

Rulebook Summary

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Based on 2023-06 rulebook.

Se aplican estas reglas a no ser que se especifique lo contrario.

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Stack resolution

Event: when a hero uses/plays cards, activates skills or is in a certain state.

Respond: form in which one event affects another event. *Ej. You use Dodge (or an ability to Dodge) in response to Sha.*
Ej2: You play Sha in response to Barbarians. Every Sha you play in a Duel counts as responding.

Effect: Specific implications that can be produced in the text description of a card/skill.

Repeat effect/process / resolve it again/twice/once more: after the effect is resolved, resolve it again

- If after the first resolution the physical card is gone (for example due Villainous Hero), the second resolution is virtual (see: processing area).
- If the effect repeating is Coerce, but the target lost the weapon in the first instance, the second instance is invalid (effect is terminated).
- If used with a Wined Sha, the second instance will also be “Wined”, since you are resolving the “effect”, not the card, and the effect had 2 dmg.
- Repeating the effect, will not trigger “when/after you use...” events, since you are not using the card again, only repeating its effect, *Ej: when using Sha having equipped the Gender Swords, you can only activate it in the first instance, but not when repeating the effect.*
- The repetition must have the same targets, etc. than the first time.

Ineffective: the card has no effect; however, it still counts as having been used. *Ej: If you use Sha and it becomes ineffective, you cannot use another Sha (if your Sha limit is 1). If you use Dodge and it becomes ineffective, you cannot use another Dodge (the “use Dodge” window is gone).*

When an ability makes ineffective a delayed tactic when using it, it goes to the discard pile, same than with normal tactics. If the timing when a card “becomes ineffective” is not specified, it is considered to happen “At start of resolution” (see trigger order), ej: The Wooden Armor.

Cancel: remove target/s. Unless specified, it only removes you as target.

Counter: to make the card ineffective. However, “make the card ineffective” ≠ counter (problems of the translation... should find a better word). *Ej: “You can counter Barbarians with Negate but you do NOT counter Barbarians by playing Sha”.*

Resolved: Una carta se considera “resolved” y va a la pila de descarte cuando el efecto de esta carta ya ha concluido y no hay ninguna habilidad más que se active como efecto de ésta. *Por ejemplo, cuando juegas Barbaros, no va a la pila de descarte hasta que todos los jugadores han reaccionado ante la carta, pero cada vez que se juega un Sha en respuesta a los Barbaros, ese Sha va a la pila de descarte a no ser que haya alguna habilidad de ‘cuando se juega un Sha...’ en cuyo caso iría a la pila de descarte al terminar esa habilidad y las sucesivas que se ejecutaran en respuesta (como un Stack de Magic) ...*

Si un jugador muere en su propio turno mientras se está resolviendo un efecto, se continua en esa fase y ese turno hasta que se termine de resolver todo, después de saltan todas la siguientes fases hasta “end of turn”.

Processing area: when you use/play/reforge/exchange/point fight..., the card(s) first go(es) to the processing area. Then after resolving the abilities triggered, proceed with the effect. See “resolved” to know when do the card leave the processing area. When a card in the processing area is gone before it finishes resolution (for example a player takes it), it is replaced by a virtual copy of the same card.

Cards given or taken do not go the processing area, they move directly to the player’s hand.

Cards discarded also do not go to the processing area, they move directly to the discard pile, so as soon as a card is discarded, skills of “when a discarded card goes to the discard pile” would trigger.

Ex1: when exchanging cards between players, they move at the same time from their areas to the “processing area”, then continue the exchange.

Ex2: When you use an equipment card to equip it, you trigger “when/after you lose a card” effects, then the equipment will move from the processing area to your equipment area.

Die: when a player dies, first his cards are discarded, then the cards in his judgement area are placed in the discard pile, cards atop or besides his hero are placed in the discard pile, drop all his tokens, place his character card in the characters deck.

Trigger priority

- 1) When declaring the use of a card
- 2) Fire Fan
- 3) When selecting targets
(normally for +/-X targets)
- 4) Heaven Scorcher Halberd
(select additional targets)
- 5) when you lose a card
- 6) after you lose a card
- 7) when you use a card
- 8) Harvest cards are shown
- 9) when you target a hero *
- 10) when you become target *
- 11) after you target a hero *
- 12) Twin Swords *
- 13) after a hero becomes target *
- 14) At start of resolution
- 15) Black Shield / Wooden Armor
(to make ineffective)
- 16) Before a card takes effect (Negate...)
- 17) when you need dodge
- 18) Eight Trigram
- 19) use *Dodge*
- 20) when you use dodge
- 21) after a hero uses dodge
- 22) Green Dragon Crescent Blade /
Rock Cleaving Axe
- 23) After you respond to a card
- 24) When a card takes effect (if not countered)
- 25) Before you deal damage
(to convert in "lose of HP" ...)
- 26) when you deal damage
(normally to prevent/increase/reduce dmg)
- 27) Frozen Sword / Longbow / Ancient Scimitar
- 28) when a hero suffers damage
- 29) Helmet / Wooden Armor
(to reduce / increase dmg)
- 30) Victim unchains (see 38)
- 31) Suffer actual damage (change your HP)
- 32) brink-of-death
 - 32.1) when a hero enters the brink-of-death
 - 32.2) Ask for Peach (starting from current hero)
 - 32.3) (If nobody before B heals him) when you are in
the brink-of-death
 - 32.4) Ask B for Peach, and the rest of players after B in
order.
 - 32.5) When you are about to die.
 - 32.6) If player dies (B)
 - 30.5.1) died player's role is displayed (determine
if end of game condition is met)
 - 30.5.2) when a hero dies
 - 30.5.3) died player's cards are discarded
 - 30.5.4) Reward/Penalty for the kill
 - 30.5.5) after a hero dies
 - 32.7) rescued from the brink-of-death
 - 33) After HP changes
 - 34) After back from the brink-of-death
 - 35) After brink-of-death is resolved
 - 36) After you deal damage
 - 37) (only if B was rescued from the brink-of-death) after a
hero suffers damage
 - 38) Damage propagates through chains
 - 39) End of resolution (when card is resolved)
 - 40) After it takes effect
 - 41) After resolution / after card is resolved / after you use
(regardless of it was effective or not)
 - 42) Card goes to discard pile

*Repeat for every simultaneous target before proceeding to the next step.

Summary:

WHEN > AFTER

Character ability > equipment ability

Game flow:

1. Gods, Western and hybrid characters must choose (secretly) the kingdom
2. Revel the heroes (and their kingdoms if Gods)
3. give the starting hand
4. start of the game
 - a. start of the round...
 - i. start of turn
 - ii. Beginning Phase
 - iii. Judgement Phase
 - iv. Draw Phase
 - v. Action Phase
 - vi. Discard Phase (* this one happens even if you don't need to discard)
 - vii. End Phase
 - viii. end of turn (*this one happens even if the player dies in his own turn)

To know the order of resolution... **who counts as the user of the skill?**

For **consumption trigger skills**, the player paying its cost counts as the user.

