

## Action, Attack Action, Attack, Attack Ability, Attack Effects, Targeted

### What do those terms mean?

An **action** is the top half or bottom half of an ability card, or an item or persistent ability that specifically says it grants an "action". An out-of-turn ability (like move or attack) granted by another figure's ability is not an action unless the granting ability says "action".

An **attack action** is an action in which an attack is performed. It constitutes any and all attacks made with that specific action. If none of the attack abilities of an action are performed, it is not an attack action.

An ability is considered an **attack ability** if it has the word "attack" printed on the card.

An **attack** is a single attack on a single target that flips over a single attack modifier card. If your attack action is, say, "Attack 3," then there is only one attack in your attack action. If it is "Attack 2, Target 3," then your attack action consists of three separate attacks. If the action contains separate "attack" lines, all are part of the attack action. If the attack is an AoE, all attacks performed as part of the AoE are part of the attack action.

An **attack effect** is an effect attached to the attack. It is applied either during damage resolution or after the attack (see list below). If it happens after the attack, it is applied even if the attack does no damage, including due to the NULL or Curse cards. All attack effects listed below are optional but you must choose whether you will do an effect to an attack before you draw a modifier card. Some modifier cards have their own attack effects and you can choose to apply them after you draw. Attack effects except Add Target are applied before retaliate (Add Target grants a brand new attack and one attack must be resolved completely before another is performed). Some attacks have Abilities (like Heal) that aren't attack effects but that are still attached to the attack. These abilities are applied after the attack is completely resolved (after retaliate).

Attack Effects:

- +X (during damage resolution)
- Pierce (during damage resolution)
- Add Target (after the attack)
- Push/Pull (after attack)
- Conditions (after attack)
- Infusions (after attack)
- Conditional statements written in small font below the attack, like Cragheart's Heaving Swing (after attack)

An ability is considered **targeted** only if it says "Target" or "Attack"

### If an ability allows me to "kill" an enemy, is that considered an attack?

No, unless the ability says "attack," it is not an attack.

### What if I consume an element to turn an attack action into a kill action?

So long as you consume the element and trigger only the kill effect, the word "instead" negates the attack, and it is no longer an attack.

### If an attack is turned into a kill action, does it still retain benefits from items or abilities that affect attacks?

No, if an attack is turned into a kill action, it is no longer an attack and therefore loses benefits that apply to an attack.

### If I kill an enemy with my attack damage, can I still apply the effects of the attack on that enemy (i.e., curse, push, etc.)?

No, added attack effects are always applied after the damage. If you kill an enemy with the damage, then it is no longer around to be pushed onto a trap or cursed.

### Are abilities that target a single figure with an attack but damage additional figures via other non-attack effects (like suffer damage) still considered single target attacks?

Yes.

### Are multi-target attacks where there is only one current valid target or if there are current conditions that limit the attack to only one target considered single-target attacks?

No.

### What exactly is considered a single-target Attack Action?

Any action in which only a single target could be attacked. This excludes actions with multiple separate attack abilities.

### Are the same differentiations used when mitigating "damage from an attack" versus a "source of damage?"

Yes, when something reduces damage from an attack (namely, Shield), it is specifically referring to a figure making an "Attack" and flipping over an attack modifier card. If you are reducing or negating a "source of damage," that can be anything: attacks, traps, hazardous terrain, retaliate, wound, suffering damage from choosing a different card to lose when short resting, or any other "suffer X damage" text.

When do the effects of death (like modifier Decease) occur: immediately after the figure dies or after the action completes?