in Chaotic. They are simply visual indicators that a Creature is Infected.
  - 9.1.4.3. If a Creature with a Parasite goes to the Discard pile any Parasite tokens on that Creature are removed from the game. This happens simultaneously with the Creature being placed in the Discard pile.

### **9.2. Brainwashed**

- 9.2.1. Creatures with the Minion Creature type have Brainwashed text. These Creatures are considered to have two separate game text boxes, only one of which is active at any time

while the Creature is in play. The first of these is called the Normal text, while the second is called Brainwashed text.

- 9.2.2. A Creature with Brainwashed has its Normal card text active unless its controller also controls a Chieftain Creature or a card effect activates the Brainwashed text. While a card's Brainwashed text is active, its Normal text is inactive, and vice versa.
- 9.2.3. Inactive text is not considered to be present on the card for any game purpose. Example: A Creature with the Brainwashed text of "Swift 1" is being played in an army which does not control a Creature with the type of "Chieftain." This Creature may not move an additional space during a move and may not be targeted by effects which require the target to have Swift.
- 9.2.4. While a Creature's Brainwashed text is active that Creature may only play Generic Magic cards.
- 9.2.5. While a Creature is in the Discard pile, the card is considered to have both the Normal and Brainwashed text boxes. For example, if a Creature in the Discard pile has "Defender" in its Brainwashed text box, an effect which returns a Creature with Defender from the Discard pile to play would be able to return that Creature whether or not its controller also controls a Chieftain.

### 9.3. Mirage

- 9.3.1. Mirage is both a Location subtype and an ability keyword. A Location Card with the Mirage subtype is referred to as a Mirage Location and these Locations have the Mirage keyword. Mirage is an Innate keyword ability that is written in the form *Mirage: effect*.
- 9.3.2. Mirage represents two independent abilities. The first of these applies while the Mirage Location Card is the Active Location. In this case the Mirage ability means "If this Location would be placed on the bottom of your Location Deck, instead put it onto the Battleboard in any space. Any other Mirage Location on the Battleboard at this time is returned to the bottom of its owner's Location Deck." This ability does not start a Burst and cannot be responded to. The Mirage Location will remain in the chosen space until removed by another Mirage Location or other game effect.
- 9.3.3. The text after the "Mirage:" on a Mirage card is the Mirage text. This text is active while the Mirage is in a Battleboard space. While a Mirage is the active location, Mirage text is inactive.
- 9.3.4. While a Mirage Location Card is on the Battleboard it is not treated as the Active Location and any other rules text on the Mirage Location is inactive. In addition the Mirage Location is not considered to be a part of a player's Location Deck while it is on the Battleboard. However, it is still considered a Location Card for the purposes of other game effects and abilities.
- 9.3.5. The Mirage text of a Mirage Location only applies to the space that the Mirage Location occupies, Creatures occupying that space on the Battleboard, or to Combats occurring in that space.
- 9.3.6. The Mirage text of a Mirage Location may create an effect in its Battleboard space that can be applied to cards outside of that space. Such an effect is applied even if the affected card is not in the Mirage location.

### 9.4. Invisibility

- 9.4.1. Invisibility is an Innate ability written in the form “Invisibility: *ability*” that indicates the Creature has the listed ability against creatures without Invisibility. For example, a creature with Invisibility: Surprise wins initiative checks against creatures without Invisibility.
- 9.4.2. If an effect causes a Creature to lose Invisibility, that creature loses all abilities tagged with the Invisibility keyword. For example, if a creature has “Invisibility: Strike 15” and “Invisibility: Surprise”, an effect that causes it to lose Invisibility will remove both abilities.
- 9.4.3. If an effect causes an individual creature to lose Invisibility, that creature is not considered to have Invisibility for purposes of evaluating Invisibility on opposing creatures. For example, if a Prince Mudeenu with Spectral Viewer is engaged with an unequipped Prince Mudeenu, the Prince with Spectral Viewer will deal an additional 20 damage with its first attack due to Invisibility: Strike 20.
- 9.4.4. Invisibility effects that go on the burst check for Invisibility of the opposing creature both on announcement and resolution. For example, if a creature with Invisibility: Disarm is engaged with another creature with Invisibility, at the start of combat Disarm will not go on the burst. If a creature with Invisibility: Disarm is engaged with a creature without Invisibility, Disarm will go on the burst at start of combat. If the opposing creature then gains Invisibility before the Disarm effect resolves, the creature’s battlegear will not lose abilities when the effect resolves.