For **non-consumption trigger skills**, the player who performs the first effect counts as the user.

For effects given to other characters through **tokens**, the character with the token will count as the user.

You both (action) / you and him (action): in this case, you perform it in turn order.

In order 1. 2. 3....: you perform 1 (on all players) and when all effects are resolved, perform 2, etc...

(action) X cards in order: You (action) 1 card, and when all effects are concluded you proceed with the next card and repeat until N (that is, you perform the action one by one).

The sequence is performed until the last instance, even if the channel (hero or weapon) is gone before it finishes.

Simultaneously: Players decides (secretly) and then show their decision at the same time.

Interruptions

Los eventos se resuelven como en un Stack de Magic, de modo que, si un evento hace que otro evento se lance, el primer evento queda interrumpido hasta que el segundo evento termine y luego continúa la resolución del primero. Aunque esto depende de la notación empleada:

- A, if you do so, B
 - A then B
 - A and B
 - A → B
- all mean the same: B will happen only after A happens. Between A and B it can be interrupted by any other event.
See: "Determine if a skill can be activated"

A & B: Between A and B it can be interrupted by any other event. See: "Determine if a skill can be activated"

(:) A, B: two possible cases:

- If B is a state effect, it happens right after A, and no interruption can happen in the middle. *Ej: Zhū Líng, Anticipate War: "...lose 1 HP, until the end of turn..." if you were at 1 HP when you trigger the skill, the resulting effect will be executed before you enter the brink-of-death.*
- If B is an action (see Actions) or a trigger effect, between A and B it can be interrupted by any other event. *Ej: Lose 1 HP, draw 1; you will have to resolve the brink-of-death before drawing 1.*

Ej: Bu Zhi

Set Rebellion: Nx Action Phase, can make a hero with equipment to draw 1 and he chooses:

- Let u discard one of his equipped cards,
- Place all equipped cards back into his hand and suffer 1 dmg. (N = Rebels alive)

Si el jugador objetivo de *Set Rebellion* tiene el *Lion Helmet* equipado y escoge la opción B, lo que sucederá es:

- Sube el equipo a su mano,
- El efecto de *Lion Helmet* interrumpe, y hace que se cure 1 vida.
- Se continúa la resolución de *Set Rebellion*.

La excepción a esto es cuando la ventana de activación de diferentes eventos es la misma, en ese caso se resuelven en orden de turno.

Example: In cases in which there are multiple judgement tinkerers, the seating arrangement is used to determine the order in which the judgement card is altered. When a judgement card is flipped, start with the character who is currently taking their turn then move to the right to find the first judgement tinkerer, and then continue right after the first tinkerer changes the judgement to find the second tinkerer, then repeat this process until all judgement tinkerers have had an opportunity to change the flipped judgement card.

However, you must check the legit targets, conditions, and costs right before triggering the effect.

Ex: If the skills timing of player A and B is the same, they are performed in order. If during the activation of A, the conditions for B are gone, B cannot trigger his skill.

If both events are simultaneous and on the same character, then he can choose which to resolve first.

Ej: Quan Hui Jie

Intelligent, Warm and Virtuous: At end of Draw Phase, can draw {3} --> discard {1} hand cards (=X) --> when u discard > {2} cards this turn, get X non-basic cards from the discard pile.

Change Numbers: Outside your Action Phase, after u lose any cards, the smallest {#} in Intelligent, Warm and Virtuous adds +2 and the greatest {#} adds -1.

Esto significa que cuando descarta una carta en *Intelligent, Warm and Virtuous*, Quan Hui Jie puede decidir si:

1. Continuar la resolución de *Intelligent, Warm and Virtuous*.
2. Activar *Change Numbers*;

O bien,

1. Activar *Change Numbers*,
2. Continuar la resolución de *Intelligent, Warm and Virtuous*.

(Si hubiera otro personaje en la partida que pueda activar una habilidad cuando alguien pierde descarta una carta, su habilidad iría después de las 2 anteriores, por orden de asientos)

Judgment

Judgement card ≠ delayed tactic, the first is the card flipped from the deck for a judgement, whiles the second is the card that makes you show a judgement card. A delayed tactic “**takes effect**” after is not negated, before the actual judgement is done; whiles a judgement card takes effect when the card is shown and nobody else changes it.

Effective judgement: the judgement card that becomes the judgement result (after all judgement tinker effects are concluded). If the judgement card was replaced, the previous cards do not count as effective. It does not matter what the result is (in terms of suit and number), it always counts as “effective”.

Abort judgement: means that its effect is ignored (that is, like if the judgement never happened). If the judgement was due a delayed-tactic, the delayed-tactic will remain where it is (similar to when you skip the judgement phase). *Ej: if Zhang Jiao has Acedia, he is judged and the result is spades, if the judgement is aborted, he cannot activate Lightning Strike and he will have Action Phase.*

Resolution:

1. when being judged: reveal the card from the top of the deck, this is the judgement card.
2. After becoming a judgement card
3. Before the judgement card takes effect
4. When the result of the judgement is determined /when a judgement card takes effect. The card that takes effect is called the “result card”.
5. after the judgement card takes effect
6. after the resolution of the judgement

Actions

Habilidades de use/play/discard cartas pueden ser de la mano o del equipo.

USE (使用)

"Use" a card refers to using the card for its intended purpose.

If the user of a given card is changed from player A to player B: For the resolution of its subsequent effects, it is seen as B using it and to the ultimate target, it is seen as B using it and not A (ie: the source of the damage would be B...). However, it is still counted as having been used by A and not B (ie: the counter of *Sha* used will increase for A and not for B, etc.).

Ex: if Sun Luban activates Slander on Zhong Yuan with Sha, Zhong Yuan chooses to give a card to Sun Luban to become the user instead of Sun Luban; Liu Tan could trigger "Regulate the Sound" on Zhong Yuan because it's not his turn and he is the user, and he could choose Sun Luban as a target because she is not the user anymore. If in the same turn Sun Luban uses Coerce on Zhong Yuan, since Zhong Yuan is not viewed as having used Sha this turn, he can respond by activating Workshop Ink when he needs to use Sha.

Examples:

- When the ability says to "use" (Yuan Shao uses 2 cards as RAINING ARROWS...)
- Use 2 cards as an attack with Serpent Halberd
- Any card that is used but has no effect
- Sha to hurt someone with an attack
- Dodge to respond an attack
- Use an equipment to equip it.

PLAY (打出)

"Play" a card refers to the card being used in response to another. Played cards do not have target.

