

Mage Knight Board Game

a game by Vlaada Chvátil

published by WizKids

— Compendium of Q&A —

1 January 2020



Table of Contents

Preface	2	Minimum Turn	45
Overview	3	End of Round	46
Easily Forgotten Rules	14	Final Scoring	46
Rule Summaries—Coop Assault, PvP	17	Miscellaneous	47
Basic Rule Misunderstandings	19	Variants	49
Clarifications by Mechanic	21	Scenarios	50
Setup	21	VOLKARE	54
Dummy Player	21	Clarifications by Component	57
Turn Start	21	Basic Action Cards	57
Mana	22	Advanced Action Cards	64
Movement	23	Dual-Colored Action Cards	78
Map Revealing	25	Spell Cards	81
Combat	26	Artifact Cards	94
PvP	34	Skill Tokens	103
Arcane Immunity	37	Faction Tokens	121
CITIES	38	Silver Units	123
Influence	41	Gold Units	128
Healing	43	Tactic Cards	131
Resting	43	Enemy Tokens	133
End of Turn	44	Index	135
Forced Withdrawal	45		

- **Credits:** This FAQ has been put together from the Official FAQ for Mage Knight, from the Q&As in the rulebooks (with permission), from the unofficial FAQ compiled by Paul Jefferies (with permission), and from numerous posts in the Mage Knight Forum on BoardGameGeek.com. (A big "Thank you!" to WizKids and to all the many BoardGameGeek experts who've patiently answered so many questions.)
- **Designers:** Thank you also to the designers and developers who've provided many clarifications on BGG: Vlaada Chvátil, Paul Grogan, Filip Murmak (karel_danek), and Phil Pettifer.
- **Experts:** Other prolific rule answerers on BGG include (in no particular order): Ricky Royal, Ben Kyo, Wayne Schulatz, Scottgun, Alison Mandible, David desJardins, Gabriel Honore, cityofsolitude, Nigel Buckle, Magnesi, Grant Stewart, Ken (perfalbion), Mark Bauer, Tom Rojas, Pawel Bulacz, Jack Spirio, Jędrzej Jarocki, Ali Cali, RyuSora, Zeus Cat, Einmal ist keinmal, Tylarion, Baker Odom, Jorge (Picon), Bart Keys, Boris Dvorkin, Ryan Yan, Tim Sharpe, Chris Linneman, Plei Forejoy, Joseph Cochran, Vexi (Rompe), Gareth Lloyd, Christian Shelton, Tom H (Terah), Trevin Beattie, Erich Schneider, Cadae, Gene Selfish—and I know I'm missing many other helpful experts who kindly help floundering players.
- **Latest Version:** <https://boardgamegeek.com/filepage/158236/q-compendium>.
- **Consensus:** Most of the questions in this compendium haven't been officially answered, so most of the rulings below represent the consensus opinion on the BGG forums (as far as I've been able to ascertain it). Sometimes, however, there is no consensus, which means I've had to make judgment calls. In consequence you'll be getting my "take" for some of the entries, but that of course can't be helped.
- **Judgment Calls:** So how do I handle doubtful cases?
 - First, I try to follow the rules as written (without extending them).
 - Second, when several game effects interact and a literal reading of the various texts leads to rulings that feel contrary to the perceived intent of the designer or the "sense" of the game, then I resort to a commonsense pragmatism.
 - Third, I assert that players needn't be grammarians just to play their cards correctly.
 - Fourth, when disputes seem unresolvable, I prefer the interpretation that is more restrictive for the player, for this makes the game more challenging and consequently more fun.

In any event, I point out where there're significant differences of opinion (inside square orange "[]" brackets or in O: entries). The rulings in this document are intended to present a considered and consistent approach, but if you disagree with any of the judgments, simply cross them out and insert your own.

- **Searching:** This document is a reference—if you have a specific question, just look it up in the table of contents, in the index, or search for it with Control + F. (The page numbers on the first page of this .pdf are "hot spots" that you can click on to jump directly to the corresponding pages.)
- **Lost Legion:** These Q&A subsume the clarifications and component changes made in the Lost Legion expansion. If you don't own that expansion, then some of these Q&A may seem wrong or odd to you.
- **Page Numbers:** In this compendium, all page numbers refer to those of the original rulebooks. In the Ultimate Edition, the rulebooks were combined and some rules were moved around. Even so, the page numbers for the both versions of the base rulebook and of the Walkthrough should be similar; the page numbers for the other rulebooks, however, will vary significantly.
- **Ultimate Edition:** For the Ultimate Edition, the publishers didn't change any rules or affect any of the rulings discussed in this compendium. You can search for game changes or additions in the Ultimate Edition by using Control + F and the search text "Ultimate Edition".
- **New Entries:** Entries in this compendium that've been added or modified since the previous version of this file are marked with an asterisk.
- ***Key:** Q: question; A: answer; S: statement; O: open question; [in orange]: discussion on unresolved questions; [in green]: house rules that have been discussed.

Overview

- **Description:** (Derived from the Overview description on BoardGameGeek.)

The Mage Knight board game puts you in control of one of seven powerful Mage Knights as you explore (and conquer) a corner of the Mage Knight universe under the control of the Atlantean Empire. Build your army, fill your deck with powerful spells and actions, explore caves and dungeons, and eventually conquer powerful cities controlled by this once-great faction! In competitive scenarios, opposing players may be powerful allies, but only one will be able to claim the land as their own. In cooperative scenarios, the players win or lose as a group. Solo rules are also included.

Combining elements of RPGs, deckbuilding, and traditional board games the Mage Knight board game captures the rich history of the Mage Knight universe in a self-contained gaming experience...

- **How many products are available in the *Mage Knight Board Game* line?**

There are five official products put out by WizKids:

- *Mage Knight Board Game* (2011): the base game, designed by Vlaada Chvátil.
 - Includes four Mage Knights: ARYTHEA (Blood Cultist), NOROWAS (Elf), TOVAK (Mage Spawn), and GOLDYX (Draconum).
- *The Lost Legion* (2012): designed by Vlaada Chvátil, this expansion is the first and biggest—highly recommended. Includes . . .
 - A new Mage Knight: WOLFHAWK (Amazon), plus the components needed to play her.
 - Additional Advanced Actions, Spells, and Artifacts.
 - Additional Units.
 - Additional Map Tiles.
 - Additional Enemy tokens.
 - Additional Crystals, Wound cards, Shield Tokens, and Mana Die.
 - Corrected and rebalanced components, a second unique Basic Action card for each Mage Knight, a cooperative Skill for each Mage Knight.
 - A new opponent: VOLKARE.
 - New Scenarios.
- *KRANG Character Expansion* (2013): designed by Phil Pettifer and Paul Grogan. Includes . . .
 - A new Mage Knight: KRANG (Orc), plus all the components needed to play him.
- *Shades of TEZLA* (2015): designed by Paul Grogan and Phil Pettifer. Includes . . .
 - A new Mage Knight: BRAEVALAR (Druid), plus all the components needed to play him.
 - Two faction-leader Avatar disks and some site tokens.
 - New faction-associated Enemy tokens.
 - One-use Faction tokens that can be gained by killing faction-associated Enemy Tokens.
 - New scenarios.
- An *Ultimate Edition* version of Mage Knight—which combines the contents of the four previous releases—was published in December 2018. To the above components, it adds . . .
 - Integrated rulebooks, alternately painted minis (they now include a black "wash"), and five new cards (one artifact and four dual-colored advanced action cards--now available for separate purchase directly from WizKids).

- **How can I tell the print run of my game box?**

Some of the initial print runs of the expansions had components that didn't match the base game components color-wise or even size-wise. Later printings, however, have been much improved.

You can tell when your game was printed by looking under the UPC code on the game box. For instance, one print run of the base game shows a code of 739W060616. One of the printings of *Shades of TEZLA* shows a code of 739W050216. Some later printings have a code of 739W030117. These correspond to print dates of 6 June 2016, 2 May 2016, and 1 March 2017.

- **I might not have the latest printing of the base game or of the expansions, or I may not have all of the expansions—am I playing by the same rules and with the same components as other players?**

The short answer is this: If you own *Lost Legion* (no matter which printing version of it you have) then you are playing with the same components and by the same rules as everybody else.

KRANG only adds a new Mage Knight. *TEZLA* adds a new Mage Knight and some additional components and rules, but those rules only apply to the new material included in *TEZLA*. So if you own *Lost Legion* but don't own *KRANG* or *TEZLA*, then you'll be missing a couple of Mage Knights and some enemy tokens and scenarios, but that's it: you're playing by the same rules as everybody else. (Whenever you draw an enemy token or look at a card, you're looking at the same enemy token and the same card that players who own the full set would be looking at, and you'll be playing them according to the very same rules.)

The long answer: All of the printings of the Mage Knight expansions are identical to each other except for component quality (perhaps different-sized disks for the enemy tokens in early printings, or different color shades on the backs of some of the cards, etc.—merely cosmetic differences).

Now with regards to the Mage Knight base game, the early printings of it did have some misprints, but those components were replaced in *Lost Legion*. In addition, there are in *Lost Legion* some small but important rule changes that do apply to the base game, and some of the base game cards and enemy tokens were rebalanced and replaced as well. So if you don't own *Lost Legion*, you may be playing with some misprinted components, and you will be playing by a few different rules than players who've bought *Lost Legion*.

Conclusion: if this at all bothers you, buy *Lost Legion* and your worries'll be over.

(You should also note that this Q&A Compendium assumes you own *Lost Legion*—if you don't, then some of these Q&A may be wrong for your components, and others might not apply to you.)

- **If I didn't buy the *Ultimate Edition*, am I playing with the latest rules and components?**

If you own *Lost Legion*, you're good. (See the previous entry.) There were no component changes made in the *Ultimate Edition* (other than cosmetic changes and the inclusion of five new cards). As for the rules, they have simply been reorganized. You can print out the new *Ultimate Edition* rulebooks if you wish, but I haven't bothered as I'm happy with the originals. (There were a couple trivial additions made to the rules: if you search this Compendium for "Ultimate Edition" using Control + F, you'll see them called out.) And so far no text changes have been noticed in any of the cards.

- **I'm missing some parts, or some were damaged—what can I do about it?**

WizKids is helpful in replacing absent parts. Their speed of doing so varies, probably having to do with current stocks of the needed parts. Requesting replacement parts is done on-line, and requires you to have a copy of your receipt and you must request the replacements within 90 days of your date of purchase. Go to <https://wizkids.com/product-support/> and follow the instructions there. (I found the process straightforward and received my requested parts within a month.)

- **What size card sleeves are needed, and how many of them?**

All cards are the same size: 63.5mm x 88mm (2.5" x 3.5"), a standard size that can be obtained from numerous card sleeve manufacturers. The modules require the following number of card sleeves:

- Base Game: 240 cards.
- *Lost Legion*: 75 cards, with an additional 22 cards being replaced.
- *KRANG*: 19 cards.
- *Shades of TEZLA*: 20 cards, with an addition 1 card as a replacement.

In total, this is 354 cards (plus 23 replacement cards that won't be used).

Note that with the *Ultimate Edition* there are 4 new Advanced Action cards and 1 new Artifact card. Additionally the site cards are single-sided and new site cards have been added for some of the *TEZLA* scenario terrain, and each of the first five Mage Knights now has two different Skill description cards instead of one. Consequently more sleeves are needed: 377 is the new card count.

- **Has this game been re-implemented?**

- Yes, as *Star Trek: Frontiers*, with an expansion *The Return of Khan* released in 2018.
- It appears to be a fairly close port, although it looks to be easier to win as you can now partially block enemies, and you can attack MAGE TOWERS and KEEPS from adjacent spaces (and the enemies there aren't fortified), and there are no separate "day" rounds and "night" rounds.
- See a review here: <https://boardgamegeek.com/thread/1600152/review-just-few-games-cooperative-gamers-perspective>

- **Which player aids have you found most useful?**

There are many player aids. Two very important ones are available directly from WizKids:

- Official FAQ: http://wizkidsgames.com/wp-content/uploads/mage/MK_FAQ_1.0v2.pdf
- Ref Sheet: <https://wizkids.com/mkmaster/MK%20Master%20Reference%20Sheet-NObg.pdf>

There are also several excellent player aids posted on <https://boardgamegeek.com/>. The simplest thing to do is to sort them by the most "thumbs" received, and go through the list. Which ones are the most useful? That's a highly personal choice, but because Mage Knight is such a popular game, there're usually several choices for every type of play aid you may be looking for. The ones I use include the following:

- Deciphering the colors of the dots on the CITY figures Clix bases can be difficult, especially between the purple dots and the gray dots. For that, these printable cards are helpful. (Note: in the *Ultimate Edition*, the tan monster circles in the Clix bases can appear almost yellow, but they are indeed tan—you *never* add RUINS tokens to CITIES.)
<https://boardgamegeek.com/filepage/74078/city-reference-cards-pdf-printing>
- My own Player Aids: I recommend to new players my Combat charts, my Site Reference table, and most especially my Deed Icon chart, as I think they clarify some otherwise hard-to-grasp issues: <https://boardgamegeek.com/filepage/142537/sops-map-sites-combat-setup-icons>
- Enemy Token and Ruins summary:
<https://boardgamegeek.com/filepage/93043/mk-units-and-enemies>
- A listing of all of the scenarios:
<https://boardgamegeek.com/filepage/124534/mage-knight-scenario-reference>
- Simple incremental steps for combining the *Lost Legion* expansion with the base game:
<https://boardgamegeek.com/filepage/160245/easing-lost-legion>
- Card Tracking Lists: <https://boardgamegeek.com/filepage/156696/deed-card-checklists>

- **What are some common pimping upgrades players make?**

- Upgraded Crystals: I use acrylic gems ordered from <https://www.amazon.com/>, having tried both the 1-inch and $\frac{1}{2}$ -inch size. (BGG sells $\frac{1}{2}$ -inch gems.) Both work well, but I prefer the larger size. (The black crystals I colored with a permanent marker and then sprayed them with a sealer.)



- Individual player mats: <https://boardgamegeek.com/filepage/77550/player-mat>
- A central-board playmat can be found here: <https://boardgamegeek.com/filepage/120566/mage-knight-supplemental-playmat-solo-play-14-x-24>

- Box inserts can speed setup, getting it down to 10 to 12 minutes. I use the one from Broken Token. Everything fits in fine, even with all of my cards sleeved in premium sleeves:

<http://www.thebrokentoken.com/mage-knight-1/>

Daedalus Productions also has a kit:

<http://www.daedalusproductionsinc.com/product/mage-knight>

There are other options, too: Top Shelf Gamer:

<https://www.topshelfgamer.com/products/mage-knight-foamcore-insert>

And also Saim Lab makes one (available through Facebook, I believe).

- I repainted the green and blue faces of my mana dice to make them more readily distinguishable. (I found them both to be overly dark, almost black.) Because of the depressed wells in the dice faces, this was easy to do.
- Card trays: you can get these from many places. They aren't really needed, as you don't spend a lot of time drawing cards.
- Cards for the various map tiles, so you don't have to shuffle the awkward cardboard tiles:

<https://boardgamegeek.com/filepage/117232/cards-map-tiles>



- **Which optional rules do you recommend?**

- When playing cooperative, consider playing with **No Interactive Spells, No Interactive Skills, No PvP Combat, and Friendly Mana**. (Base game rulebook, p. 14)
- When playing base game scenarios, I use components from both the base game and the *Lost Legions* expansion. I don't include the faction-associated enemy tokens from *Shades of TEZLA*.
- In solo games, I always play with the **Control over the Offers** variant (*Lost Legion*, p. 12).
- I always play with the optional rule of *not* placing enemies in SPAWNING GROUNDS or MONSTER DENS when a new tile is placed, *Walkthrough*, p. 15. (Note this is now the official rule.)
- **Mulligans** (an unofficial variant for inexperienced players): Ensure that your starting hand in round one has either one or two "Move 2/Move 4" cards (no more, no less—otherwise reshuffle and re-deal). Also ensure there're at least two easy paths from the PORTAL to the edges of the exposed map—otherwise reshuffle the map tiles and re-deal. (Experienced players can overcome these challenges through Tactic card selection, if nothing else.)
- **Maximum Yield** (another unofficial variant): If you find that playing against larger CITIES or against a MEGAPOLIS deteriorates into a race to find the most potent cards, then limit any card effect that applies to "all enemy tokens" so that it applies to only "three enemy tokens" (e.g., *Banner of Fear, Demolish/Disintegrate, Disease, Flame Wave* [limit enemy count to three], *Mass Expose, Tremor/Earthquake, Underground Attack, and Wings of Night*). You can also limit at three the number of enemy tokens that can be grouped together in a single attack.
- **Bloody ARYTHEA** (unofficial): Taking a handful of wounds is a strategy that plays to ARYTHEA's strengths, and as such, docking her score for a few wounds seems unfair. So when tallying ARYTHEA's score, I may ignore the first half-dozen wounds to her person. Similarly, WOLFHAWK and BRAEVALAR are relatively weaker Mage Knights, so spotting them ten points seems sporting.
- **The Unskilled Dummy** (unofficial): Some players, when playing solo, don't add Skills from the dummy player to the Skill Offer, forcing Mage Knights to concentrate on their own skillset.
- **The Deadly Dark** (unofficial):
Vlaada Chvátíl remarked on BGG: "...you see only [the] final result [in the published game] - some compromise between theme and complexity/fiddlyness [had to be made]. There were [other] "thematic rules" that were dropped during development. For example blocking and shooting was more difficult at night originally (so the night combats were bloodier - it was more often to take damage and then kill the opponent), but I dropped that for various reasons. I admit dungeons and tombs are kind of relics from these times... but I liked the option to cast black spells during day and there may be units or enemies that work different way at day and night in the future etc., so I kept it."

Here's a stab at fleshing out this concept, to be used when fighting at night:

- Each card/unit that provides a base Ranged Attack or Siege Attack has its attack value reduced by 1 during the Ranged-and-Siege-Attack phase.
- Each card/unit that provides a base Block value is decreased by 1. (Does not apply to cards played sideways.)
- Each enemy attack does an additional 1 damage, applied last.
- Each card/unit providing a base Attack/Ranged-Attack/Siege-Attack value is at +2 during the Attack phase. (And cards played sideways are Attack 2.)

Vlaada's idea—whatever it was—was surely more sophisticated than this, but the above can serve as a starting point for tinkering.

- **The Relative Strengths of the Various Mage Knights:**

- I find TOVAK to be the simplest Mage Knight to pick up: he's a good well-rounded hero with strong cards and Skills. (I recommend starting with him.)
- GOLDYX is also strong, and has mana crystals practically tumbling out of his ears.
- ARYTHEA is a buzzsaw: she's great for charging in, and is very strong. Don't worry too much about taking wounds with her.
- NOROWAS is the most challenging of the base-game Mage Knights to play: concentrate on recruiting Units with him.
- WOLFHAWK is weaker yet, but has good speed.
- KRANG is another strong character, a brute.
- BRAEVALAR is perhaps the weakest of the seven, and the most challenging to play.
- Strength Scale (or at least a scale of how easy they are to use effectively):

TOVAK, GOLDYX, ARYTHEA, KRANG > NOROWAS > WOLFHAWK > BRAEVALAR.