## **10. Formats**

- 10.1. Apprentice is a simplified version of the game that doesn’t use Battlegear or Mugic. All game text on Creatures, Locations, and attacks is ignored.
- 10.2. Advanced Apprentice is a version of the game in which players never receive priority except to play an Attack Card. Battlegear is used as well as the rules text of Creatures, Locations, and attacks, but players may not play Mugic or activated abilities.
- 10.3. Masters is the standard version of the game. The comprehensive rules are designed to describe a Masters game of Chaotic.
- 10.4. Limited is a version of the game in which players open an assortment of random cards and use them to construct decks.
- 10.4.1. A game of Limited follows Masters rules with a Game Size of 3 (see 2.1.1), a 5-card Location Deck, and a 10-card Attack Deck.

## **Glossary**

**Abilities:** Abilities are found on Creatures and Battlegear Cards in the text box of those cards. Abilities may also appear on Location and Attack Cards, also in their text box. Abilities may be triggered, activated, or innate.

**Activate Hive:** See Hive.

**Active Player:** The player whose turn it currently is.

**Activated Ability:** This class of abilities represents those that have some associated cost to activate such as the removal of a Mugic counter. Activated abilities are typically written in the format Pay (*cost*): to do (*effect*). Unless an activated ability specifies otherwise, its effects end at the end of the turn during which the activated ability resolved.

**Air Attack:** An attack with the Air elemental type. See Elemental Type.



**Air Damage:** Damage dealt by an attack with the air elemental type played by a creature with the Air elemental type. See Elemental Type.

**Air X:** See “Element X”

**Attack:** Attack is a card type. Attacks are used in combat between creatures to deal damage to each other. Attack cards use their own deck and discard pile. See 8.4.2 for more information.

**Attack Burst:** This term is used to refer to the Burst started by the play of the Striking Player’s Attack Card. See 8.6 for more details.

**Attack Damage:** The term attack damage refers specifically to the damage dealt as the result of the resolution of an Attack Card. Other damage caused during the Combat Step, such as damage caused by activated or Triggered Abilities, is not considered attack damage.

**Battleboard:** An arrangement of game spaces composed of two opposing triangles joined at their bases, upon which a game of Chaotic is played. At the beginning of the game, each space on the Battleboard will be occupied by a Creature. The spaces that your Creatures occupied at the start of the game are considered your “side” of the Battleboard. The spaces occupied by your opponent’s Creatures are considered the opponent’s side of the Battleboard.

**Battlegear:** Battlegear is a card type. Each player begins the game with one Battlegear equipped to each Creature. Battlegear that is face down is still considered to be Battlegear, but has no other game characteristics, including game text.

**Brainwashed:** Brainwashed text is the alternate text box on a Minion Creature that is active when that Creature’s controller also controls a Chieftain. It is also the term for a Minion Creature using its Brainwashed text box – i.e. a Brainwashed Creature. For a full explanation, see 9.2.

**Burst:** A Burst represents one or more unresolved Mugic or card abilities. A Burst is started each time a player plays Mugic, an activated ability, or an Attack Card. Bursts may also begin from Triggered Abilities generating effects. See 8.2 for more on Bursts.

**Challenge (*Characteristic*) “X”:** The term “Challenge (*Characteristic*) “X” refers to a comparison of the values of the indicated characteristics between two Creatures (typically the two Creatures involved in the current battle). In order to win the Challenge the Creature that you control must have a value in the indicated characteristic that is greater than or equal to your opponent’s Creature’s characteristic by at least the amount “X”. Otherwise you lose the Challenge. If you win the Challenge the effect indicated in the card text occurs.

**Combat:** Combat is a sub-step of the action phase that occurs when a creature moves into a space occupied by an opposing creature. See 7.0 for more information.