Examples:

- ATTACKs played in a DUEL
- ATTACKs played to avoid BARBARIAN
- DODGEs played to avoid RAINING ARROWS
- Any ability that stays "play" (like Sima Yi's or Zhang Jiao's)

DISCARD (弃)

When multiple cards are discarded at the same time (for example, at Discard Phase), they go to the discard pile in random order (player does not choose). See: "processing area".

- Cards d/c as cost of abilities, ie: Da Qiao d/c a card to redirect an ATTACK
- Cards d/c from a player as a result from an ability, ie: Sun Jiang forces someone to draw and d/c
- Card d/c to cause BLAZE damage
- Card d/c from Gender Double Swords or Frost Blade
- Cards d/c to force a hit with Rock Cleaving Sword
- Any card DISMANTLED
- An equipment card is discarded from Qi Lin Bow
- Cards discarded in the discard phase
- Leftover cards from dead players

REMOVE (移去): normally from out of the game (cards atop/beside your character or from the Wooden Cow...) to move to the discard pile; but also can be used to remove a card completely from the game.

DESTROY (销毁): Los equipos de cartas que no existen en la baraja, son destruidos cuando se indica (normalmente al dejar el área de equipo). Esto no activa habilidades de las condiciones anteriores, ni de cuando una carta "sale/entra" del juego.

PLACE/PUT/EQUIP

- Equip = place in the equipment area ≠ use.
- poner equipos **no** pueden reemplazar equipos previos en el mismo slot.
- Place X cards atop/bottom the deck, is always "in any order".

MOVE

- mover equipos **no** pueden reemplazar equipos previos en el mismo slot.
- habilidades de poner/mover equipos **no** pueden reemplazar equipos previos en el mismo slot.
- Moving a card does NOT target a hero

Place in the discard pile (it does NOT count as discards, nor used nor played...)

- Reforge: IRON SHACKLE is "used" for RE-DRAW function (cannot be negated)
- GRAND HARVEST is used, but Negated or does not affect a player, so the remaining cards are placed in the discard pile.
- Cards in a Points Fight
- Cards SHOWed from the deck
- Cards placed in the discard pile after judgements (result cards)
- An equipment card is placed in the discard pile after being replaced with another
- In general, cards placed into the discard pile (without being specifically 'discarded')

Expose: Al mostrarla, la carta se va al área de procesado, si de ahí no va al área de algún jugador, al terminar la resolución la carta va a la pila de descartes (pero no cuentan como descarte). En contra de "show", "expose" solo se puede usar con cartas que no son propiedad de nadie (ej: cartas del mazo, etc.). Si una habilidad hace que la carta del top del deck muestre por "expose"; y otra habilidad interrumpe para robar una carta del top del deck, la carta que se robará no será la misma que se está mostrando, dando que ésta se habrá movido al área de procesado, y ahora el top del deck es una nueva carta.

Show: Al mostrarla, la carta permanece donde está (ya sea el mazo, la mano o el equipo). Si mientras se está mostrando la carta del top del deck, alguien interrumpe y tiene que robar carta, robaría esta misma carta que se está mostrando. "Show a card" permite escoger mostrar cartas del área de equipación también, no solo de la mano, se entiende como la abreviación de "choose a card and show it if needed".

En los casos en los que haya habilidades que permiten exceder el hand limit, condiciones que se cumplen solo en la mano del jugador, o para coger/pasar/poner cartas que cumplan ciertas condiciones (por ejemplo al coger ciertas cartas random del deck), hay que mostrar las cartas implicadas a los otros jugadores para probar que se cumplen las condiciones.

Para los mazos que no se han actualizado al parche de "Expose", "Show" se comportará como Expose cuando hace referencia a mostrar cartas del top del deck, excepto para los siguientes personajes: Zhào Yún, (TD) Cao Rui, Cheng Bing, Zhou Qun (en su segunda habilidad).

Give: you cannot give your own cards to yourself, only to other players. However, you can give yourself cards from other areas (ie: the deck, etc.).

Take cards or cards being taken is not triggered due "exchange".

Exchange: see "processing area". See: "take cards". See: "(hand) cards". Note that "exchange" will not trigger effects of "getting cards from other hero", because the cards will go first to the processing area and then to the players, so technically the card will come from the processing area instead. "*Ie: Lu Su makes Fa Zheng and someone else exchange their hand cards, Fa Zheng cannot trigger Reciprocation*".

Draw: it only applies for drawing cards from the deck, taking cards from another hero or getting cards from the deck does not count as drawing.

Reforge: can be from the equipment area unless specified.

Allow: the target does not need to perform the effect; he can choose to do it or not.

Lose maxHP: if the hero who loses maxHP was at full HP, it does NOT trigger "lose HP" effects.

Set/adjust HP or maxHP to X: this will NOT trigger any events of heal, lose HP, nor suffer damage...

Prevent: When you reduce damage to 0, it is also considered as "prevented". Hence, if you reduce dmg to 0 and then there was an effect increasing the dmg, the increase of dmg will NOT happen, because once the dmg

is considered prevented the dmg resolution is terminated. For the same reason, if “when dealing damage it is prevented” happens, the effect of “when you suffer dmg it is prevented” will not be triggered.

Clarifications

Any cards: when it's the cost of a skill, it must be at least 1; otherwise at least 0.

(All) (hand) cards: for use/discard/give/show/exchange (all) (hand) cards, you must have at least 1.

Get/use/show random cards

- Si solo se indica “get a __ from the deck/discard pile”, será random también.
- Si son cartas de un tipo en concreto, se cogerán del extra deck, sin necesidad de mostrarlas (a no ser que sea una carta en concreto de ese tipo, etc.)
 - Si es una carta random, se lanza 1d20, del 1-11 se roba del mazo de básicas, del 12-14 se roba de equipo, del 15-20 se roba de tácticas.
 - Cuando una carta del extra deck va a ir a la pila de descartes, vuelve al extra deck y se baraja; esto sucede antes de que llegue a la pila de descartes, por tanto antes de habilidades como ‘Falling Bloom’ de Cao Zhi.
- Sino (más de una carta de un palo/color/número en concreto, etc.) :
 - si no se especifica nada más, es del deck (y solo del deck)
 - Si no están todas las cartas que buscas, coge solo las que hubiera (el mazo no se reinicia).
 - si dice “from deck or discard pile” primero se busca en el deck y, si no está, en la discard pile.
 - Cuando sean cartas específicas, hay que mostrar las cartas obtenidas al resto de jugadores
- “use random equipment”, cuando se trata de maximizar el número de equipos o conseguir cierto número de equipos (ej: Guō Zhào, Zhāng Jì, Zhōu Chù...) the equipment cards are used with the following priority: weapon > armor > defense horse > offensive horse > treasure. This process is “use the equipment card with the highest priority which is not in the equipment area and repeat until you success the criteria”.