- **What unofficial variants look interesting?**

- Grievous Bodily Harm (non-generic wounds):
<https://boardgamegeek.com/filepage/116239/grievous-bodily-harm-mini-expansion>
- Weather: <https://boardgamegeek.com/filepage/154296/atlantean-weather-mini-expansion>
- Item Shop:
<https://boardgamegeek.com/filepage/111733/mage-knight-board-game-item-shop-mini-expansion>
- Mini-quests:
<https://boardgamegeek.com/filepage/97927/book-quests-how-make-those-villages-bit-more-inter>
- TOMB and DUNGEON expansion:
<https://boardgamegeek.com/filepage/146745/mage-knight-underground-dungeon-and-tombs-expansio>
- Some Fan-made Scenarios:
 - Hunting for the Rogue Knight: <https://boardgamegeek.com/filepage/79869/scenario-hunting-rogue-knight>
 - Solo Campaign—Episodes: <https://boardgamegeek.com/filepage/119221/mk-solo-campaign-episodes>
 - Mage of the Rings: <https://boardgamegeek.com/filepage/125459/mage-rings-scenario>
 - New Scenario: <https://boardgamegeek.com/filepage/80989/new-scenario>
 - Super Epic Conquest: <https://boardgamegeek.com/filepage/106070/super-epic-conquest-scenario>
 - The Necromancer's Dread Curse: <https://boardgamegeek.com/filepage/132247/scenario-necromancers-dread-cur>
 - VOLKARE's Allies: <https://boardgamegeek.com/filepage/134263/volkares-allies-solo-scenario-wexpansions>
 - Eclipse: <https://boardgamegeek.com/filepage/96003/eclipse-scenerio-mage-knight>

- Tears of the Forgotten: <https://boardgamegeek.com/filepage/152951/tears-forgotens-8-scenarios-pl-version-10>
- Search for the Sorceress: <https://boardgamegeek.com/filepage/149269/search-sorceress>
- This Solo Scenario book has many solo scenarios in it, including several additional scenarios—Grand Conqueror, Spellbound, Revenge of the Dragon Lords, Return to the Void, the Apprentice, the Gauntlet, Strolling in the Deep, and Dragonslayer: <https://boardgamegeek.com/filepage/120439/mage-knight-solo-scenario-book>
- Another Scenario Listing, this one including Ladyhawke: <https://boardgamegeek.com/filepage/124534/mage-knight-scenario-reference>
- The Coast: <https://boardgamegeek.com/geeklist/200307/item/4757987#item4757987>
- Drakes!: <https://boardgamegeek.com/filepage/164030/betrayal-mk-campaign>
- Krull: <https://boardgamegeek.com/thread/1308912/new-scenario-krull>
- Wars of the Sun and the Moon: <https://boardgamegeek.com/thread/1297958/new-scenario-wars-sun-and-moon>
- Long Night of the Dragon Rider: <https://boardgamegeek.com/thread/868812/hard-solo-scenario-story-long-night-dragon-rider>
- More Variants: <https://boardgamegeek.com/thread/952896/variants-index>
- Chronicles: <https://boardgamegeek.com/filepage/164368/mage-knight-chronicles>
- Quest for the Golden Grail: <https://boardgamegeek.com/filepage/165754/quest-golden-grail>
- Flee the City: <https://boardgamegeek.com/filepage/169862/mage-knight-flee-city-solo-variantscenario>
- Some Fan-made Mage Knights:
 - The Mighty Ymirgh: <https://boardgamegeek.com/filepage/138067/mage-knight-ymirgh-pnp>
 - Imogen: the Vengeful Moon Priestess: <https://boardgamegeek.com/thread/1728101/custom-character-imogen-vengeful-moon-priestess>
 - Scrum: Accursed Warrior: <https://boardgamegeek.com/thread/1728122/custom-character-scrum-accursed-warrior>
 - Zeline: the Temptress: <https://boardgamegeek.com/thread/990166/zeline-temptress-sixth-mage-knight-upgraded-march>
 - Red Cape Monk Hero: <https://boardgamegeek.com/thread/861210/red-cape-monk-hero>
 - Monk: <https://boardgamegeek.com/thread/1550921/new-hero-monk>
 - Khar, the Adventurer: <https://boardgamegeek.com/thread/995263/khar-adventurer-sixth-mage-knight>
- **What is the history of the Mage Knight gaming line?**
 - The Mage Knight product line began in 2000 with WizKids selling collectable miniatures with Clix bases, the first release being *Rebellion*. Overall, there were 17 products put out between 2000 and 2005.
 - In 2002, *Mage Knight Dungeons* was released, a standalone product.
 - In 2003, *Mage Knight 2.0* was released, a major revision to the rules.
 - In 2005, production of these lines ceased.
 - In 2013, a new product was released, *Resurrection*, which came with two bases per figure, so that the figures could also be used with the main HeroClix line.
 - (This information comes from https://en.wikipedia.org/wiki/Mage_Knight.)

- Lore: See www.mageknight.net.
 - An overview of the history and notable characters of The Land can also be found here: https://en.wikipedia.org/wiki/Talk%3AMage_Knight.
 - The major factions are also discussed here: https://en.wikipedia.org/wiki/Mage_Knight.
- There were also a couple of videogames, four novels published by Dell Rey/Ballantine Books, and a comic book series put out.
- In 2011, the *Mage Knight Board Game* was released.
- **Insights from the designer Vlaada Chvátil, as posted here on BGG** (trimmed for length):
 - Rulebook Organization:

1) General idea:

Rulebook

[The] Rulebook should fully describe [the] engine of the game, i.e. all generic rules (not dependent on scenario, but also not tied to a particular site, unit or card), logically organized, i.e. each rule is in a chapter where it should be, no matter when and how often you encounter it. It would be very difficult to learn the game from such rules. Let me give an example: In section "One Round of the Game - Prepare the Round - Create New Unit Offer", there is written "If at least one Core tile was revealed, alternate dealing Elite and Regular unit". This is the most logical place to write it, of course, but at this moment (if not played the game before), the reader has no idea when tiles will be revealed etc., so he just has either to take it as some abstract information, or to ignore it for now. And then, he will wonder how Elite units get into the play.

Walkthrough

So, it is why there is Walkthrough. It explains the rules in detail, in the most natural way, i.e. in the order in which you encounter them in your first game. For purposes of readability and bearable length, it ignores some advanced concept you will not need, and it also does not contain special cases that happen only rarely. However, the right use of this book, as I imagined it, was "Read it, play the first scenario, and then never open it again, unless you want to explain the game to other people." There is nothing more for you. All the rules are in Rulebook, and now, when you played the first scenario and you understand the concepts, you should be able to digest them in that condensed form.

Scenario Book

It contains all scenario related rules, variants and description of scenarios themselves. I wanted it to be a separate book, but because of the production issues, it had to be merged with Rulebook - I was far over the planned number of pages anyway at that time.

2) Site Description cards misunderstanding

And now, the big misunderstanding comes - the Site Description cards. Many of you are calling them "reminder" or "reference" cards, but that was not their purpose. These cards really contain rules for the places. Each card should describe the rules fully, except for several generic things that are defined in the rulebook (for example details on assaulting a fortified site etc.). It is also because of expandability - if I add a new site later, I cannot adjust five parts of rulebook because of that. I just say "this is another adventure site" and describe rules for it on its card. And that's all. Consider the Site Description card to be a card. The Rulebook does not describe it fully, as well as it does not describe rules for use of "Fireball" card - the Rulebook just explains the principles, so you can understand what the text on the card says.

The main problem probably is that the sites you encounter during your first game are fully explained in Walkthrough (the same way as some cards are explained fully), so you then say "okay, all rules are here in Walkthrough, and this is just the reminder card". No. The rules are on the card (and if they refer to some general principles, these are defined in Rulebook). They are just explained in detail in the Walkthrough so you can easier understand them. You should never open the Walkthrough again after the first game, remember?

- Site Cards:

I tried several options during the development, including one sided cards and an A4 sheet, and this one seemed to be the best in the end (actually, I would probably like a small tabbed booklet even more, but I realized that too late and it was not possible to include such [an unorthodox] component to the game).

As for an A4 sheet - I tested this solution, but it was not practical, as there was usually not big enough space for it at the table (and especially not next to each player), and people kept putting it off the table. As for one-sided cards, there was too much of them, and they kept to interfere with other cards, piles and displays.

As for the double sided cards, note: the sites with similar logic share one card. Village and Monastery (both allow recruiting and healing, both can be plundered). Mage tower and Keep (both are fortified sites defended by a single enemy token). The adventure sites and rampaging enemy have basic and advanced version on both sides. And then, the ultimate multi-enemy challenges, ruins and cities share one card. Originally, also glades and mines were on two sides of one card (as "end of turn" sites).

- Combat:

I went with a solution that worked [the] best instead of the one [that was the] most natural.

When you are attacked, you can block the attack (i.e. play Blocks of total value equal or higher of the attack value). Your units can help you here, as many of them have relative high Block ability. If you block the attack, nothing happens, no damage is dealt.

If you do not block the attack, you are dealt damage points equal to the attack value. [The] armor [value] of your hero or of [a] Unit says how many of these points [are] consumed by assigning a Wound card to that hero or Unit. In [an] ideal world, the enemy himself would choose how to assign these points, probably choosing the weakest unit, or most dangerous unit, or your hero, etc. In fact, in Player versus Player combat it is exactly like this.

However, when fighting a neutral unit, then the enemy is "the game", and it can't make these decisions. I experimented with some algorithms [for] how the enemy [would] decide whom to wound, but in the end, I decided otherwise. I [left] the decision [up to] the player, but as a price for this, the damage is rounded always up, so the unit always gets a Wound - the Armor just says whether some damage remains after this happens.

- The Timing of Combat Rewards:

You get the stuff you bought (or acquired by some card effect) immediately. Only combat rewards are claimed at the end of your turn.

The new units you can use immediately (for example to recruit more influence, heal, etc.). The new spells and advanced actions go on the top of your draw pile (unless stated otherwise), and you can even draw them on the same turn ([whenever] you [play an] effect allowing you to draw a card).

As for replenishing [the] Spell or Advanced Action offer[s]: you may replenish them immediately, but note that this is "revealing new information", so you are not allowed to change your mind then and roll back before this point. [In] any case, you should replenish the offers before your turn ends.

- Tiebreakers:

There is no official tiebreaker. In most of my games there is none. In some of them, all players can win. [I] do not like tiebreakers. Three reasons:

- ◆ Why not allow [the] joy of victory to more people? Yes, I know many people consider shared victory to be not so sweet. Not me. I play games with friends. If I manage to win, *and* at the same time allow another player to enjoy victory, it is [a] double win for me.

- ◆ With [such] big scores, it is not so usual to achieve exactly the same [number] of points. The fact [that] there is [a] rare possibility of shared victory makes the final scoring more interesting, allowing more possible outcomes, and to climax [an] interesting game [in] an unexpected way.
- ◆ Many games have tiebreakers. But I hate this situation: We play a game. Then we score results. Oh, a tie? Let's check the rules, if there is tiebreaker. Ah, there is one. So... I won... yay! Do you recognize this situation? It is obvious such victory was completely random, not earned (because no one knew what the tiebreaker is).
- ◆ The good reason for adding a tiebreaker to a game is to give some meaning also to some small things, unfinished or secondary goals, unused means etc. I usually include all these things [in the] final scoring [itself].

If you really need [a tiebreaker], make your own home rule. Few ideas: lower Tactic number in the last round, most points from the game (before scoring), or from final scoring, or just from the titles ... or anything else you want to reward a bit.

- The Development Process:

I will occasionally also add comments from my programming Alter Ego. The point is - there was a digital prototype of [the] base [game of] Mage Knight [that] I used for personal playtesting, so I had a very good idea [of] how things work - if you have to implement [your rules inside a computer program], there are no questions left [unanswered as to how everything works together] (although there still may be inconsistencies between what was meant and what was written).

However, the [Lost Legion] expansion was created without [a] digital prototype, and it shows [a] higher amount of unclear combinations. But I still have to think this way [e.g., I have to think about all of the possible combinations that might occur], [in] case there [is] ever a digital implementation [made] of the game.

- **What's the best way you've found to teach this game?**

- The *Walkthrough* is good: you can't go wrong following it.
- There are also many instructional videos on BGG you can watch.
- A third option, though, if you know the game well, is "baptism by fire":
 - Set up a multi-player cooperative conquest scenario, give an overview, and set 'em loose!
 - I've done this twice with experienced gamers who've never played Mage Knight before, and they didn't miss a beat—they knew they didn't know all the rules but they jumped right in.
 - Explain briefly the scoring track: you gain Fame (experience) and you level up; and that your Reputation affects your interactions with the locals. (Don't mention how you level up, or what affects Reputation—just point them out.)
 - Point out the terrain costs chart. (Give them each a copy of the terrain costs card.)
 - Explain the three states of mana (dice, tokens, crystals) and the SOURCE, and black and gold.
 - Explain what a round is, and what a turn is.
 - Explain the difference between discarding and throwing away, and that "any card" means any card *but a wound*.
 - Say there are three elements in the game that let you do things—deed cards, Units, and Skills—and that at the beginning of the game they only have to worry about the deed cards. (Say that Units and Skills work similarly to cards).
 - Say that shield tokens are just markers. Explain the level tokens (armor, hand limit). Point out that Command Tokens are for hiring Units. Point out the stacked Skills and say you don't need to know about them yet. Say that Units are usable once a Round, and that Skills are usable either once a Turn or once a Round, as indicated.
 - Explain the cards in a generic Deed Deck: say that most card effects give you points. Show them the four *March/Stamina* cards (played with and without mana); then the two *Swiftness* cards (say Ranged Attack is just a type of attack); then the two *Rage* cards; then the *Determination* card; then *Promise* and *Threaten*; then *Tranquility*. Then say there's one special card in each color, and walk through what each of them do: *Mana Draw*, *Improvise*; *Crystallize*; *Concentration*. Then show them the combination of green mana + *Concentration* + *Improvise* + *Discard*.
 - Also explain that each player has two unique cards that're upgraded versions of these.
 - Then say a card played sideways is one move/attack/block/influence. (But not heal.)
 - Then choose a Tactic card for each player: choose it for them and give yourself Tactic #1.
 - Deal out the Offers but tell new players not to look at them: just get used to seeing them there.
 - Then start the game!
 - Explain things as you do them—but explain only those rules you explicitly use. Don't explain strategy, just say: "*To win this game, you need to get stronger. And a quick way to get stronger is to engage in combat. See that ORC MARAUDER over there, I'm going to go over and attack him!*"
 - Explain how there're two parts to a turn: Movement, and then Action.
 - Explain the combat as it unfolds (make it a basic combat without fortifications or any resistances/special abilities—so fight an ORC PROWLER). [Pick the cards for your starting hand and the starting tiles and the starting rampaging enemies to make this fight happen.]
 - Score your Fame and adjust your Reputation.
 - Then let the next player take his turn. That's right: tell him about the sites he can reach, suggest two choices of things to do, let him pick one, and then help him as little as possible, answering his questions but putting off anything that can be put off.
 - And at that point the players pretty much charge off and do things. Sure they get some things wrong, but they have fun and play the game—and both times I've tried this, we've won!

- **Separating out the base game components in the *Ultimate Edition*.**

If you want to play the original base game using *Ultimate Edition* components, then use only the following components: (All expansion cards should be marked with an expansion symbol—see *Ultimate Edition "Expansion Rulebooks"*, p. 2. You only want the cards numbered 1 through 265.)

- **Mage Knights:** The base game came with only four Mage Knights: ARYTHEA, GOLDYX, TOVAK, and NOROWAS, so set aside anything dealing with the other 3 Mage Knights. (Start with TOVAK as he is the most "vanilla" of the knights. Don't start with NOROWAS—that's the mistake I made.)
- **Enemy Tokens:** Download the original base-game *Walkthrough* and look at the last page—it lists all of the enemy tokens and RUINS that were available in the base game. (Some of the values in the old base game *Walkthrough* are slightly different as a few of the enemy tokens were tweaked when *Lost Legion* came out, so look for them by their images.) Or get this file:
<https://boardgamegeek.com/filepage/145316/enemy-ruin-tokens-mk-ll>
- **Map Tiles:** Only use map tiles 1 through 11, and *1* through *8*, plus the PORTAL tile.
- **Unit Cards:** *Lost Legion* added 8 regular (silver) Units and 8 Elite (gold) Units, so you can remove:
 - *Gold:* HEROES (1 each of 4 different kinds), SORCERERS, DELPHANA MASTERS.
 - *Silver:* SCOUTS, THUGS, MAGIC FAMILIARS, SHOCKTROOPS.
- **Advanced Action Cards:** don't use *Counterattack*, *Ritual Attack*, *Blood of the Ancients*, *Shield Bash*, *Temporal Portal*, *Spell Forge*, *Chivalry*, *Peaceful Moment*, *Dodge & Weave*, *Stout Resolve*, *Force of Nature*, *Mountain Lore*. Nor the four new dual-colored Advanced Action cards: *Chilling Stare*, *Explosive Bolt*, *Power of Crystals*, and *Rush of Adrenaline*.
- **Artifact Cards:** don't use *Bow of Starsdawn*, *Banner of Command*, *Banner of Fortitude*, *Soul Harvester*, *Shield of the Fallen Kings*, *Druidic Staff*, *Circlet of Proficiency*, *Tome of All Spells*. Nor the new Artifact: *Mysterious Box*.
- **Spell Cards:** don't use *Charm/Possess*, *Offering/Sacrifice*, *Cure/Disease*, *Mist Form/Veil of Mist*. And always leave out the four Interactive Spells if you're playing solo or cooperatively: *Mana Meltdown/Radiance*, *Mana Claim/Curse*, *Mind Read/Steal*, *Energy Flow/Steal*.
- **Scenarios:** The base game scenarios are the same ones found in the *Ultimate Edition* Rulebook.
- Don't worry about the other minor differences (such as the cooperative Skills, or the second specialized Basic Action card of each knight, or the minor rule changes, or the tweaked cards, etc.—it'd be hard to back these out of the game, and I can think of no reason to want to).
- You also won't need the 3 giant disks (these belong to VOLKARE and the two Faction Leaders), the 24 square Faction tokens (green or pink), the 2 hexagonal Hidden Valley/Necropolis markers, or the 5 green circular GRAVEYARD tokens.

Other suggestions for slowly learning to play the game with the *Ultimate Edition*:

- Full Conquest is the main scenario of the game: even if it's the only scenario you ever play, the game is great! (You can skip First Reconnaissance altogether: certainly don't play it more than once.)
- Play the game a couple times using TOVAK, and keep using the green countryside tiles in numerical order: this gives you a controlled start, minimizing early-game difficulties.
- Then play using GOLDYX and with the map tiles shuffled.
- Then try it with any of the base game knights and all of the Advanced Action cards, all of the Artifacts, and all of the Spells—don't study them, just mix them in. (Trust me, you'll be fine.)
- Then add in the rest of the map tiles and the new Unit cards: this will introduce you to new terrain and to a few new Unit rules.
- Then add in all the *Lost Legion* enemy tokens and RUINS: this adds some new Combat icons.
- Then branch out into all of the Mage Knights.
- After that you'll no longer need any advice, and you can turn your sights on GENERAL VOLKARE.
- See also: <https://boardgamegeek.com/filepage/160245/easing-lost-legion>.

Easily Forgotten Rules

Setup

- The Spell Offer and Advanced Action Offer *always* have three cards in them: always replenish these offers *immediately* after any card is taken.
- The number of mana dice in the SOURCE is $2 + \text{the number of players}$.
- The Unit Offer gets $2 + \text{number of players}$ Units, plus one Advanced Action card per unburned MONASTERY. (These are refreshed only at the beginning of new rounds.)

Mana and Crystals

- You can have a maximum of three crystals of any given color. You cannot have black or gold crystals.
- You *can* use black mana during the day, but only when adventuring in a night-always site.
- During night, gold mana cannot be used, even if produced by some means other than the Source.
- Black mana is *not* wild.
- Any effect which specifically tells you to take a die from the SOURCE is separate and distinct from your ability to choose one free die from the SOURCE every turn.

Play Mechanics

- The most common way of playing lets you revert any turn back to any point where new information was learned or a die was rolled or another player reacted to your actions.
- On every turn, you must play or discard at least one card (unless your hand is empty).
- Whoever becomes the leader of a defeated CITY puts that CITY's card in front of him, where visiting Mage Knights are placed.
- Move points and Influence points can be "banked" and used for various purposes during your turn, but they disappear the moment you start your Action phase.

Card Play

- You cannot play the top portion of a card, then later pay a mana to upgrade the effect to the bottom half of the card (such as with Move 2/Move 4 cards): you must make your final choice when you play the card.
- When a card is played, its effects (other than any Move, Influence, or Heal points it grants) must be enacted immediately: these non-point effects *cannot* be delayed (unless the text clearly indicates otherwise).
- Action cards include both Basic Action cards and Advanced Action cards. Action cards do not include Spells or Artifacts or Wounds or Units.
- Any card (or Skill) with a Healing (hand) icon in the upper left cannot be played during combat.
- Special Effects cards have a "+" sign in the upper left corner, and can be played during *any* phase, even when a Rest is chosen.
- Playing a non-wound Deed card sideways will get you Move 1 or Attack 1 or Block 1 or Influence 1.
- Deed cards gained as rewards go on top of your draw deck, not into your hand nor into your discard pile.
- When gaining Artifacts at the end of your turn, you draw one Artifact more than the number earned and then choose one to discard.
- Unless stated otherwise, effects persist until the end of your turn.
- Cards marked with an "A" in the upper left corner count as your Action for the turn. You can't use them while Resting.
- Non-Attack/non-Block effects of red/blue Deed cards (and of Unit abilities that require red/blue mana) do *not* affect enemies with Fire/Ice Resistance.

Movement

- You cannot enter a space occupied by another Mage Knight if doing so provokes a rampaging enemy to attack.
- If your moving into a space provokes rampaging enemies to attack, you cannot enter any ADVENTURE SITE that might be there (as your Action) during this turn, as you are already committed to a different mandatory action: combat with the rampaging enemies. Similarly, you cannot challenge any rampaging enemies if you are entering an ADVENTURE SITE as your Action.
- A safe space is a space that is accessible under normal conditions, is not an unconquered fortified site, and doesn't contain another Mage Knight.

Map Exploration

- Countryside (green) tiles must touch 2 other tiles or touch a tile that itself touches 2 other tiles.
- Core (brown) tiles must touch at least 2 other tiles.
- If there are no tiles left in the prepared stack, then you can explore extra countryside (or if those are all gone, core) tiles, but these must directly touch 3 other tiles.
- With the wedge map shape, core tiles cannot be placed on the coast.

Interacting with Locals

- When Interacting with Locals, you can buy several things, even the same thing more than once.
- You add your Reputation points only once, and only when Interacting with Locals, and any later change to your Reputation doesn't affect this turn's bonus.
 - The Influence gain for a CITY also applies only once.
- The "X" space on the Reputation track prevents you from Interacting with the Locals altogether.

