

No, performing any ability on the card causes you to lose the card. However, you do not lose the card if you play it as a basic Attack2 / Move2. You must perform some ability of the action to actually lose the card

**Can you lose cards to resolve damage prior to using defense abilities or items?**

Yes

**Do persistent cards that trigger “at the end of your next X turns” also trigger at the end of the current turn?**

Yes.

**When are abilities from Active Bonus cards granted?**

Active bonus abilities (like shield, retaliate, +X Attack, abilities from consumed charges on the card, etc.) are granted when the card is played and while the card is in the active area - and only if the requirements for the ability/effect are met. Other abilities listed on the card that aren't active bonus abilities are granted when the card is played. For example, Mindthief's Feedback Loop grants an Attack 1, Shield (if the Attack is made) and XP when played. However, only the shield can be triggered again (when an attack is made) while the card is in the active area.

**Ability Card Reveal**

**If my leading card is revealed at the start of a round, when exactly is my second card revealed?**

They are both revealed at the start of the round, just put your leading card on top. Once everyone has chosen their cards and revealed them, both of each player's cards are open information.

**Advantage/Disadvantage**

**If I have advantage or disadvantage, how do I determine whether one attack modifier card is better or worse in the case of effects on the card beyond the typical +/- modifiers? How do I know when a comparison of the cards is mathematically ambiguous?**

All effects listed on the card (negative conditions, elements, healing, etc.) have a positive but undefined value. Note that only the values and effects as listed on the cards and the attack's value (used for the 2x modifier) are considered when doing a comparison. This includes any listed bonuses on the cards that are in effect for the attack, such as from a performed elemental consumption. No other game effects or conditions should be considered (like poison, wound or item effects). Thus, these would be the rulings in the following cases:

- 2x and Attack 2 vs +2: Ambiguous ( $2 \times 2 = 2 + 2$ )
- 2x and Attack 2 vs +1: 2x is better ( $2 \times 2 > 2 + 1$ )
- 2x and Attack 1 + 1 from consumption vs +1: 2x is better ( $2 \times 2 > 2 + 1$ )
- +1 vs +2: +2 is better
- +1 Stun vs +1: +1 Stun is better
- +0 Stun vs +2: Ambiguous
- +1 Stun vs +1 Fire: Ambiguous
- +0 Muddle vs +2 Stun: Ambiguous

**Allies**

**Am I an ally of myself?**

No.

**Do allied monsters count towards battle goals or personal goals?**

No

**Do allied monsters drop loot?**

No

**Ambiguous or Tied Situations**

**In cases of ambiguity where players decide the outcome, how should the players decide? Should they do what is best for themselves or worst for themselves?**

It is up to you. That is why you are deciding. It is assumed that you would decide whatever is best for you, but, again, it is up to you. Note that ambiguity with respect to attack modifier cards drawn for advantage/disadvantage are not decided by the players - the rule book states how to resolve that (use the first drawn card).

**Attack Modifier Cards**

**Is there any difference between an attack effect (elemental infusion, negative condition, etc.) caused by attack modifier, an item card, or one printed on the ability card itself?**