Cómo interpretar el texto de las skills

- Si no se especifica, hace referencia solo a ti, ej: “In ____ Phase” significa “In YOUR ____ Phase”, HP = your HP, wounds = your wounds, hand = your hand cards, maxHP = your maxHP....
- “**the least**” = “the least or among the least” / “**the most**” significa “the most or among the most”.
- “When A/B then C/D” = “When A then C. When B then D”.
- “Discard X” = “discard X of your cards”
- *dodged* = “countered/responded by Dodge”; *negated* = countered/responded by Negate; *inescapable* = “can’t be responded”
- “This turn” = “until end of turn”; “until next turn” = “until next start of turn”
- **Other/another hero:** a hero that is not you; a **different** hero: a hero different to the one mentioned previously (could include you); a **third** hero: a hero different than you and the one previously mentioned and different than you.
- # of players = # of heroes at start of the game

State a card ≠ name a card, el primero permite elegir específicamente Fire Sha y Lightning Sha, mientras que el segundo solo podrías mencionar “Sha” y éste incluye todos los tipos de Sha. “**view at as any card**” sería equivalente a “state”.

Game Areas

His **areas** = judgement + equipment + hand

His cards = equipment + hand

His **field** = judgement + equipment



Out of the game: cards that are in any area different than: deck, discard pile, hand, equipment and judgement areas. Normally besides or atop the character card. They are not owned by any player.

Discard pile: when requested to use/get/give/... a card that went to the discard pile, if that card is no longer in the discard pile, nothing will happen. If player A's card goes to the discard pile, and then it is taken by player B, clear all information related to the flow of the game prior to this card. *Ie: In Player A's discard phase he discards 1 card, then this card is taken by other player and then he discards it and goes back to the discard phase, at this moment Zhāng Zhāo & Zhāng Hóng cannot activate Stabilization to give player A back this card, because it was not linked with him anymore.*

Player Locations

range = attack range = weapon's range (por defecto es 1 si no hay arma equipada). "Heroes within range" NO incluye a uno mismo. Puede ser negativo. If a hero uses a rangeless Sha on you, it still does not count as you being in his range.

reach = within attack range (después de calcular la distancia sumando/restando caballos).

distance 1 = physical range (la mínima distancia entre 2 jugadores es 1, no importa cuántos modificadores haya; la distancia de un jugador a sí mismo es 0). Habilidades de "view it as if he is at distance 1", ignoran caballos, etc. "heroes within distance X" INCLUYE a uno mismo.

Adjacent: real player that is sitting next to you (not the character, ignore game distances).

Players between him and you: real players not the character (ignore game distances), you calculate it in the shortest path, if both are equally short, then you may choose one path. If targeting the player next to you, nobody is considered between him and you (that's the shortest path).

Swap seats: along with all your areas, so you will still have the same hand, equipment and delayed tactics after swapping.

Left / Right player: it does not count the dead players, so if the one to your right is dead, the next player will become "the one to your right".

Mechanics

Flip: you completely skip all phases in your turn, from “start of turn” to “end of turn”, however you will still have “before the start of turn”. Flip works both sides (up to down and down to up).

Chain: rotate the character horizontally. If the cost of a skill is to chain a hero, and he is already chained, you cannot choose him as a target, if you cannot choose any target, you cannot trigger the effect of the skill (the same applies with the target is yourself). The opposite to chain is unchain.

Restore: return your hero to the original state, that is, place your hero vertical (unchain) and facing up (flip up). If the effect of a skill is to restore a hero and he is already vertical and facing up, he cannot perform it.

Reset: set the skill values back to what they were originally.

Cards atop/besides a hero: The target player will gain the effect of this card. These cards count as “out of the game” (see: “out of the game”). Unless specified, the cards “atop” are facing up (so they are public), while the cards “besides” are facing down and can only be seen by the player who have them besides, unless it is “hidden besides” in which case nobody can see them. See: “lose skills”.

The name of this cards is only for the purpose of shorten the skill names, in no case a character that puts cards atop/besides other character will interact with the cards that other player put atop/besides the same character, even if the “name” of the card is the same (this is normally due the translations overlapping).

Point Fight:

- Ambos ponen la carta a la vez en el “processing area”. Si en este momento un jugador muere, se revelan las dos cartas y se continúan con los efectos del Point Fight con normalidad, incluso si el jugador que lo inició es el que ha muerto.
- Cuando se suma un bonus al valor de la carta, el máximo es siempre K, este valor no se puede exceder (es decir, $K + 1 = K$, $Q + 2 = K$, etc.). Cuando se resta, el valor mínimo siempre es A.
- En caso de empate, nadie gana (ni pierde).
- Cuando hay habilidades que se ejecutan en Point Fight, se resuelven en orden de turno.
- Cuando hay habilidades que cambian el valor de la carta, se resuelven en orden de turno. *Ej: MOU Gao Shun convierte en valor 1 los vinos del oponente, Wang Lang le suma +X a sus cartas, de esta manera si es el turno de Wang Lang su carta sería 1, y si es el turno de Gao Shun su carta sería 1+X.*
- Solo puedes iniciar un Point Fight si tienes cartas en mano. De manera que aunque tengas una habilidad que permite usar otras cartas para la pelea de puntos, aun así necesitas tener cartas en mano para poder iniciarla (ej: Qín Mí).
- **Common Point Fight:** among all the cards, the winner is the one with the unique highest number, if there is a tie nobody wins.

Draw to X: draw cards until your hand cards = X. When X is another variable (for example maxHP, HP or hand limit) it is limited to draw 5 cards. *Ej: If the player has 10 maxHP and 1 hand cards, he would draw 5 cards, ending up with 6 hand cards.*

Discard to X does not have limit. If you are not going to discard any card as a result, you cannot perform this option.

Adjust your hand to X = Draw or discard hand cards until you have X. You cannot choose to draw 0 or discard 0. It does have the same limit of 5 for drawing and no limit in the case of discarding.

Divert: Change the target of the card used or the receiver of certain effect. When transferring damage suffered by A to B, first prevent the damage suffered by A, terminate this damage resolution and enter in the step “when this damage is resolved”. After this damage is resolved, make B to suffer damage from the same source, the same channel, the same attribute, and the same base damage as A before the transfer.

Tyranny: when you suffer/deal dmg, you gain the same amount of tyranny tokens, capped at 5.

Manage Troops: the hero who activates the skill chooses one of the following conditions:

- a) Go Forward: In Action Phase, the value of all cards you use are ascendant and you use 3+ cards;
- b) Change Formation: In Action Phase, all cards you use have the same suit and you use 2+ cards;
- c) Halt: At Discard Phase, all cards you discard have different suits, and you discarded 2+ cards.

If the target meets the requirements, he chooses 1 reward: a) Draw 2; b) Heal 1.

Deliberate: Every player who joins the discussion shows 1 hand card (players who don't have hand card can't join the Discussion), check the number of Red Cards and Black Cards in these shown cards, then execute corresponding effects if Reds are more than Blacks or Blacks are more than Reds. If Reds are same with Blacks, the effects wouldn't be executed.