Units

- Unlike the other Card Offers, the Unit Offer (including any MONASTERY-associated Advanced Actions) does not get replenished during the *round*.
- You may disband an existing Unit, but only to add a new Unit, and only if you have insufficient command tokens to place the new Unit under. Remove the disbanded Unit from the game.
- To Heal a Unit, you need to expend a healing point for each *level* of that Unit.
- If wounded, a Unit cannot be activated.
- Banners:
 - Banners remain assigned to a Unit until the end of the round, when you may discard them.
 - If you wish, you can *replace* a Unit's banner with a new one during any turn. (Discard the old one.)
 - The banner's stronger ability cannot be used while that banner is assigned to a Unit.
- When you gain a Unit as a combat reward, you may wait until you level up that *turn* if you need a command token.
- Units will *not* help you burn a MONASTERY.
- THUGS and HEROES:
 - Reputation is either doubled (for HEROES) or reversed (for THUGS).
 - You cannot recruit both of these types on the same turn.
 - THUGS are unwilling to take damage unless you spend 2 Influence points.
 - HEROES don't assault a fortified site unless you pay 2 Influence points. (But you can still assign damage to them.)
- DELPHANA MASTERS can only be gotten through Interacting with the Locals.
 - These Units can use more than one ability when activated.
- MAGIC FAMILIARS can also be recruited in MAGICAL GLADES, which counts as an Action (but Reputation doesn't apply in that case as it isn't considered to be Interacting with the Locals).

Combat

- If rampaging enemies fight during an assault, they are not automatically fortified.
- Enemies with Arcane Immunity ignore any effects that directly destroy an enemy, prevent it from attacking, reduces its armor, etc.
 - While the enemy itself is protected, its attacks are not.
- When defeating enemies with a Faction symbol, decide whether players get an extra Fame, or can draw and use a Faction token.
- You can also group enemies together for a combined attack during the Melee phase of combat.
- If in a DUNGEON or TOMB during the day, you *can* use a black mana from the SOURCE.
- You cannot lower an enemy's armor below one.
- Attacks with the Cumbersome trait may be reduced in strength by expending Move points.
- You'll get knocked out if you take as many new wounds as your hand limit (as listed on your level token), but don't count wound cards drawn from your draw deck, say with the Skill *Motivation*.

Fame and Leveling Up

- Keep tracking Fame past level 10, but no further level-up bonuses are gained.
- You may gain more than one level at a time.
- When leveling up, if you take another Mage Knight's Skill, the Advanced Action card you get must be the lowest one in the Advanced Action Offer.

Skills

- You are not allowed to take a Skill from the common Skill Offer that you discarded to it.
- Skills are either once-a-round, once-a-round with persisting effects for one complete cycle of turns, or once-a-turn.
- In solo games, with the *Motivation* Skill, *you* are considered to have the least Fame. (And also the most.)

End of the Round

- Some things cannot be done after the end of the round has been declared:
 - You cannot start a player vs. player combat.
 - You cannot make cooperative CITY assaults.
 - You cannot affect other players with competitive Skills or interactive Spells.
 - You cannot steal a card with the *Mind Read* Spell.
 - If you have no cards in your hand or your deck, and another player has announced the end of the round, you must forfeit your entire turn.
- Some things do not carry over from round to round:
 - In solo games, the ability to use the secondary effect of a previous-turn cooperative Skill, (something that is otherwise allowed within a round in solo games).
 - Increases in hand limit "next time you draw cards" *do* carry over into the next round.
- When your Round Order Token is face down, you cannot even announce the end of the round.

End of the Game

- When scoring end-of-game Fame points for achievements and any scenario-specific points, ignore any level ups that would otherwise happen from those gain of Fame points.
- A CITY needs to be conquered in order for the shield tokens on it to be worth anything during final scoring.

Two Simple Strategy Hints

- Don't neglect cards and skills that grant Movement abilities.
- Don't be shy about taking wounds.

Rule Summaries

Cooperative City Assaults

- A player can initiate it if the end of the round hasn't been announced and the scenario conditions haven't been fulfilled, and if the player hasn't taken his Action yet for his turn, and if the player is adjacent to the CITY (or able to reach it with the *Underground Spell*) and not sharing the space with another Mage Knight. Other Mage Knights need to be adjacent to the CITY, and their Round Order Tokens must be face up.
- He invites other Mage Knights to join.
- He proposes how many enemy tokens each Mage Knight will face.
- If accepted, all *invited* players flip their Round Order Tokens face down, and give up their next turn.
- Shuffle and randomly distribute the enemies.
- In turn order (the initiating player first, then the player who would be next to move, etc.), players fight their stack of enemy tokens.
 - Each player gets one die from the SOURCE (but they don't return it until the assault is over).
 - Each player has to start by moving directly into the CITY: no other movement or actions are allowed.
 - Any rampaging enemies that are provoked join the fight against that player.
 - Players may also challenge unchallenged rampaging enemies adjacent to the CITY.
 - Resolve the combat as usual.
 - Any effects only affect the enemies which that player is facing.
- If all enemies are defeated, the CITY is conquered. Otherwise, all players must withdraw to the space they attacked from.
- Then, in the same turn order, the participants take their end of turn phases as usual. (They can play Healing and Special Effects just before their turn ends, as usual).

Player vs. Player Combat

- PvP is not allowed after the end of a round has been announced or after the scenario conditions have been met, or if moving into the other Mage Knight's space would provoke a rampaging enemy.
- A Mage Knight initiates PvP combat by moving into another Mage Knight's space (but not in a CITY or the PORTAL).
- In Player vs. Player Combat, the DEFENDER decides whether or not to fully attend the attack.
 - If Partially Attending the attack, the DEFENDER doesn't get a mana die, cannot use Skill tokens (except those usable outside of his turn), cannot Heal or play other Special Effects outside of combat, and doesn't take his end-of-turn steps—especially he doesn't draw replacement cards. He can however play cards and activate Units, and turn crystals into mana.
 - If Fully Attending, the DEFENDER takes his next turn in advance:
 - He flips his Round Order Token face down.
 - ◆ While it is face down, he cannot be attacked again by PvP combat.
 - ◆ When it would next be his turn, all he does is flip it face up (and retrieve any Skill in the center of the play area that has expired).
 - He may use a mana dice from the SOURCE.
 - He may use Skills, he may play deed cards, he may use Units.
 - After combat he may play Special and Healing cards.
 - Then he follows *all* of the usual end of turn steps.
 - Either way, neither player can move, reveal a new tile, or perform an Action.
 - Either way, though, the DEFENDER can use any effects normally usable before his turn/in between his turns, such as plundering a VILLAGE.

- There are only two phases in PvP combat: Volley (the DEFENDER becomes the attacker first and can make the first attack against the blocker) and Melee (the AGGRESSOR becomes the attacker first and can make the first attack against the blocker).
 - If the DEFENDER is in a KEEP or MAGE TOWER—a fortified site—the attacker cannot play Ranged Attacks during the Volley phase.
 - The attacker can play as many cards at a time as he wishes in one attack.
 - Mage Knights are allowed to partially Block single attacks: 2-for-1 in Volley; 1-for-1 in Melee.
 - *If the Attack consists of multiple elements, the Block is Efficient if it's Efficient against at least one element in the Attack.*
 - Treat the Volley attack as if the attacker had Swiftness: if the blocker plays an effect that negates the attacker's Swiftness, then each Block counts 1-for-1.
 - The *attacker* assigns the damage to Units and/or to the Mage Knight, but the victim's armor value is subtracted from it first.
 - *If a Unit is resistant to any element used in that attack, its Armor is doubled.*
 - The blocker Mage Knight can be knocked out if he takes too many wounds.
 - Both players may continue to play Volley attacks until both players pass. The same goes later on for Melee attacks.
 - *Playing a card Sideways as an Attack in Melee makes the attack a physical attack (making all Blocks efficient against it and doubling the armor of any Units with Physical Resistance).*
 - Either player can use Melee damage as movement points for the victim to move him into an adjacent safe space (this ends the PvP Combat), or 5 damage points to steal one played Artifact (discarded anytime this round, placed in the play area, or on a wounded Unit—it goes into his discard pile).
 - If a player is forced to retreat, the other player gains 1 Fame plus 2 Fame per level he is lower than the level of the retreating Mage Knight. Or just 1 Fame if they are of the same level.
 - If the combat ends because both players give up, neither gets Fame and the AGGRESSOR withdraws to the space he attacked from.
 - Effects that target enemies can only target unwounded Units, not Mage Knights.
 - Red cards don't affect Units with Fire Resistance; blue cards, with Ice Resistance.
 - Effects that say "destroy" will only wound instead.
 - The armor of a Unit can never be reduced below one.
 - Special Effects of Blocks can only target Units which contributed to that attack, not the Mage Knight himself.
 - The "number of enemies" a player is facing equals the number of ready unwounded Units and Units contributing to the current block or attack, plus one for the opposing Mage Knight.
 - Effects that prevent an enemy from attacking can be applied to a Unit contributing to the current attack: such a Unit remains spent, but you can't cancel Special Effects or Blocks in this way.
 - Effects that skip the Blocking and Damage phases let you cancel one attack: no damage is dealt, but the cards remain spent, and the PvP combat continues.

Basic Rule Misunderstandings

The issues below are clearly spelled out in the rules, but new players may benefit from skimming this list.

From the Official FAQ:

- You must pay a mana when you purchase a new Spell from a MAGE TOWER.
- When a MONASTERY is revealed, add an advanced action to the unit space. Remove this [advanced action card] if [it's] still there at the end of a round, but at the start of a new round, reveal one advanced action per unburned MONASTERY on the map.
- At start of each round after the first, remove the bottom spell and advanced action from the Offers, placing them on the bottom of the respective decks.
- Creatures with Fire or Ice Resistance are immune to the special effects of red or blue cards.
- Level ups happen after your turn. You cannot level up mid-turn and recruit a new unit with the new command token.
- An effect that gives +X to the next card you play does not count for an ability of a Unit.
- If you failed to defeat an enemy in a TOMB, DUNGEON, MONASTERY, or when assaulting another player's KEEP, it is discarded.
- If you failed to defeat an enemy in a MONSTER DEN, SPAWNING GROUNDS, or RUINS, it remains there.
- When burning down a MONASTERY, the defending enemy does not gain fortified.
- If you are on or next to a conquered city that you have a token on, your hand size is +1 (+2 if you're the leader of the CITY). This cannot be stacked with the bonus from KEEPS.
- When you assault another player's KEEP, you fight a gray enemy token but only get half the Fame value (rounded up). It is discarded if you fail to defeat it. The same applies to MAGE TOWERS in the "Conquer and Hold" scenario.
- When you acquire a new skill from leveling up, you may choose another player's skill in the Common Skills Offer. If you do, you must take the Advanced Action card in the bottom space of the Offer.
- You may not take one of your own Skills from the Common Skill Offer.
- You may place one shield token on the CITY for each enemy you defeat. The person with the most tokens is the leader of the CITY (in case of a tie, the first person among tied players that placed a token on the CITY is the leader).
- When interacting with a CITY, you add +1 to your influence for each shield token you have on the card.
- If there are no tiles left in the map tile deck when a player attempts to explore, the player may use a random countryside tile removed from the game during setup. If all countryside tiles have been placed, the player can use removed non-City core tiles instead. Tiles explored this way (countryside or core) can only be placed such that they are adjacent to at least three other tiles.
- If you end your turn on a MAGICAL GLADE, you may throw away a wound from your hand or from your discard pile. This is not Healing.
- Reroll the SOURCE dice if more than half are black/gold at the start of a round.
- You may freely discard non-wound cards at the end of your turn.
- Rampaging ORC MARAUDERS and DRACONUM give reputation when defeated (+1 / +2).
- Non-rampaging ORC MARAUDERS and DRACONUM (found in RUINS, for instance) give *no* Reputation bonus.
- If the shape of the scenario is wedge you may not place core tiles on coastlines.
- Enemy tokens are distributed randomly in cooperative CITY assaults. The only thing that you get to choose is the number of enemies each player faces.
- Damage is assigned to Units before yourself - you cannot take a wound to reduce an Attack and then let a Unit with resistance "absorb" the remainder.

- During a combat, you can only assign damage to a Unit once—so if you were attacked by two ORC PROWLERS and did not Block them, you cannot assign damage from both of them to your ICE GOLEMS.
- When you retreat from a fortified site you failed to conquer (CITY, KEEP, MAGE TOWER) you do not get a wound. Wounds only happen in Forced Withdrawal (if you have to retreat further due to an unsafe space).

Other Rule Misunderstandings

- The lesser effect (the top portion) of Basic Action and Advanced Action deed cards does not require *any* mana; the greater effect on the bottom of the card *does* require mana.
- Whenever a rule says to draw a card, unless explicitly stating otherwise, it is referring to drawing a card from the top of your shuffled, face-down, as-yet-unused deed stack.
- The lesser effect of Spell cards—just like with all other deed cards—can be played at night as well as during the day.
- When rolling mana dice at the start of a round, the rules say that at least half of the mana dice in the SOURCE should be basic colors and that you re-roll *all* black and gold dice if this isn't the case. If there still aren't enough dice of basic colors, re-roll all of the dice that are currently black and gold, etc.
- Q: The card *Improvisation* says: "Discard another card from your hand ..." Could you also discard a wound card this way to get the effect of this card?
A: No. You may never discard a wound card for purposes like this. This is explicitly stated in the rules.
- Q: If you attack a CITY, can you choose to fight only some of the enemies?
A: No. When you assault a CITY, you must fight every enemy using the normal rules for "fighting more than one enemy." This also goes for ADVENTURE SITES with more than one enemy.
- Q: If you attack a CITY, kill one enemy and then retreat, does that enemy re-spawn?
A: No. Any enemies you kill in a CITY are not replaced, so you get multiple attempts to take a CITY.
- Q: What do the 3 small colored circles mean on the bottom of the Mage Knight's identity card?
A: They are for the dummy player rules which you need for solo and co-op games.
- If you move into a KEEP that has been conquered by another Mage Knight, this is considered an assault on that KEEP (unless you are playing with Team Rules, Rulebook p. 13): draw a random gray enemy token to fight (and score only half Fame if you defeat it). MAGE TOWERS work differently: you can freely enter MAGE TOWERS previously conquered by other Mage Knights.
- If someone burns a MONASTERY (and marks it with their shield), treat it as an empty space (of the terrain type indicated by that space): anyone can enter it, but no one can Interact with the Locals there.
- All mana dice that you took from the SOURCE and used during your turn are rerolled and returned to the SOURCE during your End of Turn sequence, unless some rule or effect explicitly states otherwise.

Clarifications by Mechanic

Setup

S1:—*The Dummy Is Not a Player*—The dummy player does not count as a player when determining the number of Units in the Unit Offer or the number of mana dice in the SOURCE, so in solo games the number of Units and the number of mana dice is normally just three. But note that you add an extra Unit and an extra die if you're playing a blitz scenario or if you're playing against VOLKARE.

Q2:—*Number of Map Tiles*—Do the map tiles that you place on the map during setup count toward the number of map tiles specified for use during a scenario?

A2: Yes. If the scenario specifies 8 countryside tiles are used, and you use side A of the starting tile, then there will be 6 remaining countryside tiles left to explore after you complete the setup.

S3:—*Ordering Tiles*—You do not always start with tile number 1 and work your way up to the higher numbered tiles: that rule is only for the First Reconnaissance scenario (*Walkthrough*, p. 2). In all other scenarios you shuffle the countryside tiles together and stack them on top of the core tiles (that have also been shuffled, separately).

Dummy Player

S1:—*The Dummy Is Not a Player*—The dummy player does *not* count as a player for determining the number of dice in the SOURCE or the number of cards in the Unit Offer. (VOLKARE, however, *does* count.)

S2:—*Dummy Skills*—The dummy player adds his Skills to the Common Skill Offer only during *solo* games.

Cross References: Setup S1; CITIES S16; Variants S2; Scenarios Q8.

Turn Start

S1:—*Actions between Turns*—There are two different sets of effects that can happen "between" turns:

- The "before your turn" actions and the "on another player's turn" actions:[†]
 - Play a *Motivation* Skill.
 - Plunder a VILLAGE.
 - Optionally advance the shield token on KRANG's Skill *Master of Chaos*, if it wasn't used in the previous turn.
 - Use the Tactic card *Midnight Meditation* or *Sparring Power*.
- The "at the start of your turn" actions:[‡]
 - Take back any competitive (black helmet) or cooperative (white helmet) Skill token that's in the center of the play area. (See entry S4 under Skill Tokens.)
 - If your round order token is face-down, flip it face-up and end your turn.
 - If otherwise permitted, you may give up your turn and declare the end of the round.
 - Gain a gold (day) or black (night) mana *token* from the MAGICAL GLADE.

[†] - You can't take any of this first set of actions during your end-of-turn sequence, or before Tactic selection is finished, or after your last turn of the round has been taken. But you *can* take them even when you don't fully attend a PvP combat. Note also that the terms "before your turn" and "on another player's turn" are pretty much interchangeable terms for describing this group of actions—see rulebook, p. 5.

[‡] - This latter set of actions do *not* occur when a player only Partially Attends a PvP combat. (They will only happen when that player finally *does* take her turn.)

Mana

Q1:—*The Free Mana Die*—Does "taking a mana die from the SOURCE" (as stated in the stronger effect of the card *Mana Draw*) count as your one-allowed die from the SOURCE per turn?

A1: No. Any effect that specifically tells you to take a die from the SOURCE is a *separate* effect from your choosing to take a die from the SOURCE to use as mana (which you can only do once per turn). Note: "Pay a mana" is different from "take a mana die from the SOURCE".

Q2:—*Taking Dice from the SOURCE*—If a card effect allows you to use additional dice from the SOURCE, can you use them even if you do not use your standard one die from the SOURCE?

A2: Yes. So, for the basic effect of ARYTHEA'S *Mana Pull*, you could use a black mana die from the SOURCE as any color even if you haven't used your regular SOURCE die.

S3:—*Day and Night Restrictions*—You cannot use black mana during the day and you cannot use gold mana during the night—unless the rules explicitly permit otherwise (such as while being in a DUNGEON and TOMB). And black or gold mana can never become crystals.

(You'll probably find it easier to understand the rules if you immediately forget that you ever heard the term "depleted die"—the term has no actual game effect, and it has caused many rule misunderstandings.)

S4:—*Gold Mana*—During the day, you're permitted to use gold mana in place of a basic color, including when at a RUINS and paying the mana cost of an Altar there, or when buying a Spell at a MAGE TOWER, etc.

S5:—*Gold Mana*—If you take a gold mana die from the SOURCE during the day, you must immediately choose which color it will be and then use it. You can't take a gold mana die from the SOURCE during the day and take it with you into a DUNGEON or TOMB and then decide what color it will be while there. Nor can you take a gold mana die from the SOURCE during the day, decide that it is a red mana token, and then take that red mana token with you into a DUNGEON or TOMB and use it there. (Using a die from the SOURCE is only allowed if you immediately use the mana that it provides.) You could, however, take a gold mana token from the SOURCE during the day, use *Crystallize* to make it a red mana crystal, and then take that red mana crystal with you into a DUNGEON or TOMB and use it there.

S6:—*Wild Mana*—You cannot use gold mana as black mana: gold mana can only assume one of the four basic colors. Black mana, on the other hand, is *not* wild: it *cannot* be used as one of the four basic colors.

Q7:—*Black Mana in DUNGEONS*—If you enter a DUNGEON during the day, can you use a black mana die from the SOURCE?

A7: Yes. When down in a DUNGEON or TOMB, it is always considered to be night. But while there, you cannot use gold mana. (And note you can only play effects that are usable during Combat: see entry Q2 under Combat and entry Q1 under *Energy Steal*.)

Q8:—*Mana Tokens When It's not your Turn*—What happens to mana tokens that you gain while it isn't your turn (such as the mana token you may get from the *Motivation Skill*)?

A8: You keep those tokens until you use them or until the end of your upcoming turn, whichever comes first. (See entry S9 just below.)

S9:—*Surplus Crystals*—Unused mana tokens are lost during step 3a of your end-of-turn sequence. If after this point you gain a fourth crystal of a basic color from a MINE or as a combat reward, you don't gain anything from it, not even a mana token. But any mana tokens you gain by any other means (*after* step 3a) will stay in your possession until you use them or until step 3a at the end of your *next* turn, whichever comes first. You cannot turn crystals into usable mana outside of your turn, not even during your end-of-turn sequence, but you *can* do so while engaging in PvP combat (whether fully or partially attending)—*Lost Legion*, p. 10.

Movement

S1:—*Unspent Points*—Any unspent Move points that were played during the Movement portion of your turn are lost when you begin your Action phase. And any Move points played *after* your Movement phase ends will be wasted unless some effect allows you to use them for something, (something, that is, besides exploring tiles or moving into new spaces). This would include things like Blocking Cumbersome enemies, or walking into a MAZE/LABYRINTH, or for use with the card *Agility*.

You may never move your figure to a new space or explore new tiles once you've begun your Action. (Exception: *Temporal Portal*, which explicitly permits otherwise.)