**Courage Attack:** The term Courage Attack refers to an Attack Card which contains one or more of “Challenge Courage,” “Stat Check Courage” and “StatFail Courage.” See “Discipline Attack” for more details.

**Creature:** Creature is a card type. Players begin the game with a number of creatures in play in accordance to the game size, and when any player controls no creatures, that player loses the game.

**Current Energy:** The Energy value of a creature minus the amount of damage on that creature. When a creature’s current energy is zero, that creature is destroyed.

**Damage:** Damage dealt by Attack Cards, Mugic, or other abilities is combined to form the total damage on a Creature. No effect may do less than 0 damage and any number less than 0 is treated as 0. Damage

remains on a Creature until the end of each turn, unless it is healed. At this time all surviving Creatures on the Battleboard have all damage removed. When the total damage on a Creature is equal to or greater than its Energy then that Creature is defeated and moved to the general discard pile.

**Damage Values:** Damage values are the numbers in boxes on an Attack Card that determine how much damage that attack deals. Damage values can be either Base or Elemental damage.

**Deactivate Hive:** See Hive.

**Defeated Creature:** A defeated Creature is one which has damage equal to or greater than its Energy. That Creature is immediately placed in to the general discard pile along with any Battlegear that Creature was equipped with.

**Defender (*Characteristic*):** Defender is an innate keyword ability that allows a Creature to exchange places with an adjacent Creature that is attacked on the Battleboard. The defender ability may have a characteristic associated with it which restricts its use to a subset of Creatures that have that characteristic. For example, “Defender: Danian” means that the Creature may only use its defender ability to take the place of a Danian Creature. If there is no stated condition then the Creature may exchange places with any adjacent Creature. The process of using the defender ability is referred to as “intercepting” an attack. Multiple copies of defender on a Creature use the least restrictive condition and are otherwise redundant. See 6.3.7.1 for more information.

**Destroy:** This term is used to describe an effect that places a card directly into the appropriate discard pile. If a Creature is destroyed any attached Battlegear is also placed into the general discard pile.

**Disarm:** Disarm is a Triggered ability. At the start of combat, Battlegear equipped to creatures engaged to a Creature with disarm lose all abilities.

**Dispel:** When an ability or Mugic is dispelled it has no game effect. Mugic Cards and abilities that are dispelled are removed from the Burst without resolving. This term is no longer used and has been replaced by Negate.

**Discipline:** Discipline is a collective term used to refer to one or more of a Creature’s non-Energy statistics. Hence Courage, Power, Wisdom, and Speed are a Creature’s Disciplines. When a card refers to “all Disciplines” it is referring to Courage, Power, Wisdom and Speed together.

**Discipline Attack:** An Attack Card which contains a Stat Check (*Discipline*) “X”, Challenge (*Discipline*) “X”, or Stat Fail (*Discipline*) “X” is considered a “Discipline Attack”. A Discipline Attack is successful if you won any Stat Check, Challenge, or Stat Fail on that Attack Card. A Discipline Attack is unsuccessful if you lost all Checks, Challenges, and Fails on the Attack Card.

**Earth Attack:** An attack with the Earth elemental type. See Elemental Type.

**Earth Damage:** Damage dealt by an attack with the earth elemental type played by a creature with the earth elemental type. See Elemental Type.

**Earth X:** See “Element X”

**Element X:** This Innate Ability indicates that the Creature w deals an additional X damage when it deals attack damage of the indicated elemental type. Multiple instances of this ability on a card are cumulative.

**Elemental Attack:** Any Attack Card with an Elemental Type is considered an elemental attack of the associated type (or types). See Elemental Type.

**Elemental Damage:** The elemental damage dealt by an attack is based on the elemental type of an attack and the elemental types of the creature. An attack is considered to do a particular damage type if both it

and the creature playing it have that elemental type.

**Elementproof X:** This Triggered Ability indicates that a Creature with this ability gains X Energy at the start of combat when engaged with a Creature that has the indicated Elemental Type.