Marked cards: When it leaves your hand, it stops being marked. When you equip a marked card, it also leaves your hand, so it stops being marked. Permanent marked cards: they remain marked until the card goes back to the DECK (not the discard pile). For offline games, marked cards are public, and when a player is going to take/discard a card from a player with marked cards, he can choose/avoid them on purpose, doesn't need to be random, although it should be, the intention is to smooth offline games (like many other rules).

Shield  : it behaves like 1 HP, just that after you lose the shield it cannot recover. It will still trigger effects of deal/suffer damage as normal. If you have Shield 2 and suffer 2 dmg, you will lose both shields, if you have Shield 1 and you suffer 2 dmg, you will "lose" 1 shield and 1 HP. If you lose HP, you will not lose the shield, so for example if you are at 4 HP and 1 Shield and you "lose 1 HP", you will be at 3 HP and 1 Shield. It does not count as "preventing" the damage. It's capped at 5.

Kind area: new area different than all the others (see: "out of the game"). Some skills can put / remove cards from this area. The same Kind area can be shared between multiple players. The maximum number of cards is 6, when the 7th card is placed, the 1st card that was placed in the Kind area is removed and placed in the discard pile. When a hero gets/remove cards from this area, they can choose which one.

Guerrilla Warfare: After this skill is resolved, if you are not within range of the target of the skill but the target is within your range, you can activate the additional effect.

Fight with Hands  : After this skill is resolved, if you are in range of the target of the skill and he is in your range, you can activate the additional effect.

Rest: discard all cards in your areas, you are removed from the game*. After the end of the turn of the player on your left, you finish the rest and move back into the game, draw 3 cards, and heal to maxHP. During the rest your maxHP is unchanged, so if you died with 0 maxHP, you cannot resurrect.

*You cannot become target of cards nor skills, but you are still alive so the distance between players does not change and you still count for the amount of survivors and kingdoms.

Spellcasting: Skill that delays its effect. You may choose a number X between 1 and 3, and you gain X spell tokens for that skill name. You remove 1 token at the end of each hero's turn (it's also removed at the end of the same turn of casting the spell). At the timing point of a spellcasting skill's activation, if you don't have a spell token with the same name as that skill on you, you may activate this skill, having X the original value chosen. *Ej. If you choose 3, after 3 turns you will activate the skill with X = 3.*

Act Recklessly: you can choose a value between 1 and 4 (inclusive) to X. At the end of your turn, you must choose either discard X cards or lose 1 maxHP.

Strategy Game: Simultaneously choose option (1) or (2), if you choose option (1) and he chooses option (2), you succeed in (1). If you choose option (2) and he chooses option (1), you succeed in (2). (can use the switch skill cards to resolve or any other numbered tokens...)

Countermeasure: Simultaneously choose option (1) or (2), if both show the same option, you succeed, otherwise you fail. (can use the switch skill cards to resolve or any other numbered tokens...)

Premeditation: Place a hand card facing down in your Judgement Area. At start of your Judgement phase, if you have premeditation cards, process them in LIFO order. If you cannot use any of them, put the rest of Premeditation cards in the discard pile. FAQ: 1. Premeditation cards can be moved, discarded or gotten, like any other delayed tactic. 2. After you use a Premeditation card, you can't use another Premeditation card with the same name this phase. 3. You can only place 1 card each time you Premeditate.

Experienced at Battle: At the end of the round, if a skill with an Experienced at Battle effect has been activated this round, the skill will be upgraded or modified based on its effect. Experienced at Battle effects can be stacked, and the upgrade/modification last for the entire game.

Team Up: Choose other hero and 1 of the following conditions to be met between both of you:

- a) Common Enemy: Deal 4+ dmg.
- b) Progress Together: Draw 8+ cards.
- c) Distribute the Treasury: Discard 4 suits.
- d) Join Forces: use or play cards of 4 suits.

Concentricity: 1. If a skill has a Concentricity effect, at Beginning Phase, the character with the skill may choose another hero until the start of his next turn. 2. When a skill with a Concentricity effect is activated, the initiator of the skill performs the Concentricity effect first, and then the character with whom he or she has Concentration performs the Concentricity effect. 3. If you have not selected a Concentration character when activating a skill, only you will perform the Concentration effect.

Other terms

Source: player who deals the dmg. If the source dies during the resolution, it is considered as if there was no source for this dmg. When/after a hero deals dmg, the victim counts as suffering dmg; likewise, when a hero suffers dmg, the source counts as dealing damage to him. When you are hit by the Lightning, this dmg has no source.

half: if a numeric value is odd, the half of it is **rounded** down by default.

Difference: the difference between two values is always in absolute value. When comparing card colors, colorless cards count as a third color (red, black, colorless), so 2 colorless cards count as having the same color and 1 colorless card is different from a red or black card. Same for the suits.

Legal: You can only use a card if it has at least 1 legal target.

Ex: if player A uses coerce on player B to use Sha on Zhuge Liang (who has 1 hand card), but Zhuge Liang uses Negate and then player A negates it, then Zhuge Liang activates Empty City and player B cannot use Sha on him since Zhuge Liang is now a non-legal target, so B must give the weapon to A.

+X target: it's on a legal target unless specified.

X = times this skill is activated, la primera vez que se activa X = 1.

X = times this skill has been activated before, la primera vez que se activa X = 0.

Dynasty: For kingdom calculations, you only have into account alive characters. Neutral heroes also count as 1 kingdom.

Hand limit: Puede ser negativo. The effects that set the hand limit to a particular number are applied first, then, those effects that increase/decrease hand limit by an amount will be applied after that.

Deck: if you need to draw/see/show X cards from the deck, if the cards in the deck < X:

- if (cards in the deck + cards in the discard pile) < X, the game ends in a draw.
- if $0 < \text{cards in the pile} < X$ and $(\text{cards in the pile} + \text{cards in the discard pile}) \geq X$, all the cards in the discard pile are shuffled and placed at the bottom of the deck before performing this operation.
- If cards in the deck = 0 and cards in the discard pile $\geq X$, the cards are shuffled before performing this operation.

Bi-genre: characters that have both male and female genre. When determining the genre, it counts as having both: it is the opposite of male and the opposite of female and it is male and female.