- Example: you play Move 4 to move onto a space that contains a MAZE during your Movement phase, expending 3 Move points to do so. Then, during your Action phase, you enter the MAZE: the 1 unspent Move point is immediately lost, so you play *Agility* for Move 2 to move into the MAZE. At this point, since you are not yet in combat, you can Refresh the Unit that you've taken with you (but only if it became spent while moving into the MAZE, because it must have been unspent for you to have taken it into the MAZE with you). Then you enter combat: at this point your 2 Move points *do* carry over, as you played them *during* your Action phase. With *Agility*, you can convert these points into Ranged Attack 1 or Attack 2.

(You can even play more Move points during combat for use with *Agility*. If you're about to get knocked out, you can even play every card you hold as a sideways Move 1 and then later convert these Move points into Attack points during your Attack phase with a previously-played *Agility* card. Under normal circumstances you wouldn't be able to Attack if you were knocked out; however Move cards may be played at any point, even in the Block phase, and the Move points from them will linger through the remainder of the Action phase.)

See also entry S9 under Miscellaneous.

S2:—*During Combat*—You can use *Wings of Wind*, *Underground Travel*, and the move effect of *Druidic Staff* to move into new spaces, but only during the Movement phase. During the Action phase (inclusive of the Combat phase), you can use the Move points from a SCOUTS Unit, but you cannot enter a new space or use the tile-revealing effect of the SCOUTS Unit. The only way to move your figure onto a new space outside of the Movement phase (except for withdrawals) is with *Temporal Portal*, as it explicitly states that you move "as your Action" for the turn.

S3:—*Out-of-Order Turns*—When you are playing your turn out of order (such as when you're attacked by another player or by VOLKARE, or during a cooperative assault or cooperative defense), you are not allowed to move to a new space, reveal a new map tile, or perform an Action (except of course for those movements and actions explicitly dictated by your situation).

S4:—*Entering CITIES*—It *always* costs 2 movement points to move into a CITY: you ignore any terrain inside the CITY space. (But note that entering an unconquered CITY is considered an assault and immediately ends your Movement phase. As you do so, you lose one point of Reputation and you must now fight. If you don't kill every enemy token that is within the CITY, you must retreat back to the space that you assaulted from, although this is not considered a Forced Withdrawal—see entries S1 and S2 below in the "Forced Withdrawal" section.)

Q5:—*Rampaging Enemies*—If you start your turn in a space adjacent to a rampaging enemy and spend 2 Move points to explore, does this provoke the enemy?

A5: No. Only moving directly from one adjacent space to another adjacent space will provoke a rampaging enemy.

S6:—Altered Terrain Costs—Some effects directly allow you to move one or more spaces. Sometimes this is at no cost (*Underground Travel*, which simply directs you to move up to three spaces). Sometimes it costs Move points (*Wings of Wind*), but the costs are specifically stated on the card: in these cases you do not pay the terrain cost and you may move over inaccessible spaces. When executing these effects, as long as you move only through revealed spaces and end your move on a safe place, you can pass through things like mountains, lakes, rampaging enemies, MAGE TOWERS, KEEPS, CITIES (even if unconquered), and VILLAGES. (See also entry O9 below. See also *Lost Legion*, p. 4.)

S7:—The PORTAL—On the PORTAL tile, the following spaces are inaccessible: on Side A, the inaccessible spaces are W, SW, and SE of the portal; on Side B, the inaccessible spaces are W and SW of the portal.

S8:—Revealing Information—As you move, information is often revealed. If, in the middle of the Movement phase, you travel past an unconquered KEEP or MAGE TOWER during the day, or past an unconquered CITY during either the day *or* the night, you do get to reveal the enemy token(s) that are there. And at night, once you move onto a RUINS token, you flip that RUINS token face-up: you can keep moving farther or you can stay there, but either way the RUINS token gets revealed—although no enemy token(s) *within* that ADVENTURE SITE get revealed.

O9:—Revealing Information—With some move effects, you do not pay for the terrain of the spaces you are passing through. When passing through these spaces, do you get to reveal enemy tokens and RUINS tokens as though you *had* moved into those spaces via standard movement? (Refer to entry S8 just above.)

A9: Definitely not for these effects:

Space Bending: because it says "to ignore any spaces you leap over" in this way.

Temporal Portal (stronger effect): because you "teleport" there.

Underground Travel: because, thematically, you move underground and therefore aren't in a position to see what's up on the surface.

But a player could argue yes for these effects:

Druidic Staff: Thematically, the druid is one with the land, and so conceivably the druid learns all there is to know about the spaces the druid is moving through. [Note that *Lost Legion* p. 4 seems to treat this movement as a teleport (labeling it as an "*effect that allows you to move directly*"), and in that case no knowledge should be gained about the intervening spaces.]

Wings of Wind, Flight: Since you are flying over these spaces, you should probably be able to see whatever is in them, perhaps even better than if you had walked through them. [Although you could argue that clouds or darkness or being busy watching out for dragons and power lines might prevent you from seeing all that you could wish to see.]

But making this kind of a judgment call for individual cards is a needless complexity: the better solution is to rule "no" for all kinds of movements for which you don't pay (adjusted) terrain costs. (See entry S6 above.)

Effects, however, that simply "change the terrain cost" work as normal in this regard, allowing you as you move around to reveal enemy tokens and RUINS tokens per the usual rules. These effects include *Song of Wind, Frost Bridge, Path Finding, Mountain Lore, Mist Form, Secret Ways*, and FORESTERS.

S10:—Applying Multiple Effects—Note this easily overlooked rule on p. 6 of the rulebook: *Some effects reduce the Move cost of certain terrains. If a player plays more than one of this type of effect, he can apply them in any order.* (For an exception to this, see entry S2 under *Prayer of Weather*.)

[Some players extend this principle and apply it to other situations where the rules are silent about contradicting effects. Other players, however, apply a "last-played effect trumps earlier effects" rule in such cases. As for me, I have no hard and fast rule; instead, I consider each case individually—for instance, see entries O10 under PvP Combat and O4 under *Mist Form*.]

Map Revealing

S1:—*Initial MONASTERIES*—If there is a MONASTERY on one of the initially revealed tiles, you immediately add an Advanced Action card to the Unit Offer before the start of round one.

S2:—*Revealing MONASTERIES*—If you have one MONASTERY on the map and there is still a corresponding Advanced Action card in the Unit Offer, and then somebody burns that MONASTERY before anyone buys the Advanced Action card, and then somebody reveals a new tile with a MONASTERY on it, you would still add a new Advanced Action card to the Unit Offer, giving you two there—and both of them could be bought from that single MONASTERY. (Of course if nothing changes in the meantime, when a new Round begins you would deal only *one* Advanced Action card to the Unit Offer, as there will be only one *unburnt* MONASTERY on the map.)

S3:—*Core Tiles on Coastlines*—If the shape of the map is "Wedge", you are not allowed to place core tiles on the coastlines.

S4:—*Running out of Tiles*—If there are no tiles left in the tile deck when a player attempts to explore, the player may use a random countryside tile that was set aside as "unused" during setup. If all of these countryside tiles have been placed, the player can then use any removed non-CITY core tiles instead. Tiles explored in this way (*countryside* or *core*) must only be placed such that they are adjacent to at least three other tiles.

Q5:—*Running out of Tiles*—Can you use the "no tiles left" option to place a countryside tile when you are playing on a "Wedge" map and there are only core tiles remaining in the prepared draw stack and you are exploring along the coastline?

A5: No.

Combat

Q1:—When Combat Begins—:

A1: Combat begins by your drawing and/or by your revealing of the enemy tokens you will be facing.

At night, you only get to see an unknown enemy token in a KEEP or MAGE TOWER when you actually commit to the assault. Likewise, you only get to see the enemy in a DUNGEON when you actually draw the token. In these kinds of cases, "Combat starts by your drawing and/or revealing the enemies you have to fight," and you can't play *Tranquility*, for instance, after seeing these enemies, for *Tranquility* is a hand-symbol card and is disallowed during combat. Other examples:

a. You are standing next to a rampaging enemy, willing to challenge it. You are not yet in combat. Combat only starts when you declare, "Come at me, bro!"

b. You have just moved from a hex that is adjacent to a rampaging enemy to another hex that is adjacent to the same enemy, thus provoking that enemy. At that moment your move immediately ends and you instantaneously enter combat. Combat begins the moment you end up in that space. Note: this is a *mandatory action*.

c. You move into an unconquered fortified site, into a KEEP owned by an enemy player, or into the same space as an enemy player. The enemy token(s) are revealed (when applicable) *and* combat begins immediately. Note: this is also a *mandatory action*.

d. While standing on an ADVENTURE SITE, you declare that you are *entering* that ADVENTURE SITE. The enemy token(s) are revealed and combat begins immediately.

e. Exception to (d): you enter a MAZE or LABYRINTH. If you do so, you have ended your Movement phase and begun your Action phase, but you are not yet in combat. Even after paying the required 2/4/6 Move points, you are still not yet in combat; therefore, if you have used your Unit to generate Move points within the MAZE, you can refresh it (noting that the Unit must have been ready and unwounded when you chose the MAZE as your Action, per the Site card). Combat only starts when you declare, "Fight!" and draw the enemy token(s).

Further clarifications on (e):

- Any Move points generated during the Movement phase are lost when you enter the MAZE/LABYRINTH, because at that moment you are beginning your Action phase.

- On the other hand, any Move points generated while walking deeper into the MAZE/LABYRINTH *do* carry over into combat: Move points are only lost at the moment you start your Action phase.

- Any Heal points generated during your Movement phase *do* carry over into your Action phase, and are even available while walking through the MAZE/LABYRINTH. However any unspent Heal points are immediately lost when you commence combat.

See also entry S9 under Miscellaneous.

Q2:—When Combat Begins—Is there a moment between entering a DUNGEON (which reveals the MONSTER token), and the Ranged-and-Siege-Attack phase of combat such that you can play Healing effects then?

A2: No. As soon as the MONSTER token is revealed, you are in combat. See entry Q1 just above. See also entry Q1 under *Energy Steal*.

S3:—Healing during Combat—The *Rejuvenate* card has a hand symbol in its upper left corner, so even its "non-healing" effects can't be played during combat. Even the "readying" effect of the INSPIRATION Skill token is a hand-symbol effect (as indicated by the hand icon on the Skill description card), and hence cannot be played during combat.

S4:—Basic Combat Examples—:

When you Block an enemy: If an enemy has a normal physical Attack of 4, you'll need 4 Block points to block it—but that block can be anything: *any* type of block will block a *physical* attack. However if you're facing a Fire Attack, only Ice or Cold Fire Blocks are fully effective: normal Blocks and Fire Blocks are only half effective. So if an enemy attacks you with a 4 Fire Attack, you'll need 4 Ice Block, or 4 Cold Fire Block, or a normal Block 8, or some combination that totals 4 (with Ice and Cold Fire Blocks counting fully, and the others counting half). [Imagine being attacked by a fireball. The best defense against it would be a nice big block of ice—not of fire! So, when you're being attacked, a Block composed of the *opposite* element will be the most effective Block you can use.] And note that armor values have nothing to do with blocking.

When an enemy assigns Damage: So what happens if you're hit by a Cold Fire Attack of 9—do you take 18 points of damage? No: you just take 9 points of damage: at this point in the combat the Cold Fire Attack is no different than a plain Attack of 9. (The only difference would be if you wanted to assign the 9 Cold Fire damage to a Unit that had both Ice and Fire Resistance, in which case that Unit would deduct its armor value from the damage first before taking a wound, and then the Unit would deduct its armor value a second time.)

When you hit the enemy back: If something has no resistances, you just need to do damage equal to its armor: any type of damage will do. If it has 5 armor, you can do Fire Attack 3 + Attack 2, and you're good. However let's say the enemy has 5 armor *and* Physical Resistance. That means that any non-elemental attack is halved. So in this example, your Fire Attack 3 is still 3 damage, but your normal attack of 2 is halved to 1, meaning your total damage is 4—not quite enough. The other resistances work in the same way: if something is Resistant to Fire, then all Fire Attacks are half strength, but normal physical Attacks are full strength.

As another example, you could combine a Fire Ranged Attack 6 (from an AMOTEP GUNNERS Unit) with a Ice Siege Attack 4 (from an ICE MAGES Unit) for a combined Ranged and Siege Attack of 10 against an unfortified enemy. If the enemy target has Ice Resistance, this will be a combined Ranged and Siege Attack of 8; if the enemy target has Fire Resistance, this will be a combined Ranged and Siege Attack of 7; if the enemy target has both Fire and Ice Resistance, this will be a combined Ranged and Siege Attack of 5.

If you deliver a 2 Ice Attack against an enemy token, your attack is no more or no less effective than a plain (Physical) Attack of 2. The only exceptions to this are if (a) the enemy has Physical Resistance, in which case the plain (Physical) Attack would only deliver one point of damage while the 2 Ice Attack would deliver two points of damage, or (b) the enemy has Ice Resistance, in which case the plain (Physical) Attack of 2 would deal two points of damage while the 2 Ice Attack would deal only one point of damage.

S5:—Types of Attack—The rules and cards aren't always consistent regarding what they mean when they say "types of attack (or block)". The phrase can mean "modes of attack" such as those that can appear on the left-side of an enemy token (physical, fire, ice, cold-fire, summons, multiple attacks); sometimes it means the elements of the attack (physical, fire, ice, cold-fire); and sometimes it means the "distance" of the attack—siege, ranged, or plain (melee) attacks. And sometimes it encompasses all meanings. For instance *Concentration*, *Will Focus*, *Ambush*, and *Deadly Aim* encompass both the element and the distance meanings. *Shapeshift* and *Spirit Guides* are referring only to the elements of the attack.

However when an effect says something like "reduce one enemy attack by 1," it is referring to all kinds of attack—ice attack, cold-fire siege attack, physical ranged attack, etc.

At times you'll see abilities that only affect *non-elemental* Attacks or Blocks, but those abilities will use the word "physical" in the phrase—for example, see the text for the strong effect of the *Sword of Justice* artifact.

(See also entry S1 under *Cold Toughness*, where Enemy Token abilities are differentiated from Enemy Token attack types.)

S6:—Attack Types during the Attack Phase—During the Attack phase, there is no difference between Attacks, Ranged Attacks, and Siege Attacks—and they are all treated as "Attacks". So if you use *Leadership* during the Attack phase, you gain +2 regardless of what type of Attack is shown on the Unit. And if you use *Vial of Toxin* during the Attack phase, you gain +3 to the Attack regardless of what type of Attack it is applied to—Ranged, Siege, or just a plain Attack—so long as it is a *physical* Attack. (See entry S5 just above.)

Q7:—Resistances Versus Multi-Card Plays—When you play *Concentration*, or *Will Focus*, or *Maximal Effect* and then a follow-on card, which of the played cards decides "the color of the card" when facing enemy tokens with Fire and Ice Resistance?

A7: The second card played is what matters for this purpose since the first card is just making the second card better. So if you play the red-mana *Maximal Effect* with the blue-mana *Ice Shield* against an enemy with Fire Resistance—the *Ice Shield* special effect still applies. But not if the enemy has Ice Resistance! (See entry S33 below.)

Q8:—Spell Colors—Is a Spell that is powered by red mana considered to be "a red card" for the purposes of Resistance and Special Effects?

A8: Yes. For example, if a Spell powered by red mana says "Fire Attack 4, and the target polymorphs into a cat", then an enemy with Fire Resistance would halve the Fire Attack to 2 but be immune to meowing.

S9:—Fortified Sites—MONASTERIES are *not* fortified. MAGE TOWERS and KEEPS and CITIES are fortified.

S10:—Mage Knights in Fortified Sites—Mage Knights and their Units gain *no* benefit from being in a fortified spot when being attacked by enemy tokens.

Exception: In PvP combat, "*If the blocker is also the defender and the combat is taking place at a fortified site (a KEEP or MAGE TOWER), the attacker/AGGRESSOR can only use Siege Attacks.*"—rulebook p. 10. By extension, the DEFENDER's Units should also be protected against attacks by the AGGRESSOR's ILLUSIONISTS Units that might otherwise stop them from "attacking during this combat". Note that fortification doesn't apply when VOLKARE attacks a player—*Lost Legion* p. 7.

S11:—WALLS—If you engage a rampaging enemy across a WALL, and that enemy has the Unfortified ability, you *can* attack them with Ranged Attack.

Thematically, consider that hexside distances and the WALLS illustrated on them are quite long, and how the very presence of a WALL might make it hard for some types of enemies to effectively patrol the entire hexside from behind the WALL. So if you challenge a rampaging enemy that is behind a WALL, whether or not that enemy takes advantage of that WALL on its approach to combat with you depends a lot on its intelligence, its confidence, and its preferred style of fighting.

Also remember that an enemy token inside a Fortified Site (such as a KEEP) which is attacked across a WALL hexside will be doubly fortified (*Lost Legion*, p. 4).

S12:—Grouping Enemies—Per the rulebook, p. 8: *If some of the chosen enemies are fortified (either because they are defending a fortified site, or because they have the fortified ability on their token), only Siege Attacks can be played. You can play Ranged Attacks only if none of the targeted enemies are fortified. ... If some of the enemies are fortified and some are not, you may want to deal with the unfortified ones with a separate attack (so you can use your Ranged Attacks). If some enemies have certain resistances and some not, you may want to deal with them with separate attacks, as the presence of a resistant enemy halves the value of all Attacks of the type it is resistant to.*

When you group several enemy tokens together for an attack, those enemy tokens don't share abilities with each other. Rather, (1) the presence of any fortifications within the group restricts the types of attacks that are permissible against that group as a whole during the Ranged-and-Siege-Attack phase, and (2) the presence of Fire or Ice Resistance among any of the enemy tokens in that group may reduce the efficiency of (that is, halve the strength of) certain Attacks that are made against the entire group. These are the *only two* enemy token abilities that affect attacks directed against an entire group.

This means that if one enemy token in an attacked group has, say, the Elusive ability, that the armor values of the other enemy tokens in the group remain as they were. Likewise, the Defend ability doesn't propagate to the other enemy tokens, nor does the Unfortified ability (see entry S13 under Combat), etc.

And be sure to note that the immunity (against non-Attack/non-Block effects) which enemy tokens with Ice Resistance have against blue cards (and against Unit abilities powered by blue mana) also doesn't spread to the other enemy tokens in the same attacked group. Likewise, with Fire Resistance.

S13:—*Grouping Fortified Enemies*—If during the Ranged-and-Siege-Attack phase you attack a fortified site that has two enemies, one of which has the fortified symbol on its counter and the other of which has the unfortified symbol on its counter, and if you group them both together, then you may not attack this group during the Ranged-and-Siege-Attack phase—not with Ranged Attacks and not with Siege Attacks—because there is at least one enemy token in this group that is doubly fortified. (Note: it's not just that attacks are ineffective—you can't play *any* attacks at all.) Similarly, if any enemy token in a group of enemy tokens is singly fortified (after all site and ability effects are applied), then you can't play any Ranged Attacks against that enemy group during the Ranged-and-Siege-Attack phase. See also entry Q2 under CITIES for an example with CRYPT WORMS.

S14:—*Rampaging Enemies during Assaults*—If you assault a KEEP or MAGE TOWER at night, and there are rampaging enemies adjacent to it, you must decide whether or not to challenge those rampaging enemies *before* revealing the identity of the defending enemy token in that KEEP or MAGE TOWER.

S15:—*Reputation*—Killing DRACONUM in LABYRINTHS and TOMBS will grant you Fame and possibly a site reward, but it does not grant you a Reputation bonus.

Q16:—*Reputation*—When do you adjust your Reputation for assaults on fortified sites, and for killing rampaging enemies, and for killing HEROES and THUGS?

A16: When you make an assault, you immediately lose the one point of Reputation as soon as you move into the fortified space. And you apply the Reputation adjustments for killing enemies "whenever you defeat them"—at the same time that you gain Fame for doing so. See also entry S3 under HEROES, and entry O3 under Influence, and entry O3 under THUGS.

S17:—*Burning MONASTERIES*—If you attempt to burn down a MONASTERY, you are not allowed to combine that attempt with combat against rampaging enemies—either by challenging them yourself or by provoking them by your move. (If this latter happens, then you cannot attempt to burn down a MONASTERY this turn.)

S18:—*Remaining on Adventure Sites*—If you explore an Adventure site that has two enemy tokens (a SPAWNING GROUNDS or a RUINS with multiple enemies), and you do not defeat them all, you may remain on that space and even decide to explore that same Adventure site during your following turn (or even remain on that space and choose *not* to explore that Adventure site during your following turn).

S19:—*Forced Withdrawal*—A failed assault on a fortified space that forces you back into the hex you came from is *not* a Forced Withdrawal. Forced Withdrawal only happens during the end-of-turn sequence, and after a failed assault it only happens if the space *you retreated to* isn't a safe space. (See entries S1 and S2 below in the "Forced Withdrawal" section.)

S20:—*Poison and Knockout*—The extra Poison damage that goes into your discard pile does *not* count toward the knockout rule.

S21:—*Knockout*—If you play *Blood Rage* and the wound you get from it knocks you out, you still get to play the Attack 5 or 9 that the card gives you—but you can't add any more Attack card effects after this point. Note: you can play *Blood Rage* by means of *Maximal Effect*, and possibly draw up to three wounds while resolving this one effect (that is, while resolving the *Maximal Effect* card). In this case, you could conceivably go a couple of wounds over your hand limit before the knockout gets the chance to "kick in".