**Elemental Type:** Cards may have one or more associated Elemental Types. Currently the Elemental Types are Air, Earth, Fire, and Water. Elemental Types on a Creature Card allow that Creature to do bonus damage or other effects with Attack Cards that share an Elemental Type with it. The Elemental Type(s) of an Attack Card define bonus damage and other effects that occur when the attack is used by a Creature with the indicated Elemental Type. In addition, cards may be affected by game abilities based on their Elemental Type (for example see “Element X”). When a card refers to “All Elemental Types” it is referring to Air, Earth, Fire, and Water.

**Energy:** A Creature’s Energy is how much damage that Creature can take before it is destroyed. The Energy of a Creature is given by its Scanned Energy value modified by any Battlegear, Location effects, Mugic, or card abilities that state they alter a Creature’s Energy.

**Engaged:** A Creature currently involved in a combat is considered engaged.

**Exhaust (*Discipline*) X:** Exhaust is a Triggered Ability. When an engaged Creature with Exhaust plays an Attack Card, Exhaust reduces the indicated Discipline of the Creature by X when it resolves. Multiple instances of this ability on a card are cumulative.

**Fire Attack:** An attack with the Fire Elemental type. See Elemental Type.

**Air Damage:** Damage dealt by an attack with the fire elemental type played by a creature with the fire elemental type. See Elemental Type.

**Fire X:** See “Element X.”

**Game Size:** Game size is simply the total number of spaces on each player’s side of the Battleboard. This game size determines the number of allowed choices for Creatures, Battlegear, and Mugic at the start of the game.

**Generic Mugic:** Mugic Cards without a tribal affiliation are known as “Generic” Mugic and may be played by Creatures of any Tribe.

**Heal X:** This ability removes X damage from a Creature. This effect can not cause the Creature’s current damage total to fall below 0.

**Hive:** This is a game state mechanic currently used by the Danians. During a game Hive will either be “On” or “Off”. If Hive is “On” then all abilities of the form Hive (*effect*) are active (see below). Hive begins the game with the “Off” status. Various effects and abilities may turn the Hive ability “On.” If Hive is “On,” it cannot be turned “On” again until it is turned “Off” or the effect turning it on expires.

**Hive (*effect*):** This keyword ability grants the indicated *effect* to a Creature Card if Hive has been activated. The *effect* remains until the Hive ability ends. Multiple copies of the Hive ability are cumulative.

**In Play:** The term “In Play” refers to any card that occupies a space on the Battleboard. This includes Creatures, equipped Battlegear, and Mirage Locations that have been placed on the Battleboard. It does not include the Attack Deck, Mugic or Attack Cards in hand, the Location Deck, or cards in a discard pile.

**Infect:** The term “Infect” is used to describe any ability which places a Parasite into a Creature. A Creature that has a Parasite is referred to as “Infected.” See 9.1.

**Innate Ability:** These are abilities that do not have an associated cost to perform. These abilities are always active. Element X, Swift X, and Range are examples of Innate Abilities.

**Intercept:** Intercept is the term used to describe the use of the defender ability to have one Creature exchange places with another during an attack. If a Creature with defender is used to replace an attacked Creature the Creature with defender is said to have intercepted an attack. See 6.3.7.1 for details on the intercept process.

**Intimidate (statistic) X:** Intimidate is a Triggered ability that means "At the beginning of combat, Creatures engaged with this lose X to the indicated statistic."

**Invisibility (effect):** Invisibility is an Innate ability that means the Creature has the indicated ability against creatures without Invisibility.

**Legendary:** Legendary is a deckbuilding restriction. A player may include no more than one card with the Legendary keyword in a deck.

**Location:** Location is a card type. At the beginning of each player's turn, that player reveals the top card of his location deck, and that card becomes the active location. See 6.2 for more information.

**Loyal:** Loyal is a deckbuilding restriction. All creatures in an army with a Creature with Loyal must share the same tribe as that creature or have the specified characteristics. For Example, Erak'tabb is Loyal – M'arrillians or Minions, and may only be played with Creatures that are M'arrillians or Minions.

**Mirage:** Mirage is an Innate keyword ability that is written in the form *Mirage: effect*. This ability is only found on Location Cards with the Mirage subtype. When a Mirage location is the Active location its Mirage ability is not active. When a Mirage Location would normally be put on the bottom of the Location Deck it is instead put into a space on the Battleboard. While the location is on the Battleboard only its Mirage ability is used (its normal ability has no effect). This Mirage ability only applies to the space the Mirage location is in. Only one Location with Mirage can be on the Battleboard at a time when another location with Mirage is placed on the Battleboard any other Mirage Location on the Battleboard is returned to the bottom of its owner's Location Deck. See 9.3 for more information on Mirage.