Unlimited: puedes exceder el límite de usos (es decir, no se tiene en cuenta si has superado ya el límite), pero la carta cuenta para el límite. *Ej: Usas un Sha unlimited, después ya NO puedes usar Sha normales, pero podrías usar tantos unlimited Sha como quieras.*

Countless: unlimited + no cuenta para el límite. *Ej: usas 1 Sha countless, después puedes usar un Sha normal, después no puedes usar más Sha normales, pero puedes usar todos los Sha countless que quieras.*

Cards

Basic cards

- **Sha:**
 - You can only USE 1 nominal Sha and 0 extra Sha per Action Phase. You can PLAY as many as you want. If you increase your Sha limit only against a specific character, if you attack him, you cannot attack any else after him (because the Sha on him still counts towards your Sha nominal Sha limit), but you can attack him again.
 - Only the Sha used in your idle time are counted, the rest are countless.
Ex: If you use Sha and then activate Green Dragon Crescent Blade to use another Sha, this second Sha is countless.
 - When it says “use Sha (virtual or not) on XXX hero”, this Sha is rangeless, otherwise it’s not (ej: “... you can use Sha” is not rangeless).
 - See “virtual”
 - ***Sha:** “when you deal dmg to your target, if he has cards, you can prevent it and instead discard him 2 cards in order” (same effect and trigger timing of the Frozen Blade, you choose which one goes first in case you have it equipped, although no matter which one you activate, afterwards you cannot activate the other because the damage is prevented, so you are not dealing damage anymore) . If the damage is NOT prevented, it spreads through chains (but you cannot choose to discard cards to the other players as they are not targets). *Wooden Armor* does not make it ineffective since it is elemental dmg.
 - **✗ Sha:** When the target uses Dodge to counter this card, if he has hand cards, he must discard 1 hand card, otherwise this Sha still deals dmg. FAQ: it is not elemental and it does not count as a “normal Sha”.
- **Dodge:** counters Sha.
- **Peach:** when you add targets to it, they don’t have distance limits, but you always must be one of the targets (unless you are using the Peach to rescue someone from the brink-of-death). For the first case, if you are at full HP, you cannot use Peach, hence you cannot add targets to it.
- **Wine:** You can only use one Wine per TURN (as a +1 dmg, no limit for Wine as heal). If an ability allows you to use more than 1 Wine, then you can stack them (for example, you could drink 2 Wines for +2 dmg in your next Sha). If you don’t use Sha, the effect of the Wine lasts until the end of your turn.
- **Shadow card:** This card can’t be used or played, and it doesn’t have any effect. After a Shadow goes into Discard Pile, change to remove it from the game. When a character gets Shadow, he gets it out of game by default.

Equipment

- **disabled equipment:**
 - slot (1 of the 5 equipment slots)
 - subtype (1 of the 4 subtypes, when choosing mount subtype, disables 2 horse slots at the same time)
 - Disabled equipment slots do not count as “empty”.
- When converting/discardng equipment to pay the cost of an ability: the distance, range and skill provided by the equipment cannot be used at that time.
Ex: If Guan Yu has Kirin Bow equipped and is coerced to attack someone at distance 2+, he cannot activate Warrior Saint to use the Unicorn Bow as Sha.
Ex2: When having a -1horse and activating the Rock Cleaving Axe on a hero at distance 4, you could discard the -1horse because at this time the Sha has already passed the range check.
- When using the distance, range or ability provided by an equipment card, it cannot be operated in any way.
Ex: You cannot activate the Rock Cleaving Axe by discarding itself and another card.
Ex2: If Guan Yu has the Zhuge Crossbow and uses Sha, afterwards he cannot use Warrior Saint to convert his Zhuge Crossbow and attack again.
- The effect of the equipment skills can be stacked with similar effects.
Ex: Taishi Chi could target 4 players with the Heaven Scorching Halberd + Justice of Heaven.
- They are non-damage single target cards (you are considered its target).
- (see virtual for virtual armor)
- **Crossbows:** los Sha son unlimited (see unlimited).
- **Frozen Sword:** tiene que tener cartas (en mano o equipo) para poder prevenir el daño.
- **Blue Steel Blade:** you ignore the armor of the target until any of the following situations happen:
 - This Sha becomes ineffective on the target.
 - This Sha is countered (with Dodge...) on the target.
 - The damage of this Sha on the target is prevented.
 - The final damage amount of this Sha is calculated on the target.
- **8 Trigrams Formation:** If you cannot use or respond to cards, you cannot activate it. However, if you cannot use HAND cards, you could still activate it (see: effects and skills).
- **Wooden Cow / Ox Delivery:**
 - You can have up to 5 Supplies.
 - When this card moves to a non-equipment area, remove all Supplies (so doesn't count as discarded)
 - The Suppliers cannot be: discarded, given, used for Point Fights, reforged, “placed into an equipment area”, etc... (ie: when you use “Blaze”, you can't discard one card from the Ox Delivery to cause 1 fire damage).
 - Supplies can be used/played for abilities that require to use/play hand cards. Ex: You can use it for Serpent Halberd or Zhuge Liang's Scent ability.
 - Except for the above, the Supplies do not count as “hand cards”, so the following examples to NOT apply to Suppliers: “last hand card”, “use all hand cards”, “view your hand cards as...”, “when you use a hand card”, etc. (ei: “God of War”).
 - Supplies have an “out of the game” status and hence cannot be affected by abilities that try to discard or steal them, they can, however, trigger abilities when a card goes/comes to/from out of the game.
 - If you do not place a card on it (during the Action Phase), then you cannot move it to another equipment area.
 - The only person who can look at the Supplies is whoever has the Wooden Cow equipped.
 - When Wooden Cow moves to another equipment area, the Supplies follows below it.
 - See: “Move” in Card Actions.
- **Hidden Blade:**
 - It is a dual subtype equipment card, it is considered both a weapon and a treasure,
 - When it is in an equipment area, it occupies both the weapon and the treasure slots,
 - When it is placed in the equipment area, it replaces any weapons and/or treasures in the equipment area,
 - When a hero equipped with this card uses a weapon or a treasure, it replaces this card.
 - If triggers skills of “if the card is a weapon...” (even if it is also a treasure) but it will not trigger skills of “if the card is a non-weapon” (because it is still a weapon).

Tactic cards

- **Truce:** it is ineffective for heroes at full HP (but still they count as targets). It can be used even if all heroes are full HP.
- **Coerce:** it is a non-damage single target tactic. If player A uses Coerce on player B to attack player C, and during the resolution of Coerce player B loses his weapon; you have to re-evaluate the conditions:
 - if C is still in range of B, then he can use Sha, but if he doesn't A does not take the weapon;
 - if C is not in range of B, B cannot use Sha and Coerce resolution ends.