Q22:—*The Motivation Skill after being Knocked Out / Paralyzed*—If you get knocked out or Paralyzed, can you use *Motivation* to draw cards?

A22: Yes. TOVAK's *I Feel No Pain* Skill will also work. Being knocked out or Paralyzed only causes you to discard all non-wound deed cards—you can still use Skills and Units and mana as you wish, and any cards you previously played that have lingering effects will also stay active. (You can also plunder VILLAGES between turns.)

If you draw cards with *Motivation*, can you get knocked out again? The rules make no provision for this. [Some players, however, allow for this: they also specify the number of additional wound cards it takes—just one more, or maybe your hand limit again, etc. Some players even play that the Mage Knight *dies* if he gets knocked out twice in the same turn, or if at any time he has more than some specified number of wounds—say if more than half of the cards in his Deed deck are wounds. It's a brutal world.]

S23:—*SUMMONERS*—If you wish to cancel the attack of enemy tokens that have the summoning ability—ORC SUMMONERS, ILLUSIONISTS, or a DRAGON SUMMONER (e.g., to cancel their drawing of a MONSTER token(s) to Attack you)—you must do so at the very beginning of the Block phase *before* the SUMMONER physically draws the MONSTER token(s). At that point new information will be revealed, and the rules clearly state that once new information has been revealed, you can't go back and change previous decisions, in this case your decision *not* to cancel the SUMMONER's summoning attack.

Further official clarification: *The attack (from a SUMMONER) itself isn't an enemy. If you want to cancel a SUMMONER's attack, you have to do so before you draw the summoned token. If you do draw the summoned token, then you have to block/assign damage. (In retrospect, I would say "Summon Attack" isn't the best name for it. It gives an impression that you are facing two enemy tokens, which isn't true.)*

Implication: the summoned MONSTER is the SUMMONER's Attack, or maybe more correctly, "*the attack of the summoned MONSTER is the SUMMONER's Attack*". Once this MONSTER token has been revealed, its Attack cannot be canceled: you can Block the Attack, you can reduce the Attack, but you can't "cancel" the Attack or "prevent the MONSTER from Attacking". You are, however, still permitted to use effects to modify the Attack of the summoned MONSTER (which itself is standing in for the attack of the SUMMONER), or even to directly "kill" the MONSTER (such as with the spell *Exploding Shield*) although you gain no Fame points for doing so.

[Further thoughts: Effects that defeat or modify the characteristics of a summoned MONSTER have no further effect once that MONSTER disappears, but effects that include an additional effect that targets the "same enemy" during the Attack phase *should* be usable against the SUMMONER itself. See entry S2 under *Dueling*, entry S3 under *Ice Shield*, and entry Q6 under *Shield Bash*.]

Q24:—*Arcane Immunity*—Since you *can* affect the Attacks of an enemy that has Arcane Immunity, can you also affect the Attacks of an enemy with Ice Resistance through the use of a blue card or a blue-mana ability?

A24: No you cannot. Arcane Immunity is an altogether different type of protection than what Ice or Fire Resistance provide. Fire Resistance, for example, is a more complete protection against red powered cards and effects. Enemies with Fire Resistance are, thematically, immune to fire. Whereas with Arcane Immunity, enemies are thematically immune to magic, but their Attacks are *not*. It's a subtle difference, but that's the idea behind Arcane Immunity: enemies with it have a "wall of magic" surrounding them, but they themselves will still bleed when you stab them, and their swords are just plain swords.

S25:—*Cumbersome*—If you use Movement points to Block the *Shades of TEZLA* enemy token "ZOMBIE HORDE", it takes only three Movement points in total to fully do so: unlike with Block cards, you *don't* need to play three separate Movement cards. (Note also that when an enemy token is Cumbersome, you can reduce its attacks by paying movement points: even if you don't reduce them to zero, the damage from them is lessened.) See also entry S9 under Miscellaneous.

When facing an enemy token with Cumbersome, each Movement point spent reduces the attack strength of an attack by one, regardless of whether or not the enemy token has Swiftness.

S26:—*The Defend Symbol*—The difference between the appearance of the Elusive and the Defend symbols on enemy tokens is subtle. If it helps in distinguishing between the two icons, know that the Elusive ability always exactly doubles the armor value, and that the Defend ability always has a value of either 1 or 2. The CRYSTAL SPRITES have both symbols on them, and is a good token to study if you wish to learn the subtle differences.

S27:—*The Defend Ability*—The third Defend example on page 2 of the *Shades of TEZLA* rulebook can stand some more elaboration:

First note that *only one* Defend effect can be applied to each enemy token that is being attacked. Since all three enemy tokens in this example have the Defend ability, only two of them can apply their Defend ability during the Ranged-and-Siege-Attack phase (because in this example, only two enemy tokens are being attacked during the Ranged-and-Siege-Attack phase). You get to choose which Defend abilities to use, so naturally you pick those that're most advantageous to you (e.g., the smaller ones). In this case, the player chooses to use the Defend abilities of both CRYSTAL SPRITES, applying one to a CRYSTAL SPRITES and one to the ELVEN PROTECTORS. The ELVEN PROTECTORS are killed off in the Ranged-and-Siege-Attack phase, and so are no longer around during the Attack phase and hence cannot apply their Defend ability to any newly attacked enemy tokens. (The other enemy token that was attacked during the Ranged-and-Siege-Attack phase—one of the two CRYSTAL SPRITES tokens—is also slain.) Consequently, during the Attack phase the sole remaining CRYSTAL SPRITES token (which has already used its own Defend ability to protect the now-dead ELVEN PROTECTORS) receives *no* Defend boost to its own armor.

See also entry Q29 below.

S28:—*The Defend Ability*—Some further Q&A:

Is an actual Attack of at least one point needed in order to trigger the Defend ability? A: Yes.

When exactly does the armor-increase-given-by-the-Defend-ability get assigned to enemy tokens? A: After at least one Attack point (even if it's inefficient and therefore halved) is irrevocably assigned to a specific enemy token or group of tokens. You *are* permitted to Attack an enemy token (or group of enemy tokens) with an attack that's insufficient to defeat it, and this will suffice to pin Defend bonuses to attacked tokens.

Does *Tremor* (which reduces the armor of enemy tokens) constitute an Attack that forces Defend to be assigned to particular targets? A: No.

Can you assign some Attack points to an enemy token, thereby forcing Defend to kick in, then play *Tremor* to lower its armor, and then play enough additional Attack points so that, together with the points you played previously, you have enough Attack points to kill that enemy token, all during the same Attack phase? A: You can't interrupt Attack plays in this way. (See entry S2 under Basic Action Cards.)

Can you assign one Attack point against an enemy token that has more than one point of armor, trigger the Defend ability for that enemy token, then use *Tremor* against that enemy token, then assign a second completely new Attack against that same enemy token, all in the same Attack phase? A: No. [There are differing opinions on this, but I believe you're only allowed to attack any given enemy token *once* per every sub-phase of the Combat phase. Page 8 of the base game rulebook says you "total the Attack value of all of the played effects"—my emphasis.]

Could you play an unsuccessful Ranged-and-Siege-Attack-phase attack (one too weak to kill the target, but which affixes Defend points to this target), then follow that up with the *Tremor* Spell, and then play an Attack-phase attack against the reduced armor of that enemy (due to the effects of *Tremor*)? A: This is legitimate.

Q29:—*The Defend Ability*—Say an enemy token (DRACULA) uses its Defend ability to raise the armor of another enemy token (FRANKENSTEIN) during the Ranged-and-Siege-Attack phase, and say that during the Ranged-and-Siege-Attack phase the armor-boosted enemy (FRANKENSTEIN) isn't killed, but that the enemy which provides the armor boost (DRACULA) *is* killed. If that happens, does the armor bonus still apply to the surviving enemy (FRANKENSTEIN) during the immediately ensuing Attack phase?

A29: Yes, see the second paragraph under "New Enemy Token Abilities"—*Shades of TEZLA*, p. 2.

Q30:—Enemies with the Ambush Trait—In *Shades of TEZLA*, p. 2, *Ambush*: what does the last sentence mean: "Any movement a Hero does which does not provoke rampaging enemies (such as with *Wings of Wind*) will also prevent Ambush."?

A30: It's saying that non-standard movement effects that don't trigger attacks by rampaging enemies won't trigger *Ambush* attacks either. E.g., movement effects that ignore "provoke" also ignore "ambush".

S31:—Pursuing Enemies—Pursuing enemy tokens will cross WALLS to get closer to you (even though they'll never attack across WALLS—although they can still be challenged across WALLS). Pursuing enemies attack their target only if they're already adjacent to that target and only if their movement would otherwise cause them to enter the same location as that target: if they do attack in this way, this attack counts as the target's Action for the turn, the same as if that target had provoked a rampaging enemy. Also note that pursuing enemies *are* rampaging enemies, so no one can move into their space, and if pursuing enemies are adjacent to a mage knight, and that mage knight moves from an adjacent space to an adjacent space, then that movement *will* provoke an attack as usual no matter *which* mage knight those pursuing enemies are chasing (assuming no WALLS interfere). If you are their target and you assault a fortified location that's adjacent to their location, they automatically join in that attack even if your assault move itself didn't provoke them (assuming no WALLS impede it).

I find the paragraph describing when the hero can be attacked to be confusing, due to the multiple negatives it uses. What it's saying is that a hero is safe from attack if he's in a location where Interaction is possible, (and this includes if he's in a fortified location that he's not currently assaulting). He's also safe, by the way, if he's behind a WALL.

Note that if you Rest, if you fully participate in a PvP combat as a DEFENDER, if you agree to participate in a cooperative assault or an attack against a faction leader, or if you choose to announce the end of the round, then you *won't* have a standard Movement phase this turn and consequently any pursuing enemies won't move toward you or attack you this turn. But if you take a normal turn and simply decide not to move, then you still have had a Movement phase and pursuing enemy tokens *will* move at the end of your (unused) Movement phase.

Multiple pursuing enemy tokens *can* move into the same space with each other if their movement rules otherwise permit the move. And if multiple pursuing enemies are on the same space and you move adjacent to that space, you can challenge those enemies in combat—and it's even permissible to challenge just one of them (unless they're both pursuing *you*—and even in that case you can still attack just one of them if they're across a WALL from you).

S32:—Entering another Character's Space—If you end your movement phase in another character's space (except those spaces—CITIES, PORTAL—where multiple players are permitted to be), then one of the following three consequences will apply: (a) if you provoked a rampaging enemy by that movement, the movement is not allowed—see rulebook p. 10; (b) if PvP is permitted by your scenario, then you *have* to start a PvP combat—rulebook p. 6, (and you may not take other actions, such as "challenge rampaging enemies"); (c) otherwise, if PvP is not permitted, you *have* to make a Forced Withdrawal (and you may *not* take an Action phase).

S33:—Fire & Ice Resistance—The rule about the "non-Attack/non-Block effects of red/blue Deed cards (and of Unit abilities that require red/blue mana) not affecting enemies with Fire/Ice Resistance" affects only seven cards: *Ice Shield* (stronger effect), *Shield Bash* (stronger effect), *Exploding Shield*, *Chill & Lethal Chill*, *Demolish & Disintegrate*, AMOTEP FREEZERS (blue-mana effect), and DELPHANA MASTERS (blue- and red-mana effects). You may wish to put a reminder mark on these cards, maybe a small blue or red pentagon.

In the *Ultimate Edition* of the game, the new cards *Chilling Stare* and *Explosive Bolt* are also limited by this rule.

If you face several enemies together, and some of them have Fire/Ice Resistance while others don't, you may still play these cards that affect all enemies (e.g., *Demolish/Disintegrate*), but only those enemies without the requisite Fire/Ice Resistances will be affected by the non-Attack/non-Block effects of these cards.

S34:—Assigning Damage to a Unit with Resistance—As an example, consider an IRONCLADS enemy token (4 physical attack, Brutal) assigning damage to a Mage Knight (armor 3) and an ILLUSIONISTS Unit (armor 2, physical resistance). Since the IRONCLADS are Brutal, the 4 attack delivers 8 damage.

If any of this damage is to be assigned to Units, it must be assigned to them *before* any damage is assigned to the Mage Knight himself. If the ILLUSIONISTS Unit is chosen to defend first, it begins by reducing the attack by its armor value without taking any Wounds (because it is resistant to physical attacks): 8 damage - 2 armor = 6 damage remaining. If there is any damage remaining, the ILLUSIONISTS Unit must now take a Wound, but in doing so it also reduces the remaining damage by its armor value a second time: 6 damage - 2 armor = 4 damage remaining. (This completes the ILLUSIONISTS Unit's contribution. A Unit can only be assigned damage once during each combat phase—even if it doesn't take a wound.)

The player now elects to assign the remaining damage to his Mage Knight. (Once this decision is made, no more damage may be assigned to Units.) The Mage Knight takes a Wound and decreases the damage by his armor: 4 damage - 3 armor = 1 damage remaining. Since there is still damage left, the Mage Knight takes a second Wound and then decreases the damage again: 1 damage - 3 armor = 0 damage remaining.

This attack is now concluded. The end result is that the ILLUSIONISTS have one Wound, and the Mage Knight has two Wounds (in his hand).

(Early in the development of the game, the Assign Damage phase worked differently. Originally, the defender's armor reduced the damage, and only if there were any damage remaining would a wound be given. If the defender also had a thick hide under his armor [i.e., physical resistance], then the attack had to penetrate both "armors" before a wound could be given. This approach was very logical. The problem was, though, that it was difficult to come up with a set of rules for selecting which defender—the Mage Knight, or his strongest-attack Unit, or his highest-armor Unit, or his costliest Unit, etc.—would be assigned damage first. Any algorithm would be complex and would be open to exploitation by the player. The resolution that the designer came to, however, was ingenious: instead of coming up with a complex set of rules, he let the player choose whatever order of assigning damage that he wanted to, whatever order was in his own best interest. To balance this great flexibility, though, there would be a price: the process would—in essence—be reversed. Instead of the armor reducing the attack and then the Unit being wounded if there were any damage remaining, now a wound always occurs and *then* the attack is reduced. [The minor exception being for Unit resistances, where the outer armor has to be penetrated before any damage is assigned.])

***S35:—Assigning Damage to a Unit with Resistance**—If you assign damage to an unspent Unit that is Resistant against the type of attack being made, and if the armor of the Unit is high enough to absorb all of the damage from that attack without the Unit becoming wounded, then that Unit can still use any of its abilities later during this Combat. (It may not, however, be assigned damage from another attack during this Combat.) See entry S9 under Silver Units.

S36:—Rewards for Defeating only some Enemies—If you face more than one enemy token, and you defeat some of them but not all of them, you still receive Fame for those tokens that you defeated, and you place shield tokens on the CITY card for each of these defeated enemies that were inside the CITY, and you gain Reputation for killing Rampaging Enemies. But you only gain the reward for clearing a site if you defeat *all* of the enemy tokens on that site (e.g., if you kill the sole defender of a MAGE TOWER but not a Rampaging Enemy that was provoked by your move into that MAGE TOWER, you do get the site reward for conquering the MAGE TOWER).

Player versus Player Combat

Q1:—*Sequence of Play in PvP*—How do you handle the timing of plays during PvP combat?

A1: Here is a common interpretation:

1. When the AGGRESSOR ends his move on a hex containing another player, PvP combat is initiated.[†]
 - a. The AGGRESSOR is now bound by the PvP sequence of play, which only includes Ranged and Siege Attacks, and Melee Attacks.
2. The DEFENDER reacts:
 - a. The DEFENDER does his out-of-turn actions like pillaging and *Motivation*. (*Lost Legion*, p. 10.)
 - b. The DEFENDER then declares whether or not he will fully attend this PvP combat.
 - c. If the DEFENDER fully attends, he then takes his start-of-turn actions (MAGICAL GLADE). See entry S1 under Turn Start.
 - d. The DEFENDER then plays any Special Effects cards he wants to, including *Mana Draw*, *Crystallize*, etc.
3. The Attacker and the Blocker then perform their Ranged and Siege Attacks cycles, etc.[‡] Players start to play attack effects at this point. As per the rules, the combat consists of multiple attacker/blocker cycles. In each of these cycles, the following sequence occurs:
 - a. Attack Step: The attacker plays any Special Effects and attack effects (Ranged, Siege Attacks only in certain cycles, per the rulebook), or passes (this cycle is over).
 - b. Block Step: The blocker plays any Special Effects and block effects, if any; or passes.
 - c. Assign Damage Step (Offensive): The attacker plays any Special Effects and offensive special combat effects (e.g. *Tremor*), and declares his assignment of any or all unblocked Attack points (aka damage).[§]

In practice, this step is often simplified like so: "I assign fire damage 2 on your ILLUSIONISTS and wound them; and 3 on your Hero to give you a wound in your hand."

Strictly speaking, the attacker can only declare "I assign Fire Damage 2 on your ILLUSIONISTS and 3 on your Hero".
 - d. Assign Damage Step (Defensive): The blocker plays any Special Effects and defensive special combat effects (e.g. *Veil of Mist*, *Banner of Fortitude*, *Battle Hardened*).[§]

Strictly speaking, the blocker may respond to the example above like so:

 - 1) "I flip *Banner of Fortitude* on my ILLUSIONISTS (or play *Banner of Fortitude* on my Unit and flip it) to prevent them from being wounded"; or
 - 2) "I play *Veil of Mist* so that my ILLUSIONISTS are not harmed from fire damage 2, and my Hero ignores the first (and only) wound from damage 3.>"; or
 - 3) "I use *Battle Hardened* to decrease the fire damage to my Hero from 3 to 2, resulting in no wound going into my hand."

When "playing by forum", note that step 3.d does not introduce additional handing-over steps, because the blocker will become the attacker in the next cycle—so the blocker can post step (d) of this cycle and step (a) of the next cycle (including passing it) both in the same post.

4. After the combat, the AGGRESSOR and the fully-attending DEFENDER get a chance to play special effects and healing effects. Turn order matters at this point, the AGGRESSOR plays first.

Example 1:

DEFENDER: *I pass on melee attack;*

AGGRESSOR: *I pass on melee attack. Combat ends. I retreat. I play Tranquility with a green die.*

DEFENDER: *I play Tranquility—what? No more green dice?!*

Example 2:

DEFENDER (as attacker, in step 3.c—assign damage step - offensive): *I assign 3 damage on your hero (armor 3), and 2 damage to push you into that plain.*

AGGRESSOR (as blocker, in step 3.d): *I receive a wound into my hand (or play a wound-negating effect). I'm pushed out and lose; the combat ends. I play Tranquility with a green die.*

DEFENDER: *I play Tranquility.*

5. End of Turn sequence for both parties (if the DEFENDER attended fully). Turn order matters, the AGGRESSOR plays first.

The sequence matters in some cases e.g.:

1. *Both players get an Advanced Action/Skill level up from the combat (very rare, but possible—e.g. one gains fame from winning the combat, while another gains Fame from, say, Rings, Dueling, etc.).*

2. *One player may do some voluntary discarding based on his opponent's end-of-turn sequence.*

† - Some players believe the AGGRESSOR should be given a chance to play *Into the Heat* when he initiates PvP combat.

‡ - Another view is that there should be a step in between steps (2) and (3) where the AGGRESSOR gets to play "start of combat" effects if he wishes to do so, just before the DEFENDER gets to play his own "start of combat" effects. In this case, it is in this new step where the AGGRESSOR would be allowed to play *Into the Heat*.

§ - Special combat effects (*Tremor*, wound- and Resistance-oriented effects, etc.) can be played in earlier steps rather than step 3.c and 3.d, if the race for SOURCE dice is concerned and you want to take advantage of using it first. The effect persists for the whole combat.

S2:—*Fully Attending PvP Combat*—If you fully attend a PvP combat, you can . . .

- Use Skills for effects that are valid in that situation.
- Use one mana die from the SOURCE. (Note: you may use SOURCE dice even if you are only partially attending the combat if an effect allows you to do so).
- Use Special Effects and Healing effects after the end of that combat.
- Perform your complete end-of-turn sequence.

S3:—*Crystal Use*—You can use crystals from your inventory as mana to power your cards even when you only Partially Attend a PvP Combat—*Lost Legion* p. 10.

S4:—*Declaring the End of the Round*—You cannot declare the end of the round during PvP combat.

Q5:—*Few Cards*—If a player has no cards in his draw deck and only a couple cards in his hand and is attacked by PvP combat, what are her options? Can she declare the end of the round?

A5: She has two options: (a) Fully attend the combat—she can get one free mana from the SOURCE, can use Skills, can use healing and Special Effects after the combat, and gets an "end of turn" phase—but she must skip her next turn and therefore would not be able to declare the end of the round until the following turn. (b) Partially attend the combat—she gets no free mana from the SOURCE, cannot use Skills, cannot use healing and Special Effects after combat, and does not get an "end of turn" phase—but in this way she can declare the end of the round during her upcoming turn.

S6:—*PvP in a KEEP*—If PvP combat occurs inside a KEEP, and one player is forced out of it, the player who remains takes possession of the KEEP, removing the opponent's shield token and placing his own there.