**Mixed Army:** A mixed army is one that contains Creatures from more than one Tribe.

**Move:** Move is a game action taken by creatures. A creature may only move once per turn, and a player must move at least one creature per turn. See 6.3 for more information.

**Mugic:** Mugic is a card type. Players begin the game with a number of Mugic cards in their hand based on the game size. See 8.4 for more information.

**Mugic Counter:** Mugic counters are counters used to pay costs for Mugic and abilities. Creatures begin the game with a number of Mugic counters equal to their Mugic ability.

**Negate:** An attack, Mugic, or ability that is negated has no effect and is removed from the burst.

**Non-Active Player:** The player whose turn it is not.

**Opposing Creature:** This term refers to a Creature that is controlled by your opponent. Note that this term applies to all Creatures controlled by your opponent, including the one currently involved in Combat.

**Opposing Engaged Creature:** This term refers to an engaged Creature that is controlled by your opponent.

**Outperform (*Discipline*) X:** This Innate Ability indicates that the Creature with this ability deals an additional X damage with successful Discipline Attacks of the indicated Discipline. Winning multiple Challenges, Stat Checks, or Stat Fails on the same Attack Card does not increase the additional damage. Multiple instances of this ability on a card are cumulative.

**Parasite:** Parasite tokens are used to indicate Infected Creatures. See “Infect”.

**Power Attack:** The term Power Attack refers to an Attack Card which contains one or more of “Challenge Power,” “Stat Check Power”, and “Stat Fail Power.” See “Discipline Attack” for more details.

**Priority:** The option to play activated abilities or Mugic. If a player gets the option to play an effect, that player “receives priority.”

**Scanned (*statistic*):** The Scanned value of a statistic is the value as it appears on the card. The Scanned value of a statistic is not modified by Battlegear or other game effects.

**Range:** Range is an Innate Ability that allows the Creature to move through occupied Battleboard spaces during its move (see 6.3.6). Multiple copies of Range on a Creature are redundant.

**Recklessness X:** Recklessness is a Triggered Ability that triggers when an engaged Creature with Recklessness plays an Attack Card. This ability does X damage to the Creature with Recklessness when it resolves.

**Relocate:** To Relocate a Creature means to change the Battleboard space a Creature occupies. Relocate is not a move action, and the Relocation of a Creature is not modified by abilities which affect move actions during the Action Phase. A Mugic or effect which relocates a Creature may affect a Creature which “may not move.”

**Removed from Game:** The term “Removed from Game” means that a card is set aside and can no longer affect or be affected by the current Chaotic game. At the conclusion of the game the card is returned to the player’s deck. Note that this term does not refer to any of the discard piles in the game, only to effects which specifically state that they remove a card from the game.

**Replacement Ability:** A replacement ability is an effect that causes a given action to happen “instead” of another game event. Replacement abilities always use the word “instead” in their text. See 8.8.2 for more information.

**Rule of Two:** The Rule of Two is the rule that players may only include up to two copies of any card in their deck with the same name. This is a deckbuilding rule and has no effect on gameplay.

**Sacrifice:** This term refers to a cost or an effect which results in the loss of a card you control. That card is immediately placed into the appropriate discard pile. If the sacrificed card was a Creature any equipped Battlegear is also discarded. A sacrifice may not be prevented by other game effects. You may not sacrifice a card you do not control.

**Scanned (*characteristic*):** The Scanned value of a statistic is the value as it appears on the Creature Card. The Scanned value of a statistic is not modified by Battlegear or other game effects.

**Source:** The source of a Mugic Card is the Creature who played that Mugic. Likewise the source of an ability is the card on which the ability appears. Finally the source of an Attack Card is the Creature who played that card.

**Speed Attack:** The term Speed Attack refers to an Attack Card which contains one or more of “Challenge Speed,” “Stat Check Speed”, and “Stat Fail Speed.” See “Discipline Attack” for more details.