When **adding a target to Coerce:** the target must be valid, that is: to have a weapon, to reach the target of the Sha, and the target of coerce and the Sha cannot be the same player. The target of the Sha of the additional target will be the same than the target of the Sha of the original target of coerce. (v. 3.3.0)
- **Harvest:** (see triggers).
- **Lightning:** after it's judgement, if moves to the next legal "target", if it does not have any legal "target" to move to (including the current turn's player), it goes to the discard pile. See: "Move" in Card Actions. See: "source" in Other Rules.
- **Negate:** it does not target a player, but a card.
- **Wise tactics:** Negate, Dismantle, Out of Nothing.
- **Dmg tactics:** Blaze, Barbarians, Duel, Raining Arrows. The Lightning is NOT considered a "dmg tactic", although it does count as a "dmg card". You can consider the concept "dmg tactics" as an abbreviation for "dmg normal tactics".
- **Delayed tactics:** it is said that they "take effect" when you are about to be judged (after counting for Negate), see "judgement card".
- **AOE (Barbarias, ...):**
 - **"cannot become target"**...: para las AOE, esto significa que hará target a todos los jugadores menos al que no puede ser declarado como objetivo.
 - Cuando una AOE se usa en un solo jugador (bien porque el resto "cannot become target" o bien porque solo queda un jugador...), la carta cuenta para efectos de "used on a single target" (porque efectivamente solo tiene un objetivo), pero sigue siendo una carta multi-target (a efectos de habilidades de: "when you use a multi-target..."). Summary: You can use a multi-target card but end up single-targeting or the other way around.
- **Total Trust:** Take up to 2 cards (=X) from the area of a hero at distance 1 → give him X hand cards.
- **Loot a Burning House:** Show a hand card from other hero → he chooses: a) give you this card; b) Suffer 1 dmg from you.
- **Catch off Guard:** You show a hand card from the target. If its suit is different than *Catch off guard*, you deal him 1 damage.
- **Demobilization:** Use it on any hero who has equipped cards. He gets all cards in his equipment area.

Virtual cards

- It's not owned by any hero (Ex: Cheng Pu can trigger Vintage Wine on Gao Shun when he is in brink-of-death because Gao Shun is viewed as using a Wine that is not his card).
- It does count as using a card (so it can trigger abilities like "when a hero uses a card...").
- Whenever a skill does not specify if the Sha is counted or not, and the skill is not triggered "when you want to use a Sha", that Sha is assumed to be countless (except for Liu Bei). Note that "when you want to use Sha" is not always explicitly written, but as a general rule of thumb is when the skill is only about using Sha without specifying when.
- It has no color, no suit and no value (unless it had before becoming virtual, see: converted)
- When using a **virtual Sha**, it is viewed as a normal Sha.
- For armor, it counts as the hero having that armor equipped; however the armor slot is empty (for place, move,...)

Converted cards

- Converted cards will keep the color, suit and value but change the name and type of the card.
Ex: if a hero cannot use basic cards from his hand, he cannot activate his skills (or weapon's) to convert tactic cards and use them as basic cards.
Ex2: If God Guan Yu's uses Sha on Liu Shan's who activates Relish, God Guan Yu can discard any hearts card, even if its tactic, because it will be viewed as basic.
- Skills that mention cards in concepts such as channels, cards that dealt damage, card effects, use/play/discard cards, etc., all refer to the converted card even after being resolved. A converted card becomes back to the original card after it goes to the discard pile, so skills that only refer to "card that goes to discard pile", refer to the physical card; otherwise will refer to the converted card.
- Si usas un Fire Sha como Sha, será un Sha normal.
- If you lose a card, for you it counts as the card it was before it was converted.
Ex: if Zhuge Jin plays a spades outside his turn to change the judgement result of Xiao Qiao, even if the card played by Zhuge Jin is converted to a heart due Youthful Beauty, he cannot activate Shrewdness, because when he lost the card it was spades.
- If you use N cards as 1 (where N>1):
 - if the N cards had the same color, the converted one will have the same color, otherwise it will not have color. However, even if the N cards have the same suit, the converted card will not have suit.
 - The converted card will have no value (v. 2013-06)
 - If the N cards were from your hand, it is viewed as using a hand card; if the N cards were from your equipment, it is viewed as using it from the equipment area; if the N cards were some from equipment and some from the hand, it is viewed as used from non-area.
 - It counts as you using only 1 card.
 - If for any reason, any of the N cards (even when N = 1) goes away from the processing area before the converted card is resolved, it becomes a virtual card (with the properties of the converted card).

Effects and skills

Effects priority: if 2 effects are opposite, the negative effect have priority.

Ex: "you have +1 distance bonus" vs "disregard distance", disregard distance does have priority

Determine if the **effects** of skills/cards **continue to be executed or not** depending on the following classification:

- **State skill** (no executing timing, ie: *Horsemanship*,...): If the hero dies, loses his skill or becomes invalid: This effect disappears.
- **Trigger skill** (executing timing: when, after, when idle...):
 - State effect (no execution timing) (ie: *Cerebral Delay*, *The Wishing Bone*, *Bare Chested*...)
 - If the hero loses this skill or becomes invalid, the effect will NOT disappear.
 - If the hero dies, if his own turn/phase is the condition for the existence of this effect, it disappears; otherwise, this effect does NOT disappear.
 - Trigger effect (execution timing: when, after... and immediate effects) (ie: *Heavenly Scent*...)
 - After the skill is activated, the effect will/can perform even if the hero loses his skill or becomes invalid.
Ex: *Lu Bu* using *Without Equal* on 3 targets and losing the ability on the first one.
 - When hero dies, the effects that can be performed must be performed, and the effects that cannot be performed (ie: died player making a choice) are not performed. However, change from "the hero deals dmg to A" to "A suffers dmg from no source".
Ex: Player A uses *Barbarians*, when B suffers dmg A dies but the Barbarians continue on players C, D, ...
 - Ex2: Player A uses *Dismantle* on player B, if during the process player A dies the *Dismantle* finishes resolution (without discarding any card).
 - Ex3: God Zhou Yu activates *Searing Heat* losing 3 HP and dies, if the game end condition is not met, his 3 dmg is performed to the chosen player.

Lose vs invalidate skills:

	Lose the skill	Invalidate the skill
States	makes you clear all its states, so even if you lose it for only a period, when you <i>gain</i> it again it will start from 0	only makes the skill not effective (so it cannot trigger anything) but will not clear its status
Switch skill	if you gain it back it will go back to its starting status ① (due the previous point)	does not alter the status
virtual skills ("view it as having...")	are not lost (because the effect of the skill which give you this skill persists)	they can become invalidated
A skill given through a token	as far as you have the token you will still have the skill (cause the effect of the token is to give you the given skill and it persists)	it can become invalidated
placed cards atop your hero	these cards will be removed	the cards and their effect will persist
placed cards atop other hero	the cards and their effect will persist	the cards and their effect will persist
Placed cards besides any hero	the cards and their effect will persist	the cards and their effect will persist
Tokens	If the skill that gives the tokens can also give the tokens to yourself, drop all tokens; if the skill only allows to give the tokens to other heroes, they will persist (Note: not sure 100% of this rule, apply in the meantime unless we find a case that does not follow this rule)	the tokens and their effects will persist
Charge skills	The charges will persist	The charges will persist

Determine if a skill **can be activated**:

- If an ability has the format:
 - “**COST → EFFECT**”: if you can pay the cost, you can activate it even if the effect cannot be performed. *Ej: If Ma Su damages a hero without cards in any area, he can still activate “Reckless Strategy” (by paying the cost of preventing his damage) and perform no effect at all (no cards to take).*
 - When the cost is HP, you cannot pay more than what you have. *Ex: Wei Yan at 3 HP, can only choose 1, 2 or 3 HP when triggering Unusual Plan.*
 - “(:) **COST, EFFECT**”: it means that the effect can be performed even if you cannot pay the cost. *Ex: Jia Chong, Ferocious Villain, “u can: discard X cards, show 1...”, you can show 1 even if you cannot discard X cards.*
 - “**EFFECT**” or “**EFFECT → EFFECT**”, you CANNOT activate it if the effect cannot be performed. *Ej: “If you cannot use Dodge, you cannot activate the 8 Trigrams Formation to make a judgement (because you cannot perform the effect of Dodging from the 8 Trigrams)”.*
 - **A & B**: if you cannot perform both A and B, you cannot perform any of them. You determine it before performing A.
- If a hero dies before having the chance to activate a skill, he cannot activate it even if it's still his turn. *Ej: God Lu Bu uses Duel, due Simpleton he dies (when you use), then he cannot activate Without Equal (after you target) and hence the target only needs to play 1 Sha.*
- If a hero gains a skill at a certain time and its trigger condition is the same time, you can still activate it. *Ej: Jiang Wei activates Recommence the Legacy at Beginning Phase and gains Star Gazing, Jiang Wei is still at the Beginning Phase and hence he can now activate Star Gazing.*
Ej2: Zhōu Chù awakes with Wipe Out Pest after dealing dmg and gains Honorable Reputation, he can then activate it since you are still in “after you deal dmg”.
- (see “choose” for multiple options skills)

Choose:

- if not specified, you can only choose 1 option. When you can choose 2+ options, you can perform them in any order.
- When you choose another hero to choose an option, if this option implies choosing a third hero (for example to deal him dmg or target him) you choose who is this third hero, and you must say it before the first choice is done. *Ej: For Chén Gōng’s Brilliant Scheme, you must first declare the target of the Sha on option (A), and then the target of Brilliant Scheme must decide either option A or B.*
- Determine if an option can be chosen:
 - If the cost of an option cannot be fulfilled, you cannot choose that option. *Ex: choose: a) discard 2; b) suffer 1 dmg; if the hero has less than 2 hand cards, he can only choose to suffer 1 dmg.*
 - If the options imply to make/force a hero to perform an effect, even if it cannot be fulfilled, you can choose it.
Ex: “You can choose to make a hero discard X hand cards”, if he has less than X, he will discard all.

Gain skills: if a character has **two skills with the same name** at the same time, the two skills are independent of each other.

Comparing skills: When comparing the number of skills of one hero vs another, you must count skills of your own hero, skills that you gained along the game and skills that you “are viewed as having”. You must NOT count skills from the equipments and skills that you activate in behalf of other heroes (ej: Amber Sky from Zhang Jiao or Ask for Divinatory Diagram from Xu Shi...).

Your skills ≠ your hero card skills, the first includes skills from other characters that you have gained, whilst the second only the skills that are written physically in your hero card. Even if you lose the skill, it still counts as “a skill on your character card”, so for example other player could still “copy” it if his skill says “skills on the character card” rather than just “skills”.

Skill types

- **Normal:** Every skill that does not have any particular type, that is, none of the types of below.
- **Ruler:** You only have this skill when you are playing the role of the “king”.
- **Passive:** (locked) whilst most of them are enforced, being passive does not imply to be enforced. Likewise, non-passive abilities that do not specify “can” are enforced (that is, passive abilities are not the only ones enforced).
- **Awakening:** it triggers when the condition is met for the first time (that is, only once in the whole game). Awakening skills do also count as “passive” and “limited”.
- **Not yet owned skills:** skills that you don’t start with, and that generally can be obtained or given somehow during the game. This is a skill in the hero card, but not your skill until you gain it.
- **1x game (limited):** this is a single use skill, that is, you can only activate it once in the whole game.
- **Switch:** alternate ① and ② in each activation. As soon as you activate it switches. *Ej: Battle Array ① generates a Duel, before the Duel is resolved you can use the generated Sha from ②.*
When a Switch ability is viewed as “not activated” it does NOT reset its status, so if it was on ② it will remain on ②. However, if you lose the skill for a period of time, when you gain it back it will have been rest back to ①.
- **Stealth:**
 - You have the “hidden” state. While hidden: Hide your character and skills, skills cannot be used, you are viewed as having 1 HP and 1 maxHP, your genre counts as male.
 - Trigger order:
 1. At start of your turn, or when you suffer 1+ dmg or lose 1+ HP, you must reveal your character at full HP (essentially the previous dmg/lose is “absorbed” (it does not count as prevented), unless you lost -1 maxHP, in which case you reveal with -1 maxHP).
 2. If you are the ruler, add now +1 maxHP and heal 1.
 3. “when you reveal” abilities
 - Except for “hidden”, when you reveal, keep all the other states you had.
- **Family:** Affects only heroes “of the same expansion pack” (that is, those characters that have a “family” skill) and the same surname (it includes yourself).
- **Quest:** Once the quest is succeed/failed, the rest of effects in the quest skill do not apply anymore too (like an awakening skill) and it cannot succeed and/or fail again.
- **Spirited:** Similar to limited skills, but after this skill is activated, when the condition of Fierce is met, it will be reset so it can be activated again.
- **Rhythm:** Similar to switch skills, but the switch happens when the “change of rhythm” condition is met instead, and when the rhythm is changed the number of times the skill has been activated is reset.
- **Forced Order:** At start of Action Phase, you CAN choose a target (“executing hero”). He can decide to fulfill or not the order, if he does, perform the Succeed part, otherwise the Failed part.
It’s a trigger skill with delayed effect, so even if the skill is disabled or lost, it will continue its execution.
- **Charge (C/MC):** C = starting/current number of charges, MC = max number of charges. FAQ: When a hero has more than 1 Charge skill, all Charge skills consume the same amount of Charge tokens (so they are essentially shared). See: “lose skills”
- **Eternal:** this skill cannot become invalidated due the effect of other skills.
- **Combo (dmg card + Sha):** when you use Attack, if the last card you used is a Damage Card and the Combo Skill isn’t reset, you can activate this Combo Skill, then reset this Combo Skill. FAQ: if you use 4 Attacks in a row 2nd card can trigger Combo Skill with 1st card and 4th card can trigger Combo Skill with 3rd card, 3rd card can’t trigger Combo Skill with 2nd card (because it resets each time).
- **Martial Arts:** Can be activated N times x round, N = total dmg you dealt and suffered this round + 1, max 5.