S7:—*Playing Cards outside your Turn*—Cards like *Agility*, *Ambush*, or *Wings of Night* can also be used when defending (against another player or VOLKARE), i.e. even when the combat isn't directly following the Movement phase of your turn.

O8:—*Applying Effects to Mage Knights*—For PvP combat, the rulebook says (p. 11): *Effects that target enemies can target opponent's Unwounded Units. You may never target the enemy Hero with them.* How do you handle effects like those of SHOCKTROOPS that say "*Reduce Armor and one attack of chosen enemy by 1*" and "*Reduce one enemy attack by 3*"?

A8: As some see it, a strict reading of these effects might prohibit the former effect from being used against an opposing Mage Knight, but would allow the latter effect to be used—yet such ultrafine parsing of the language seems far beyond the designers' intent.

[One way out of this quandary would be to treat Mage Knights in PvP combat kind of as if they had Arcane Immunity: you cannot reduce their armor or cancel their Attacks, but you can *reduce* their Attacks. And that players shouldn't have to quibble over minor phrasing variations like "*reduce one attack of chosen enemy*" vs. "*reduce one enemy attack*".]

[Another way out of this quandary is to simply prohibit any effects (or portions of effects) that mention the word "enemy" from being applied against Mage Knights. Period. (I prefer the former approach over this one.)]

See also entry O3 under *Know Your Prey*.

S9:—*The Melee Phase*—For using cards like *Tornado* and *Disintegrate* during PvP combat, when they say "Play only in the Attack phase", they mean the "Melee Attack phase."

O10:—*Contradictory Effects*—In some PvP combats, it's possible that players will play competing effects, such as one player re-moving Resistances from the opponent's Units with effects like *Expose*, the SORCERS Unit's ability, *Know Your Prey*; and the other player adding Resistances to his own Units with effects like *Veil of Mist*, the ALTEM GUARDIANS Unit's ability, *Force of Nature*, etc. In resolving cases like these, I would apply the effects in the order that they were played: if the first effect to be played removes a Resistance from a Unit (whether or not that Unit had that Resistance to begin with), and then another effect adds the same Resistance to that Unit, I would rule that the Unit now has that Resistance. Similarly, if the first effect to be played adds a Resistance to a Unit (whether or not the Unit had that Resistance to begin with), and then another effect removes that same Resistance from that Unit, I would rule that the Unit now does *not* have that Resistance.

S11:—*Efficient Blocks*—The rulebook p.10 says, "*The rules for efficient and inefficient Blocking outlined in regular combat apply normally. If the Attack consists of Attack effects of multiple elements, the Block effect is efficient if it is efficient against at least one element represented in the Attacks.*" This means that if an opponent attacks you in PvP combat during the Melee Attack phase with a Fire Attack 4 + Ice Attack 3, and if you play a Fire Block 5, then all 5 Block points are fully effective: your opponent will be left with 2 points of damage to assign. If instead you were to play Ice Block 3 (fully effective) + Block 5 (partially effective), his Attack is reduced by $3 + 5/2 = 5.5$, again leaving him 2 points of damage to assign.

O12:—*Assigning Damage*—The PvP combat rules don't say anything about the Attacker being allowed to play an effect while she is assigning damage, yet for the other phases of PvP combat the rules *do* say that she *can* play effects, so some players infer from this that a player can't play effects while assigning damage (and that this applies both to the Attacker and the Blocker). See, however, entry S3 under *Battle Hardened*.

Further note that a player can only play a card or use mana from the SOURCE when it is her turn to act.

S13:—*Forced Retreat*—Damage points can be freely split between stealing Artifacts and inflicting wounds and forcing a retreat.

Arcane Immunity

S1:—*Cancelling an Attack*—Enemies with Arcane Immunity are never affected by any non-Attack/non-Block effect from any source—magic cannot touch them. As such, they can never be prevented[†] from attacking; their armor can never be reduced; they can never lose their defensive abilities; they can never lose their modes of attack (like summons attacks—see entry S5 under Combat) or their long-range attacks (like siege attacks). Their *attacks*, however, can be targeted by effects that reduce the strength of the attack, or by effects that remove elements like cold-fire^② or abilities like poison from the attack (as discussed in entry S2 under *Chilling Stare*). In these cases your actions are targeting not the enemies themselves, only their attacks. For instance a SHOCKTROOPS Unit can reduce the Attack of a SORCERERS token by 3, even though SORCERERS have Arcane Immunity.

[†] - The phrase "prevent an enemy from attacking" and the phrase "cancel an enemy attack" to me appear to mean the same thing in game terms.[‡] [Some players, however, assert that these two phrases mean two different things entirely: these players permit effects with the latter phrasing to be used against enemies with Arcane Immunity, but not those with the former phrasing (arguing that "canceling an attack" is different from "preventing an attack"). I find this argument entirely unconvincing. Note also that *Lost Legion* p.5 makes no distinction between "preventing attacks" and "canceling attacks" when discussing the Elusive defensive ability of enemy tokens, but rather it uses the phrase "preventing in some way" to encompass both ideas.]

[‡] - The one obvious difference between these two phrases arises, of course, when you're facing an enemy that has Multiple Attacks: the former phrase cancels *all* of that enemy's attacks while the latter phrase cancels only *one* of that enemy's attacks. And simply expressing this distinction might be the entire reason that the game uses these two different phrasings.

^② - Note that whether an effect can remove the element of an attack from an enemy with Arcane Immunity is an open question. This is because at present there're no effects that do so. (Indeed, there are very few enemies that even combine elemental attacks with Arcane Immunity in the first place: SHADOW MONSTERS are the only enemy token, and there's also VOLKARE and Faction Leaders—but that's all.)

S2:—*Resolving Attacks and Blocks*—The Arcane Immunity of an enemy token has no effect on any Attacks or Blocks that you direct against it: you simply look for any of the standard Resistances, as usual. For instance, no Attacks directed against a SORCERERS token (Armor 6, Attack 6, Arcane Immunity, Assassination, Poison, Fame 5) get halved. And the only Attacks that will be halved against a DRAGON SUMMONER token (Armor 8, Physical Resistance, Arcane Immunity, Attack: summon 2 MONSTER tokens, Fame 9) are those that are Physical Attacks.

S3:—*The Defend Ability*—Note that the enemy token ability *Defend* can be used to increase the armor of an enemy with Arcane Immunity.

Q4:—*Grouping Enemies*—If an enemy with Arcane Immunity is being attacked in the same group with other enemy tokens that don't have Arcane Immunity, do those other enemy tokens now gain Arcane Immunity, with the effect that their Attacks can no longer be canceled and that their armor can no longer be reduced?

A4: No: Arcane Immunity *doesn't* propagate to other members of a group. See entry S12 under Combat.

S5:—*Shield Bash*—The second example of Arcane Immunity given on page 6 of *Lost Legion* is incorrect—it was written before a final change was made to the text of the *Shield Bash* card, and was overlooked in the final editing: *If you use the stronger effect of Shield Bash to Block the attack of an enemy with Arcane Immunity, the Block works, the attack even loses eventual Swiftness* [and even counts twice against an enemy with Swiftness] (as it targets the attack, not the enemy), but the Armor of the enemy is not reduced. [Unfortunately, this error was not caught when the *Ultimate Edition* rulebook was revised.]

S6:—*Not a Resistance*—Note that Arcane Immunity is not a Resistance.

Cross References: Combat S12, Q24; PvP O8; CITIES S4; *Cold Toughness* S2, O4; *Chilling Stare* S2, S3; *Chilling Stare* S4; *Burning Shield* S3; *Demolish* S3; *Expose* S1; *Possess* S3; *Underground Attack* S1; *Banner of Fear* Q7, Q8; *Curse* S1; *Feral Allies* S2; *Howl of the Pack* S5; *Know Your Prey* Q1, O3, Q4; *Nature's Vengeance* S3; *Puppet Master* S1; *Resistance Break* S1; *Taunt* Q1; *Cloak of Shielding* S1; ILLUSIONIST Q1; DELPHANA MASTERS S4, S6; SORCERERS S1.

CITIES

S1:—*Fight All Enemy Tokens*—When attacking a CITY, you must enter into combat with every enemy token that is present within the CITY. (Exception: cooperative CITY assaults.)

Q2:—*Fortification*—If you attack a CITY that is defended by three enemies and one of them is a CRYPT WORM (armor 6, Fortified, Attack 6, Fame 5), are all of the enemies doubly fortified?

A2: Not necessarily. When it comes to attacking CITY defenders, you can divide them into groups for the purposes of combining Attack cards. So only those enemies that you choose to put into the same group *with* the CRYPT WORM are treated as if doubly fortified. (See Combat entries S12 and S13 for greater detail.)

S3:—*Rampaging Enemies*—If you defeat all of the CITY defenders but not the provoked Rampaging Enemies, you *have* succeeded in defeating the CITY and you do not retreat back to your starting space.

S4:—*CITY Bonus*—In CITY assaults, summoned MONSTERS (if they're summoned by a SUMMONER who is defending the CITY and not by a nearby rampaging enemy) *do* benefit from the CITY bonus and from fortifications, just as do all enemies inside the CITY (and, yes, that includes even enemies who have Arcane Immunity).

S5:—*CITY Bonus*—Normally, the Brutal ability can apply to any enemy token, but the red CITY grants the Brutal ability only to those enemy tokens that have a Physical Attack (any Fire, Ice, and Cold Fire attacks do *not* gain the Brutal ability). Similarly with the green CITY, it grants Poison only to those enemy tokens that have a Physical Attack. (See also entry S6 below, and entry O2 for *Know Your Prey*.)

S6:—*CITY Bonus*—A Brutal enemy token with a physical Attack that is defending inside the red CITY gains *no* additional benefit from being there (other than being fortified): there is no such thing as being "doubly" Brutal. Similarly, there is no such thing as being "doubly" Poisonous while inside the green CITY.

S7:—*CITY Bonus*—Enemies defending in the white CITY get +1 to their armor. This happens *before* any reduction to their armor that might be dictated by card effects. So white-CITY defenders subject to the effects of the Spell Disease get their armor reduced ultimately to one, not to two. Note also that enemy tokens with the Elusive ability gain +1 to *both* armor values.

S8:—*CITY Bonus*—FREEZERS (Ice Attack 3, Swiftness, Paralyze, Fire Resistance) defending in the blue CITY (+2 Ice Attack) would have to be blocked with 10 Fire Block or 20 Ice Block or 20 Physical Block for a successful block.

S9:—*Cooperative Assaults*—You cannot suggest a cooperative assault from a space occupied by another player. And once agreed upon, a cooperative assault *is* an Action (and includes a mandatory move into the CITY). This means that you have to be on a space not occupied by another player, and that you cannot do another Action either before the cooperative assault begins or after it is over.

S10:—*Cooperative Assaults*—In order to participate in a cooperative CITY assault, you *have* to expend enough Move points (two movement points) to enter the CITY. And you have to be adjacent to the CITY to be invited to join in a cooperative attack: you cannot use a card like *Space Bending* or *Underground Assault* to reach the CITY—unless you are the player who *initiates* the cooperative assault.

S11:—*Cooperative Assaults*—In Cooperative CITY Assaults, only the *number* of enemy tokens are agreed to: the *colors* of those tokens are determined randomly. (Cooperative Assaults on VOLKARE are done differently: *Lost Legion*, p. 8.)

S12:—*Cooperative Assaults*—In cooperative CITY assaults, the first player (in round order—see entry S15 below) to challenge a rampaging enemy or to provoke it by her move into the CITY must fight it. If she fails to kill it, other players do *not* then get a chance to attack it during the same CITY assault.

Q13:—*Cooperative Assaults*—In cooperative CITY assaults, if the current player has already used his free mana dice from the SOURCE, is he granted an additional free mana dice?

A13: No.

S14:—*Cooperative Assaults*—If during a cooperative assault, a player plays *Mana Storm* and takes all of the dice from the SOURCE, those who take their cooperative assault turns after him won't be able to use any of those dice, and will even lose out on their one free die from the SOURCE. (See also entry S6 under Skill Tokens.)

S15:—*Cooperative Assaults*—In cooperative CITY assaults, the phrase "in round order" means going in round order starting with the current player first, then continuing with the involved player who would normally be taking his turn next, etc. See entry S16 below.

S16:—*Cooperative Assaults*—In a Cooperative CITY Assault, Players C and A agree to participate with Player B. The following actions happen in the order specified: (assume Turn Order tokens are in this order: A, B, C, D, Dummy)

Player A takes a normal turn.

Player B proposes a Cooperative CITY Assault, and Players C and A agree:

Player B does his CITY Assault.

Player C does his CITY Assault (and flips over his Round Order token).

Player A does her CITY Assault (and flips over her Round Order token).

Player B plays any Healing and Special Effects, then does his End-of-Turn sequence.

Player C plays any Healing and Special Effects, then does his End-of-Turn sequence.

Player A plays any Healing and Special Effects, then does her End-of-Turn sequence.

Player C takes no action during his turn order except to flip his Round Order token face-up.

Player D takes a normal turn.

Dummy Turn.

Player A takes no action except to flip her Round Order token face-up.

Player B takes a normal turn.

Player C takes a normal turn.

Player D takes a normal turn.

Dummy Turn.

...

*S17:—*Cooperative Assaults*—In Cooperative Assaults, players who are invited to join in and accept the invitation lose their next turn in doing so. In Full Conquest and Full Cooperation scenarios, when the final CITY is conquered, the scenarios specify that every player gets a last turn (if the Round doesn't end). But those players who were invited to join in with an assault on the final CITY will not get a final turn: they have already taken it in advance. [As an unofficial variant, players can agree at the start of the scenario that all players who participate in cooperative assaults will get a last turn.]

S18:—*Neutral CITIES*—Neutral CITIES (found in some competitive scenarios), are "conquered": you can enter them, Interact there (receiving a +1 for your shield token), you receive a +1 to your hand limit if within one space of it, but no one is the leader of that CITY.

S19:—*Card Draws*—A CITY must be conquered before any Mage Knights gain extra card draws from any shield tokens that have been earned there.

S20:—*Interacting with the Locals*—After a CITY has been conquered, whenever you perform Interaction with the Locals while you are inside that CITY you will receive one Influence for every shield token you have placed on that CITY card (in addition to whatever adjustment you get from your Reputation). Note: you can purchase any number of the items listed below, as many of them as you can afford, but you only receive the Influence bonus for shields once per turn.

- **Red CITY:** you may purchase **Artifacts** for twelve Influence each. (You get them during your End-of-Turn sequence, drawing one more Artifact than you purchased, and then discarding one of the drawn Artifacts of your choice.)
- **Green CITY:** you may purchase **Advanced Actions** from the Advanced Action Offer (not from the Unit [MONASTERY] Offer) or take the top Advanced Action card sight-unseen from the Advanced Action deck, for six Influence each.
- **White CITY:** you may recruit *any* **Unit** from the Unit Offer while here (no matter what its site icon is), for the standard price. You may also pay two Influence to add *elite* (gold) Units to the Unit Offer (two Influence each).
- **Blue CITY:** you may purchase **Spells** from the Spell Offer for seven Influence *plus* a matching mana, each.

Selective Cross References: Movement S4, S8; Influence S1; End of Turn S5; *Know Your Prey* O2.

Influence

S1:—*Playing Influence Points*—Reputation only contributes to your Influence during an Interaction with the Locals action, and any changes that occur to your Reputation once your Interaction with the Locals begins do not affect you this turn. Your Reputation applies only once, as a one-time increase or decrease to your available Influence.

Previously (with just the base game rules), you could only play Influence cards during Interaction or in specific cases outside of Interaction (e.g., *Learning*). But since *Lost Legion* came out, the rule is even simpler: you can play Influence cards *anytime*, even outside of an Interaction, even during combat. Nevertheless, if you don't have something to do with the Influence points you gain, they'll be wasted. And when you transition from your Movement phase to your Action phase, all unspent Influence points will vanish.

Finally, note that if you play Influence points outside of an Interaction, your Reputation bonus/penalty will not apply (nor will any Influence points you might otherwise get for shield tokens inside a conquered CITY).

Examples:

—If you play the basic effect of *Learning* during your Movement phase and then generate 5 more Influence for a total of 7 Influence, your Reputation penalty (of, say, -1) does not apply. You might then spend 6 Influence to add an Advanced Action to your discard pile. Then you could explore, perhaps find a MONASTERY, and move to it and begin an Interaction. At this point your remaining Influence point will vanish, because you've begun your Action phase. Your Reputation penalty of -1 now applies, however, giving you an Influence deficit. If you now play 3 Influence points you'll have a total of 2 Influence. You might then spend this to buy 1 Healing point.

—During combat, you might play *Diplomacy* plus as much Influence as you want from other cards or Skills. You may then convert these Influence points into Block points (with elements, if you played the stronger effect of *Diplomacy*) and you may split these Blocks up however you wish.

S2:—*Interacting with the Locals*—If you declare you are Interacting with the Locals, you immediately apply your Reputation bonus. If it is positive, it may be high enough all by itself to allow you to purchase Healing or recruit Units or do other things without you ever having to play any additional Influence points. If you declare that you are Interacting with the Locals, you get the Reputation bonus whether or not you ever buy anything from the site you are at. You might do this if, say, you want to use the Reputation bonus in conjunction with *Learning* in order to buy an Advanced Action card.

O3:—*Recruiting HEROES and THUGS*—When deciding to Interact with the Locals, your Reputation at that moment is fixed for the entire Interaction. And if during this Interaction you *do* recruit HEROES or THUGS, it is this fixed "base Reputation" that gets modified. You are not, however, allowed to modify your Reputation for recruiting a HEROES or THUGS Unit and then *fail* to recruit that Unit. These rules are clear and agreed upon. But from here, things get a little squishy. On these remaining issues, there appears to be two prevailing views:

View 1: You must declare your determination to recruit HEROES or THUGS at the very moment that you begin your Interaction with the Locals. (Holders of this view often cite *Lost Legion* p. 9 where it says that "you gain Influence according to the Reputation track immediately once you start the interaction," and also p. 5 where it says "If you are going to recruit at least one THUGS Unit during an interaction, your Reputation bonus or penalty counts in reverse for the entire interaction.") Holders of this view are likely to also assert that, once this determination is declared, the player isn't allowed to change her mind about whether or not she'll recruit HEROES or THUGS (especially after new information has been revealed—like if she has drawn new cards into her hand, or has added more Units to the Unit Offer). Holders of this view are also likely to assert that, when a player declares she'll be recruiting HEROES or THUGS, she has to have the demonstrable ability to do so (e.g.: sufficient Influence, a free Command Token, etc.). According to this view, if HEROES or THUGS are added to the Unit Offer only *after* the Interaction has started (say through the White CITY ability), then that player is prohibited from recruiting them on this turn—even if her Reputation track had been at zero.

View 2: The view asserts that a player is permitted to postpone the doubling or reversing of the Reputation bonus until she declares that she is recruiting HEROES or THUGS, something she can delay until immediately before she is ready to recruit them. (This is frequently coupled with the requirement that she must retroactively account for the effect this decision would have had on her Reputation bonus and on her allowable actions prior to this point. For instance, if the Reputation modification had been applied from the get-go, could she have afforded whatever Units she recruited before this point, or any Healing she may have purchased, or any Unit Offer additions she may have paid for?) Many who hold this view will permit a player to recruit HEROES or THUGS that are added to the Unit Offer *after* the Interaction has started.

View 1 is more defensible from a strict reading of the rules, but View 2 seems more in line with the "sense" of the game.

[An alternate approach—not at all sanctioned by the rules but which avoids most of the headaches—would be to ignore the HEROES or THUGS modification to Reputation altogether, and instead have a player take the normal Reputation adjustment as usual, and then have her modify the Influence cost for the first HEROES she buys in a turn by subtracting her Reputation from its cost, or for the first THUGS she buys in a turn by adding twice her Reputation to its cost.]

How do I play? Fortunately situations where these views matter don't arise very often, but I tend to side with View 2.

S4:—*Recruiting Multiple Units*—You may recruit multiple Units during a single Interaction, and even spend the first Unit that you recruit to help you recruit a second Unit. (See entry Q3 under Silver Units.)

S5:—*Low Reputation*—If you are on the "X" spot of the Reputation track, you *can* still take actions that decrease your Reputation, such as pillaging a VILLAGE, burning down a MONASTERY, or attacking a fortified site.

Q6:—*Low Reputation*—If you lose so much Reputation that you reach the "X" on the Reputation track and there are no more ORC MARAUDERS or DRACONUM to defeat, is there any way you can gain more Reputation?

A6: It isn't easy to directly increase your Reputation. The two cards that directly increase Reputation are *Noble Manners* and *Heroic Tale*. The stronger effect of *Noble Manners* gives you a Reputation bonus if you play this card while Interacting with the Locals—but if you are at "X", you cannot Interact. *Heroic Tale* gives you a Reputation bonus for recruiting Units, but that is not easy to do while at Reputation "X".