**Stat Check (*Discipline*) “X”:** The term Stat Check (*Discipline*) “X” refers to a comparison between the value “X” and the current value of the indicated Discipline of the Creature which controlled the ability generating the Check (typically an Attack Card controlled by your engaged Creature). To win the Check this value must be equal to or greater than the indicated value “X”. If you win the Check the effect indicated in the ability occurs.

**Stat Fail (*Discipline*) “X”:** The term Stat Fail (*Discipline*) “X” refers to a comparison between the value “X” and the current value of the indicated Discipline of the Opposing engaged Creature. To win the Stat Fail this value must be less than the indicated value “X”. If you win the Stat Fail the effect indicated in the ability occurs.

**Strike X:** The strike ability means the Creature with this ability deals +X damage during its first attack in any given battle. Strike is an Innate Ability and multiple copies of strike are cumulative.

**Striking Player:** During a combat Strike Phase the player whose turn it is to play an attack is known as the “Striking Player”. The Creature controlled by the striking player is the “Striking Creature”.

**Support (*statistic*) X:** This keyword ability indicates that the Creature can improve its statistics by being adjacent to other Creatures of its Tribe. The value of the indicated *statistic* is increased by X for every Creature controlled by the same player that has the same tribal designation and is adjacent to that Creature on the Battleboard. Multiple copies of Support are cumulative.

**Surprise:** This ability indicates that the Creature wins Initiative in combat (see Determine Initiative: 7.2.4). Surprise is an Innate Ability and multiple copies of Surprise are redundant.

**Swift X:** This keyword ability indicates that the Creature may move more than one space on the Battleboard during a move action. If a move action is selected for a Creature with Swift then that Creature may be moved an additional X spaces on the Battleboard. For example, a Creature with swift:1 may move a total of 2 spaces on the Battleboard. A Creature with Swift is still restricted to only moving through unoccupied Battleboard spaces. Multiple copies of Swift on a Creature are cumulative

**Target:** Whenever a Mugic or ability says “target [something],” where [something] is a word or phrase that indicates a card type, effect, or player,, the controller the card chooses something that matches the indicated word or phrase. The choice of Mugic or ability’s targets is made when it is played. A targeted Mugic or ability cannot be played if there is no legal target to select. An activated or triggered ability is targeted if it uses the phrase “target [something]”.

**Tribe:** All Creatures in the game have an associated tribal designation. Currently there are five different Tribes in the game of Chaotic. These are OverWorld, UnderWorld, Danian, Mipedian, and M’arrilian. In addition other cards in the game, such as Mugic, may also have a tribal designation.

**Triggered Abilities:** A Triggered Ability is one which gives a specific time or event which causes the ability to occur, using the words “When” or “Whenever”. When the indicated time or event occurs these abilities are placed on the Burst. If more than one ability is triggered by the same game event then the Active Player adds his or her abilities to the Burst first in any order. Then the Non-Active Player adds Triggered Abilities in a similar manner.

**Unique:** Unique is a deckbuilding restriction. This ability indicates that no more than one copy of a card with this name may be included in a player’s deck. A creature with the same name but different versions counts as the same card for purposes of Uniqueness.

**Unoccupied Space:** An unoccupied space is a space on the Battleboard that does not contain a Creature Card. Other cards, such as an in-play Mirage Location, may be in an unoccupied space.

**Untargetable:** This keyword ability indicates that the card cannot be chosen as the target of Magic or card abilities that require a target. If a Magic or ability requires a selection but does not use the word target, an Untargetable card can be chosen for that selection.

**Version:** The version of a card is found immediately underneath the name. Creatures with the same name and version are considered the same card for purposes of the Rule of Two and Uniqueness.

**Water Attack:** An attack with the Water elemental type. See Elemental Type.

**Water Damage:** Damage dealt by an attack with the water elemental type played by a creature with the water elemental type. See Elemental Type.

**Water X:** See “Element X”

**Wisdom Attack:** The term Wisdom Attack refers to an Attack Card which contains one or more of “Challenge Wisdom,” “Stat Check Wisdom”, and “Stat Fail Wisdom.” See “Discipline Attack” for more details.