Selective Cross References: CITIES S20; Miscellaneous S1, S9; Basic Action Cards S2; *Ruthless Coercion* S1, S2; *Diplomacy* S1, S4; *Learning* S1; *Call to Arms* S7; *Bonds of Loyalty* S5; *Bright Negotiation* S1; *Dark Negotiation* S1; Faction Tokens S2; Silver Units Q3; THUGS O3; MAGIC FAMILIARS S1; HEROES S2.

Healing

Q1:—*Unit Wounds*—If you play an effect that Heals a Unit, what happens to a Unit with two wounds?
 A1: Only one of the wounds is Healed unless it says something like "the Unit is *fully* healed".

S2:—*Wounds not in your Hand*—Healing effects only ever apply to the wounds in your hand, never to the wounds in your discard pile or in your draw deck, no matter if the healing effects come from cards, Units, or Skills. (MAGICAL GLADES do allow you to throw away a wound from your discard pile, but this is not "healing".)

S3:—*MAGICAL GLADE*—Page 10 of the rulebook says, "*Note: the MAGICAL GLADE site does not provide healing. Its effect may not be used on Units and cannot be combined with other healing effects.*" The second sentence in this quotation explains the first sentence, and IMO should follow a colon, not a period. The big difference between healing and a MAGICAL GLADE is that—contrary to healing—a MAGICAL GLADE cannot heal Units, and that a MAGICAL GLADE allows you to (optionally) throw away a Wound from your discard pile. Also, since a MAGICAL GLADE is not healing, it cannot be used with, for instance, the stronger effect of *Golden Grail*: "*Heal 6. Every time you Heal a Wound from your hand this turn, draw a card.*"

Resting

Q1:—*Choosing which Type of Resting*—Say that your hand, at the beginning of a turn, consists of four wounds plus a Healing card. So you choose to do a Standard Rest, but then you play the healing card to Heal one wound. You now have only wound cards in your hand, so you can't fulfill the mandatory requirement of discarding a non-wound card. What happens?

A1: You do not actually declare a Standard Rest at the start of your turn: you at first merely declare that you are Resting, which could either be a Standard Rest or a Slow Recovery. You may now play the Healing card before you Rest. But if you do, you still have to discard a non-wound card in order to perform a Standard Rest—but you are now out of non-wound hand cards, so your only option would be to do a Slow Recovery and to discard only one wound card. (In this situation, it's probably better to declare a Rest, not play the Healing card, and then perform a Standard Rest, discarding the Healing card and *all* of your wound cards together.)

The two options that Resting offers (Standard Rest and Slow Recovery) are optional, not mandatory. You announce that you are Resting, and then you may play any number of Special Effects cards, and at any moment you can also either (a) discard one non-wound card and *any number* of wound cards (including "zero" if you want to), or (b) reveal your hand to show that you have nothing but wounds and then discard one of them.

Q2:—*Choosing which Type of Resting*—Say that you start a turn with two wounds in your hand but no other cards, and an empty deck. Then you use the HERBALIST to throw away both wounds, leaving you with no cards to discard. Is this legal, or must the player keep one wound back so that he has a wound card with which to conduct his mandatory discard by executing a Slow Recovery?

A2: This is legal. It is a special case of Slow Recovery where you had no wound cards to discard, because you healed yourself beforehand (even though you had cards in your hand at the start of that turn).

S3:—*Playing Cards while Resting*—Resting doesn't forbid you from playing cards: it merely forbids you from Moving, Fighting, or Interacting on your turn. You can still play cards from your hand to do other things, like the card *Crystallize* (using your once-per-turn mana from the source), or *Tranquility* to Heal or draw cards, or *Learning* or *Training* to gain Advanced Action cards (in which case you can play cards sideways for Influence), or mana *Rings* to gain Crystals or mana tokens. In fact while Resting you can play most cards with the Special Effects symbol, although in some cases it might not make sense to do so. (You can also use many Skills and Units.) Just remember that you don't have a movement phase or an action phase when resting.

When resting, you also gain the benefit of any special space you are standing on (e.g., like using MAGICAL GLADE to discard a wound, or using a MINE to gain a mana crystal).

S4:—*No Non-Wounds in your Hand*—If you begin a turn with only wounds in your hand, you can't ordinarily play a Skill (such as *Flight*) to move to a new space (such as to a VILLAGE with the hope of plundering it between turns), as you don't have a movement phase (nor an action phase) if you are resting. But if you can somehow play a card (say, with a Skill that allows you to play a wound card), then you aren't forced to rest.

S5:—*Healing while Resting*—Buying Healing at a MONASTERY is Interacting with the Locals, an Action, something you can't do while Resting. (However throwing away a wound card at a MAGICAL GLADE is an end-of-turn action, and therefore permissible at the end of turns in which you have Rested.)

End of Turn

S1:—*Playing Effects just before End of Turn*—Don't forget that after you complete your one allowed Action (even if that Action is combat), you *are* permitted to play Special Effects and Healing effects before your end-of-turn sequence begins. You can also play cards with the boot icon (Move) and the head icon (Influence)—*Lost Legion* p. 9—although you can't move or reveal tiles or Interact with the Locals.

S2:—*Restrictions during End of Turn*—Once you announce that your turn is over and you start your end-of-turn sequence, your turn is officially over: you can no longer use Skills, Spells, etc. (See *Lost Legion* p. 10.)

S3:—*End of Turn after PvP Combat*—If you Partially Attend a PvP combat, and earn enough Fame to level up, you aren't permitted to level up until your normal turn, as you don't get an end-of-turn sequence when you Partially Attend a PvP combat.

Q4:—*Rolling for Crystal Color*—When you earn multiple crystals at once and have to roll to determine the color of the crystals (as with the MONSTER DEN, SPAWNING GROUND, and *Endless Game Pouch*), must you roll a single die and determine the first crystal's color before rolling for the second crystal?

A4: The card text indicates that you roll a single die multiple times and, presumably, must choose the color of any gold result before re-rolling the die for the next crystal.

[I suspect, however, that the only reason that it works this way is that the base game came with a limited number of mana dice. In my games, I roll for all of the crystals at the same time. This does give me slightly greater control (since I don't choose the color of any gold outcomes before rolling for the remaining crystals), but I'd rather just roll all of the dice at once and get on with the game.]

An alternate way of achieving a rigorously correct result is to roll all of the dice at once, in a stream if you can, and then to process those dice one at a time starting with the die that lands closest to you. Whenever you encounter a gold die, choose its color and then reroll all of the dice that landed farther away. (If there are two dice equidistant from you, begin with the die that is closer to your dominant hand.) Using this approach, three-quarters of the time you can get all of the dice rolling done in one roll.

S5:—*Artifacts*—Any Artifacts won during combat or purchased at the red CITY are gained during the end-of-turn sequence. And when you do so, you always draw one additional Artifact beyond the number that you've won and bought; you select all but one of them, and you return the extra Artifact to the bottom of the Artifact deck.

Q6:—*Adding Cards to your Deck*—If you level up (and gain an Advanced Action card) after a combat where you also gain a reward (a Spell or an Artifact), can you choose the order in which these two cards go on top of your deed deck?

A6: No. Rewards from combat are taken in step 5 of the end-of-turn sequence. Leveling up is done in step 6. So the card from leveling up would go on top of your deed deck *after* the reward you get from combat.

S7:—Leveling Up—If you level up and earn an Advanced Action card and a Skill, you have to take both of them. You can't forgo the Advanced Action card even if you would like to (in order to, say, draw your other cards instead).

S8:—Bonus Draws—If you're on the same spot as—or next to—a conquered CITY on which you have a shield token, your hand size is +1 (+2, if you're the leader of that CITY). This card-drawing bonus cannot be stacked with the card-drawing bonus for KEEPS: you gain only the larger bonus.

Similarly, if you're adjacent to *two* owned KEEPS, you only get the KEEP bonus once.

Forced Withdrawal

S1:—Retreating from Combat—If you fail to defeat all of the defenders of a fortified site, you must withdraw back to the space from which you assaulted it. But this is not Forced Withdrawal. Forced Withdrawal rules only apply at the end of your turn if the space you are on is not a safe space. This usually only happens because you did an assault or you attacked another player from a lake using some water-walking Skill, or you revealed a new tile while standing on a lake and then found out that you cannot move off from that lake.

Forced Withdrawal also happens when your turn ends with you being on space with another player while playing a scenario where PvP is not allowed. This can happen if you explore from a space occupied by another player and fail to move on. (Note that you also lose your Action for the turn in this situation—Rulebook, p. 6, section 8e.)

S2:—Taking Wounds—When you retreat from a fortified site that you failed to conquer (a CITY, KEEP, or MAGE TOWER) you do not get a wound. Wounds only happen during Forced Withdrawal (if you have to retreat farther due to being on an unsafe space).

S3:—Provoking Rampaging Enemies—A Forced Withdrawal never provokes Rampaging Enemies, nor does retreating after a failed assault against a fortified site. Nor do either of these retreats ever cost Move points.

Cross References: Movement S4; Combat S19, S32; Scenarios S1; VOLKARE O6; *Frost Bridge* S2; *Mountain Lore* S2, O3; *Song of Wind* S3; *Mist Form* O5.

Minimum Turn

S1:—Discarding a Card—If you do nothing on your turn, you must discard at least one card. If you use a Unit or a Skill to Heal or Move but play no cards, you still must discard at least one card.

S2:—Playing a Card—The rule that you must play or discard at least one card on your turn could be satisfied by using, say, *Power of Pain* to play a wound card sideways for 2 Move points.

End of Round

S1:—*Declaring End of Round*—On the turn that *you* declare the end of the round, *you* are not allowed to do anything else—no Skills, no cards, no Units, no end-of-turn sequence, etc. (The only exception is that cooperative and competitive Skills in the center get returned to you—see entry S4 in the Skill Tokens section.)

S2:—*Competitive Skills and Interactive Spells*—After the end of the round has been announced (or the end-of-game state has been triggered), it is not allowed to "affect other players with competitive Skills or interactive Spells. If such a Skill or Spell is played during this state, only the part the owner benefits from applies—the part that affects other players is ignored. Also, you cannot steal a card with the Mind Read Spell at this time." Note that competitive Skills and interactive Spells that were played before the end-of-round was announced—but which were still in effect—continue to apply.

If the Spell *Mana Meltdown*—"Each other player must randomly choose a crystal in their Inventory to be lost. You may gain one crystal lost this way to your Inventory. Any player that had no crystal in their Inventory when you played this, takes a Wound instead."—gets played after the end of the round is announced, it does nothing. If the Spell *Mana Radiance*—"When you play this, choose a basic mana color. Each player, including you, takes a Wound for each crystal of that color they own. Gain two crystals of the chosen color to your Inventory."—gets played after the end of the round is announced, it would apply only to the one who played it.

S3:—*Not Optional*—The end-of-round steps are *not* optional—you cannot choose to skip the steps of readying your Units or flipping over your Skill tokens, etc.

S4:—*Discarding Cards*—At the end of the round, you discard *all* of your cards—those still in your hand and those still remaining in your deed deck, including any just-added cards from leveling up and combat rewards—and they all get shuffled together.

S5:—*Leveling Up after PvP*—If, while Partially Attending a PvP combat, you earn enough Fame to level up and then on your next turn you announce the end of the round, you won't actually level up until the end of your first turn in the new round. (See entry S3 above in the "End of Turn" section, and entry S1 above.)

S6:—*Revealing Tokens on the Map*—At the start of a new day round, you reveal all RUINS tokens, and you reveal all enemy tokens in any fortified locations that are adjacent to Mage Knights. This happens *before* any players draw their new Tactic card.

Final Scoring

Q1:—*Greatest Leader*—When determining the Greatest Leader at the end of a scenario, do you sum the Unit levels of all of your Units that are wounded, then halve that value and round down only once?

A1: Yes.

S2:—*Unconquered CITIES*—Shield tokens on unconquered CITIES do *not* count during final scoring.

Q3:—*Unconquered CITIES*—Does the achievement in conquest scenarios that grants you +4 Fame per shield token on a CITY apply to those CITIES that aren't yet conquered?

A3: No.

S4:—*Conquered-CITY Bonus*—In Cooperative and Solo scenarios, the VPs for "if all cities were conquered" is referring only to those CITIES which were to have been in-play during that scenario.

Miscellaneous

S1:—*Effects Must Be Usable*—Effects that generate "something" can, in general, only be played when you are going to *use* that "something". And this general rule applies to all components not just to cards, like when activating Units, using the stronger effect of Artifacts, etc. (See entries S2 and Q3 under *Mana Draw*, and entry S5 under *Basic Action Cards*.)

For example, you can't play *Maximal Effect* and throw away *Rage* unless you're actually *in combat*. (Although you *can* generate more Attack points or Block points than are strictly needed—or for that matter, *fewer* Attack points and Block points than are needed to kill an enemy or to stop an attack.)

And you *can* play a card for Movement points and later choose not to spend those Movement points.

Similarly, you can activate PEASANTS for 2 Influence and save those Influence points for use later in the same turn, be it for later use in the same Interacting with the Locals action or for later use with other cards that also require Influence points. And you can activate the PEASANTS in this way whether or not you will actually end up *using* those PEASANTS Influence points. See entry S9 below.

S2:—*Discard Piles*—Every player's discard pile is considered open information, should other players be interested in looking at it.

S3:—*Hand Limit*—Your hand limit never forces you to discard cards even if you are over its limit. When you are over the limit, your hand limit simply denies you the ability of *drawing* more cards.

S4:—*Card Draws*—Card draws *are* mandatory—you can't skip them.

S5:—*Plundering VILLAGES*—You *can* plunder a VILLAGE even if you are the first person to take your turn in a round.

S6:—*Removing RUINS*—If you pay mana to activate an Ancient Altar, or if you defeat *all* of the enemy tokens at a RUINS site, then you must discard the RUINS token and mark the site with one of your shield tokens, (*Walkthrough*, p. 16). Note: the icons on the RUINS tiles are not really defined anywhere: you can infer them from p. 16 of the *Walkthrough*. (They are also briefly discussed in the new *Ultimate Edition* rulebook, p. 10.)

S7:—*Refilling the Offers*—The Advanced Action Offer and the Spell Offer are refilled immediately, whenever a card is taken, and no matter how that card is taken. So if you purchase two Spells from a MAGE TOWER during the same Interaction, then immediately after the first Spell is selected, another Spell will be added, giving you three choices of Spells for the second purchase. (This does *not* happen with the Unit Offer, nor for the MONASTERY Advanced Actions that are placed in the Unit Offer.)

S8:—*The "Missing" Walkthrough Rules*—There were a few rules that are mentioned in the *Walkthrough* booklet but which don't appear in the base game rulebook:

- (1) using only Advanced Action cards numbered 1-16 when playing the First Reconnaissance scenario (*Walkthrough*, p. 4).
- (2) what the icons on the RUINS tokens mean (inferable from *Walkthrough*, p. 16). [These icons are now listed in the *Ultimate Edition* of the rulebook, p. 10.]
- (3) the debated rule which limits when Unit abilities can be played according to the icons that precede them (p. 9). (For more information, see entry O8 in the Silver Units section.)
- (4) the final-scoring rules (pp. 18-19). [These have been added to the *Ultimate Edition* of the rulebook.]
- (5) the icons for the various mana colors (p. 6). [These can be inferred, though.]
- (6) an explanation of the "Special Effects" icon that appears on some of the Unit cards (*Walkthrough*, p. 9). [This has been added to the *Ultimate Edition* of the rulebook.]
- (7) a clarification that you don't remove any Advanced Action cards from the Unit Offer when a MONASTERY is burned (*Walkthrough*, p. 15).

- (8) the rule stating that RUINS tokens are removed when someone fulfills them (*Walkthrough*, p. 16).
- (9) Mage Knights cannot Level Up past level 10, but you continue to track Fame by looping around back to the start of the Fame track (*Walkthrough*, p. 17).
- (10) If you assault a previously conquered KEEP and defeat the gray enemy token, you gain half of the Fame for this enemy token--and you round up (*Walkthrough*, p. 14).
- (11) You cannot refresh a Unit during Combat so as to allow it to act twice during the same fight (*Walkthrough*, p. 10).
- (12) You should flip your Tactic card facedown once you've used its ability (*Walkthrough*, p. 13).
- (13) At night, black mana does not work as a wild card like gold mana does during the day (*Walkthrough*, p. 18).
- (14) The *Lost Legion* p.6 rule about the secondary effect of Cooperative Skills in Solo Games appears to be missing from the *Ultimate Edition* rulebook (but it is on p. 17 of the *Ultimate Edition Walkthrough*): "*In Solo games, the secondary effect can be used by the same player during his next turn (and only then). If it is not, or if it is played during the players last turn of the Round, it is wasted.*"

S9:—Pool Points—Healing points, Influence points, and Movement points—when put into play—go into their own distinct pool of points. And they can be spent from these pools of points—as the player wishes—until they are all spent or until the pool points disappear. (Note that Healing effects that directly instruct you to discard or throw away a Wound—as with *I Feel No Pain* and *Healing Ritual*—are not giving you Heal points.)

Influence pool points and Movement pool points disappear when you transition from your Movement phase to your Action phase. Healing pool points disappear when (and if) you start Combat. And of course all pool points disappear when your end-of-turn sequence begins.

Attack points and Blocking points, however, do not go into pools. In almost all instances they need to be spent immediately to attack the current enemy token or to block the current attack. Excess Attack points and Block points cannot be redirected to other attacks or to other blocks.

This clarification regarding the persistence of points comes into play when using cards like *Diplomacy*, and when dodging Cumbersome Attacks: in these instances you can spend Influence/Movement points against multiple attacks even if all of those points originally came from just one card (something you can't generally do with Attack points or Block points). You're allowed to spend Influence/Movement points in this way because these points are actually being spent from a composite pool of points and not directly from a single card.

***S10:—Night Rules**—During Night Rounds and while underground in DUNGEONS and TOMBS, "night rules" are in effect. What this means is (a) that black mana can now be used to power effects (especially the strong effect of Spells) and that gold mana is unusable, and (b) that those Skills which offer different effects during Day and Night now use the Night values, as with *Bright Negotiation* and *Night Sharpshooting*.

(Of course other things also change during Night Rounds: MAGICAL GLADES provide black mana instead of gold mana; enemy tokens aren't revealed when Mage Knights move adjacent to unconquered KEEPS and MAGE TOWERS; the movement cost changes for FOREST and DESERT spaces; and the use of Night Tactic cards.)

See also entry S1 under *Mana Pull*, S2 under *Blood Ritual*, S1 under *Amulet of Darkness*, S3 under *Endless Bag of Gold*, Q1 under *Dark Fire Magic*, S1 under *Invocation*, S1 under *Polarization*, S2 under *Regeneration*, S4 under *Universal Power*, S1 under *Orb of Twilight*, and Q3 under *Altem Mages*.

***S11:—ANCIENT RUINS**—When entering the ANCIENT RUINS token that came with the *Lost Legion* expansion that shows four different color mana tokens at the top, you have to pay one of *each* basic mana color to activate this altar: ignore the text on the Site Description card that says "pay three mana of the color shown as tribute"—because for this RUINS token you have to pay all four mana shown.

And the ANCIENT RUINS token that came with the *Lost Legion* expansion that says you have to face three ORC MARAUDERS (and the base game ANCIENT RUINS token that says you have to face a gray GARRISON enemy token and a violet MAGE TOWER enemy token) gives you a Unit as a reward: you can claim any Unit currently in the Unit Offer, whether Regular or Elite (except for DELPHANA MASTERS and MAGIC FAMILIARS).

Variants

S1:—*Starting at a Higher Level*—When using the variant "Starting at a Higher Level", if you want to begin the game with a MAGIC FAMILIARS Unit, you must pay the Influence cost of 6 and also provide a crystal (which you could buy for 3 Influence). You do not, however, have to pay this crystal cost again at the beginning of the first round.

S2:—*Starting at a Higher Level*—When using the variant "Starting at a Higher Level", the two crystals you begin with will be of different colors.

Also note that all of the players should draw and select their Skills at the same time, but in private, and also should purchase their Units, their crystals, and other things before revealing anything to their opponents. All cards chosen are private, except that you should tell people what you have spent your points on so that nobody accidentally cheats—but exactly what you have purchased should be kept secret.

No dummy-player Skills get added to the Common Skill Offer. And the dummy player's deck and crystal count remain the same as they would be when *not* playing with this variant.

The gaining of cards and Skills should occur at *even-numbered* levels (not at odd-numbered levels as incorrectly stated in the rules—this erratum has been corrected in the *Ultimate Edition* of the rulebook): in other words you draw Advanced Action cards and Skills at levels 2, 4, 6, etc., just as you would normally.

In the table, the number of Units dealt to each player should be listed as "character level + 1" (not "character level + 2"). [This erratum has also been corrected in the *Ultimate Edition* of the rulebook.]

For the Advanced Action cards, you draw "2 + character level" of them. You then choose your free ones from this stack. You may then buy any of those that are remaining for 6 Influence apiece. For example, if you're beginning at level 3, you would draw 5 random Advanced Action cards; you would pick one of these for free, and then you can buy any of the remaining ones for 6 Influence each.

When you are done, you place your Mage Knight's shield token on the leftmost space of the Fame track on the row corresponding to your starting level (i.e., start with 3 Fame on level 2, with 8 Fame on level 3, etc.). Add one more Fame point if playing a Blitz scenario, or any other scenario that grants an extra Fame for every line crossed on the Fame track (i.e., start with 4 Fame on level 2, 9 Fame on level 3, etc.).

S3:—*Rampage!*—When using the "Rampage!" variant, rampaging enemies do not respawn if there is a Mage Knight currently sitting on their space.

S4:—*Interactive Combat*—When using the "Interactive Combat" variant and facing an enemy token that has Multiple Attacks, and when the opponent chooses the red mana die face, that opponent adds the +1 to only *one* of the Attacks but he gets to choose *which* Attack.

With this variant, the opponent chooses the die facing only *after* the enemy token is revealed.

Scenarios

S1:—*Faction Leaders*—Shades of TEZLA scenarios and faction leaders:

In many of the TEZLA scenarios, you have to defeat a faction leader. When this is the case, you only have to defeat the faction leader token itself, not all of its followers. If you do defeat the faction leader token, then once the combat is over, you remove all of the other enemy tokens and you remain in the space in which the combat took place. (This also counts as liberating that space.) However, when you remove the enemy tokens after killing the faction leader, you don't earn any Fame (or Faction tokens) for the enemy tokens that "get away".

If you kill the faction leader during the Ranged-and-Siege-Attack phase, the remaining followers will still attack you during the Block and Assign Damage phases.

When in combat with a faction leader, if you take out any of the enemies, they do not respawn.

When you Attack the leader of a faction, it is *always* considered an assault (for the purposes of your HEROES Units, for instance) but you don't lose any Reputation for doing so. Also note that the NECROPOLIS and the HIDDEN VALLEY are *not* fortified sites (nor are they safe spaces until they are liberated): if you fail to defeat them, you must backtrack but you don't take a wound (unless you end up having to backtrack even farther, per the usual Forced Withdrawal rules). If you fail to defeat a faction leader, you will be forced out of the space and have to re-enter it to fight the faction leader again. But if you fail to defeat all of the enemies in a GRAVEYARD, you do *not* need to "vacate the space and re-enter it" in order to attack them again on your next turn.

There is some confusion about how to kill a faction leader: if a faction leader is at level four, you will need to Attack with four times its armor in order to fully kill this leader. But when attacking a faction leader, you cannot, say, make an Attack 20 and then a separate Fire Attack 16 during the same Attack phase and include the faction leader in *both* attacks. You could, however, Attack the leader once in the Ranged-and-Siege-Attack phase and then again in the Attack phase. (If you do so, any damage the leader sustains during the Ranged-and-Siege-Attack phase *doesn't* lower its Attack during the Block phase—not unless you fully defeat the leader in the Ranged-and-Siege-Attack phase.)

The Defend ability can be applied to a faction leader and it will increase his armor, and that higher armor will apply during the *entire* combat phase. (See entry Q29 above in the Combat section.)

S2:—*Faction Leaders*—In games where there are cooperative assaults against faction leaders, agreements on how many levels each player will knock a leader down are allowed but those agreements are not binding. If players who go earlier in round order defeat more levels of the faction leader than they agreed to, they *will* earn the amount of Fame that corresponds to the damage that they actually inflicted. (The Fame earned is equal to the number of levels you defeated multiplied by the Fame value shown in the center of the leader token.) When a Faction Leader is defeated during a cooperative assault, those players who resolve their attacks after that point will not be attacked by the defeated Faction Leader.

S3:—*Faction Leaders*—When conducting a cooperative attack on a faction leader, and that faction leader is defeated, the player who initiated that cooperative assault remains in that space while all the other players return to the spaces they occupied before the cooperative assault. [This clarification is from the *Ultimate Edition*, p. 21.]

*Q4:—*Faction Leaders*—In TEZLA scenarios (such as the Life and Death scenario), when you make an assault on the DARK CRUSADER faction leader, and it is at level ten, the leader will summon two DARK CRUSADER DRACONUM enemy tokens to use for its attack. (You treat these two DRACONUM enemy tokens exactly as you treat summoned MONSTERS: e.g., you draw them at the start of the Block Phase, and they stand in for the attack of the DARK CRUSADER faction leader.) But there are only four DARK CRUSADER DRACONUM enemy tokens included in the entire game, and the faction leader (if it begins the scenario at a level of at least eight) starts with two DARK CRUSADER DRACONUM tokens already in its army. So if players engage in a cooperative assault against a level-ten DARK CRUSADER faction leader, does the faction leader draw two different DRACONUM enemy tokens for its attacks against *each* opponent, or does it use the same pair of enemy tokens for all of its attacks?

A4: **Faction leaders** draw enemy tokens from the pool of matching faction tokens (if there are any available to be drawn—if there aren't any available, they draw non-faction enemy tokens of the corresponding type, per *TEZLA* pp. 2, 5). Any **DARK CRUSADER DRACONUM tokens** in the dead pile are not "in use," and are thus available to be drawn. So if there are, say, two **DARK CRUSADER DRACONUM tokens** in the **DARK CRUSADER faction leader's** personal army, and one other **DARK CRUSADER DRACONUM token** physically present elsewhere on the map, then there will only be one **DARK CRUSADER DRACONUM token** not in use. In this case, each player participating in a cooperative assault will, in turn, conduct his combat against a **faction leader** who draws two **DRACONUM** enemy tokens during the Block Phase to stand in for his attack. Assuming there are plenty of non-faction **DRACONUM** tokens available (and that the first player doesn't defeat either of the two **DARK CRUSADER DRACONUM tokens** in the **DARK CRUSADER faction leader's** personal army), then the first two players in the cooperative assault will face an attack from the **DARK CRUSADER faction leader** as represented by the draw of the same fourth **DARK CRUSADER DRACONUM token** and by the draw of a different non-faction **DRACONUM** token. If the second player defeats both of the **DARK CRUSADER DRACONUM tokens** in the **DARK CRUSADER faction leader's** personal army, then the third player in the cooperative assault will face an attack from the **DARK CRUSADER faction leader** as represented by the draw of the two of the three now-available **DARK CRUSADER DRACONUM tokens**.

S5:—*Running out of Enemy Tokens*—If you run out of faction enemy tokens, reshuffle any killed enemy tokens of the same faction and type (MONSTER, ORC MARAUDERS, DRACONUM) and form a new draw stack. If you still fall short and need to draw non-faction enemy tokens (of the corresponding type) to make up some of the shortfall, decide randomly which enemy tokens—faction or non-faction—get placed in each location. (Base rulebook, p. 3; *TEZLA*, p. 2)

S6:—*GRAVEYARD and NECROPOLIS*—Per the rules, night rules (see entry S10 under Miscellaneous) always apply while you're in a GRAVEYARD or NECROPOLIS; and at night, if you start your turn there, you gain a black mana token. You do *not*, however, gain a black mana token if you start your turn in either place during the day. If you use a Skill that has different values at day and at night (*Day Sharpshooting*, *Bright Negotiation*, etc.) you use the night version. And if you use the stronger effect of the *Endless Gem Pouch*, you gain a black mana token. The consensus view appears to be that if you explore during the day while standing on a GRAVEYARD or NECROPOLIS, that you won't reveal RUINS, and if you're adjacent to KEEPS or MAGE TOWERS, that you won't be able to identify any enemy tokens therein. [That is how I play it, but it goes against common experience: e.g., if you're out at night, you can see into lit-up spaces just fine, so you ought to be able to see into lit-up RUINS and KEEPS!] See also entry S1 above.

S7:—*GRAVEYARD*—A GRAVEYARD is a GRAVEYARD, not a MAGICAL GLADE. It never was a MAGICAL GLADE and it doesn't become one when you kill the things that are in it. It is still a GRAVEYARD. A GRAVEYARD is not a corrupted MAGICAL GLADE that regains its goodly properties when you kill the bad guys—it's just a GRAVEYARD.

Q8:—*Removing Tactic Cards*—In which scenarios do the Tactic cards get removed at the end of the round?

A8: In Solo Conquest with a dummy player, both tactics get removed. In Solo games versus VOLKARE, only the player's Tactic card is removed—VOLKARE's Tactic card remains available. In Multiplayer Coop with a dummy player, the players must agree on and remove one of their own Tactic cards—the dummy's Tactic card remains.

S9:—*Cooperative Scenarios*—In cooperative scenarios, Team Rules are usually in force with everyone being on the same team, meaning among other things that all conquered KEEPS are friendly—they can be entered without inciting combat against a new gray enemy token, you can recruit Units there, and when adjacent to them your hand limit is increased by one for every KEEP that *you* own.

S10:—*First Reconnaissance*—When playing First Reconnaissance, use only Advanced Action cards 1 through 16. (See *Walkthrough* p. 4.) [The *Ultimate Edition* also adds an additional rule: "For the first game, there should be at least one Unit in the offer with the VILLAGE icon on the left side of the card. If not, shuffle the cards and deal them until this is true."]

S11:—*Mines Liberation*—In the Mines Liberation scenario, the MINE sites are safe spaces. And if you move onto them, you are not required to engage in combat. The rules say: "*To liberate a MINE, you may enter it from its space (as an Action). Fight both enemies.*" This means that you can end your turn on the MINE without having to fight either enemy, and that the brown enemy is not revealed by your being adjacent to the space (or even on top of the space).

S12:—*Mines Liberation*—The rulebook doesn't say how to play the Mines Liberation scenario solo. One common approach is to play with 7 countryside tiles (4 having MINES), 1 core tile (with a MINE), and the red CITY. Some play it in 4 rounds, some in 5, some in 6.

S13:—*Mines Liberation*—In the Mines Liberation scenario, if you gain a crystal at the start of the day or night and you already have three crystals of that color, then you gain nothing, not even a same-colored mana token.

O14:—*Mines Liberation*—In the Mines Liberation scenario, at the beginning of new rounds, do you receive crystals from liberated mines *before* or *after* you "feed" your MAGIC FAMILIARS? And can players choose which color crystal they receive from DEEP MINES?

A14: [There doesn't seem to be a clear answer, so I would permit players to receive the crystals first. And yes, I'd allow them to choose their crystal color—as there's no rule overriding the DEEP MINES site card.]

S15:—*Druid Nights*—In the Druid Nights scenario, an "uninhabited space" is any space where it is impossible to Interact with the Locals.

Q16:—*Dungeon Lords*—In the Dungeon Lords scenario, can KRANG enter and quit the tunnel system via the same entrance/exit in order to *Savage Harvest* crystals?

A16: No, because the scenario rule says, "When on a conquered DUNGEON or TOMB space during movement, you may move to any other conquered DUNGEON or TOMB space."

Q17:—*Dungeon Lords*—If KRANG plays the stronger effect of *Savage Harvesting* and enters a tunnel during the Dungeon Lords scenario, can he discard a card for every hex he travels underground in order to gain a crystal?

A17: Yes, for the scenario rules say "To [move to any other conquered dungeon or tomb space], you have to pay 2 Move points plus 1 Move point for each space you traveled." So you are moving "spaces".

Q18:—*Dungeon Lords*—What do you do if you can't legally place a secret tomb near a MONASTERY, such as when placing map tile number 12, since the MONASTERY there is surrounded by a mountain, a rampaging enemy, and a swamp, especially if there is no other map tile to the east of it?

A18: By a strict reading of the rules, you don't place *any* secret tomb, as you can't fulfill the restrictions on where a tomb can be placed. However you could house-rule it, saying that if there are no legitimate spaces you simply draw a random replacement tile.

S19:—*Conquer and Hold*—For the Conquer and Hold scenario, there is nothing in the scenario description that says that assaulting a KEEP works any differently than it does in other competitive scenarios, save for the number of defending tokens that are drawn when the other player is not present in the KEEP. Therefore, if the other player is present in the KEEP, you conduct a PvP combat instead of a combat with enemy tokens, just like you would in any standard scenario.

S20:—*Conquer and Hold*—In the Conquer and Hold scenario, the enemy tokens in an opponent's KEEP or MAGE TOWER do not remain there if you're unable to defeat them all: if you attack it again, you draw all new enemy tokens.

S21:—*TEZLA Scenarios*—In the scenarios that came with *Shades of TEZLA*, (with the exception of the Lost Relic scenarios, where enemy tokens are *not* sorted by Faction), when placing enemy tokens on map sites and revealing them in Adventure sites, use only the regular (non-*TEZLA*) enemy tokens unless DARK CRUSADER or ELEMENTALIST enemy tokens are explicitly specified.

S22:—*Life and Death*—In the Life and Death scenario, if you enter a TOMB or DUNGEON, or fight at a RUINS, you pick your enemy tokens from the base game enemy tokens, not from the faction enemy tokens.

S23:—*Life and Death*—In the Life and Death scenario, when you clear out the HIDDEN VALLEY or the NECROPOLIS, these single-space tiles remain on the board and are treated as a MAGICAL GLADE / GRAVEYARD. (A CITY doesn't suddenly appear out of nowhere; nor can you Interact with the Locals at these sites.) Nor does this count as liberating these spaces: you aren't rewarded with an Artifact, Spell, or Reputation (but presumably they are now considered safe spaces). Nor is there any specific reward for defeating the Necromancer or the High Priestess, other than the usual Fame per level defeated.

S24:—*Realm of the Dead*—In the Realm of the Dead scenario—if played with four or five players—the 5th GRAVEYARD should have a brown and a red DARK CRUSADER enemy token; and the 6th GRAVEYARD should have a green, a brown, and a red DARK CRUSADER enemy token. The reward for the 5th GRAVEYARD should be an Artifact and an Advanced Action card; and for the 6th GRAVEYARD, an Artifact and a Spell. [The enemies and the rewards for the 5th GRAVEYARD have been confirmed with the *Ultimate Edition* rules.]

S25:—*Realm of the Dead*—Various rulings:

- Rampaging enemies that are placed while exploring new map tiles do not gain Pursuit until the *ensuing* turn.
- Although it is always night in GRAVEYARDS, GRAVEYARDS do not provide black mana during day turns.
- The MAGICAL GLADE on the green CITY tile is a MAGICAL GLADE, not a GRAVEYARD.
- Any MAGICAL GLADES that occur on the tiles that are placed during setup will be GRAVEYARDS: so take care to reveal those tiles in some recallable order.

O26:—*Lost Relic*—The Lost Relic scenario appears to use the Blitz rules, but unlike the Hidden Valley and the Realm of the Dead scenarios which list a starting Reputation, the Lost Relic scenario doesn't. Is this an oversight or is it intentional? [Like many players, I would start The Lost Relic with +2 Reputation, just as in those other scenarios.]

S27:—*Lost Relic*—In the Lost Relic scenario, you use side B of the PORTAL tile and so begin with three tiles revealed.

S28:—*Lost Relic*—In the Lost Relic scenario, the DESTROYED CITIES provide no fortifications.

S29:—*Lost Relic*—In the Lost Relic scenario, the text "you grab the relic from its treasure hoard" is flavor text: there is no actual relic token to be "grabbed".

VOLKARE

S1:—*Orienting the Camp Tile*—In the VOLKARE's Quest scenario, the rulebook shows the tile orientation correctly, but the scenario card does not. (In the *Ultimate Edition* rulebook, the Camp Tile is drawn as solid green in the scenario description—which is wrong on two counts: the Camp Tile is a core tile which should be indicated by the color brown, and the Camp Tile should be face up not face down when you start the scenario. Note also that the VOLKARE's Quest scenario card has not been changed in the *Ultimate Edition*.)

You can tell that the Camp Tile orientation is incorrect on the VOLKARE's Quest scenario card because tiles are always oriented according to the icons on their edges, so there is only one correct way to place the Camp Tile. And if you physically build the map and follow the tile-placement rules, the Camp Tile will be oriented with the Lake hex rotated to the lower left, not straight to the left as shown on the scenario card.

If you ignore the incorrect image on the scenario card and orient the Camp Tile according to the tile-placement rules, then you just have to make sure that you trace the VOLKARE movement arrows in relation to the other map tiles shown on the scenario card and not in relation to the Camp Tile itself. To avoid confusion, just remember that VOLKARE always moves toward the PORTAL, not toward the edge of the map. E.g., the green arrow will point from VOLKARE's camp diagonally down to the left; the white & blue arrows, diagonally down to the right. (In other words, don't try to move off the Camp Tile through the yellow Desert-Village hex when moving along the white & blue arrows—move through the tan Hill hex.)

S2:—*The Camp Tile*—In the scenario VOLKARE's Return, the tile "VOLKARE'S CAMP" does not count as a core tile in the sense that its presence on the map at the start does *not* permit you to place elite (gold) Units in the Unit Offer.

S3:—*The Camp Tile*—When playing with the variant "VOLKARE'S CAMP in Place of a CITY", multiple Mage Knights are *not* permitted to be in the CAMP simultaneously, unlike what happens with CITIES and the PORTAL.

Q4:—*When Attacked by VOLKARE*—Is it considered an assault when you are defending vs. VOLKARE?
A4: No.

Q5:—*When Attacked by VOLKARE*—When you're being attacked by VOLKARE or by another player, do you get to use the “at the start of your turn” effects, e.g. MAGICAL GLADE?

A5: Only if you fully attend the combat. If you do so, you take your entire turn in advance of your regular turn. (See entry S1 in the Turn Start section above.)

O6:—*When Attacked by VOLKARE*—What do you do if VOLKARE moves onto a Mage Knight's space to attack her, and the Mage Knight retreats, but none of the surrounding spaces are safe? [One option is to apply the Forced Withdrawal rules in this situation, but you have to decide on the direction of her retreat: can the Mage Knight move into the space VOLKARE advanced from? must the Mage Knight retreat by the path that she herself arrived there by? can she choose her direction of retreat, or must it be chosen randomly? (I'd have her retreat by the path she arrived by. See also entry O3 under *Mountain Lore*.)]

Q7:—*Attacking VOLKARE on a Fortified Site*—Can you attack VOLKARE if he's on a space with an unconquered fortified site?

A7: VOLKARE's presence trumps everything else: the player faces VOLKARE's Army and disregards any unconquered fortified sites that may also be present in the same space (except for the way they make VOLKARE's Army fortified). The space features are used only to count movement costs (and you cannot attack VOLKARE if you are unable to enter the terrain); the enemies and sites on the space are otherwise ignored, except for any fortification effect they may give. If you end up on an unsafe space after defeating VOLKARE, you will have to withdraw—not that it matters in these scenarios, as they all end if you defeat VOLKARE.

Q8:—Revealing VOLKARE'S Army—When is VOLKARE'S Army first revealed?

A8: In the scenarios VOLKARE's Return and VOLKARE's Quest, VOLKARE'S Army is discovered the first time a player starts a combat against VOLKARE. (You can't discover the army from an adjacent hex, or from the same hex if your Mage Knight flees thereby declining combat.)

When playing with the "VOLKARE'S Camp in Place of a City" variant, see *Lost Legion* p. 11: *For the purposes of revealing these tokens, they behave the same way as tokens in a city – they are face down, until someone gets adjacent to the camp (regardless of whether it is Day or Night).*

Q9:—Revealing VOLKARE'S Army—What do you do if you run out of enemy tokens when revealing VOLKARE'S army?

A9: Improvise. Component shortages were not part of the design, and it was impossible to prevent all extreme cases from causing a shortage. Since any scenario where this is likely to happen will probably be a co-operative scenario, find a solution that fits your taste: whether it is a way that affects the game the least (such as withdrawing the most-distant ORCS from the map), or not at all (using proxies for the missing tokens), or that makes thematic sense (withdrawing the closest ORCS first). I don't recommend giving him *no* ORCS, as this would lead to unthemational meta-tactics (e.g., don't kill ORCS so that VOLKARE can't recruit them).

S10:—Revealing VOLKARE'S Army—Regarding enemy tokens and VOLKARE: if a player is attacked by VOLKARE and retreats without fighting, the enemy tokens are not revealed.

And if an additional enemy token is added after the other enemy tokens have been revealed, add it face-down.

S11:—VOLKARE's Recruits—In VOLKARE's Return, VOLKARE recruits whichever Unit is marked by the matching crystal, but it doesn't matter whether that Unit is elite or regular, for VOLKARE always takes a gray enemy token.

S12:—Indecisive Units—In VOLKARE's Return Epic scenario, if playing at the Thrilling race level with four players, there will be 6 indecisive Units: in this case, use a black and gold crystal to mark the 5th and 6th indecisive Units and treat these Units just like you treat those indecisive Units marked with basic crystal colors. (And yes, indecisive Units can be recruited just like non-indecisive Units.)

S13:—Indecisive Units—If you aren't using gold or black crystals to mark the 5th and 6th indecision Units as discussed in entry S12 just above, and if you roll a gold (or black) mana on the die, this does not count as matching any of the basic colors that may be associated with indecisive Units.

S14:—Defeating VOLKARE's Army—If you assault "VOLKARE's CAMP", and if you provoke or challenge rampaging enemies as you do so, and if you defeat the last of VOLKARE's Army during the Ranged-and-Siege-Attack phase but not the rampaging enemies, then VOLKARE will *not* attack you during the Block and Assign Damage phases, as he is already defeated. The presence of any still-existing rampaging enemies has no effect on that. [The *Ultimate Edition* adds this rule (p. 8): "*Special Case: If a player defeats their entire portion of enemies in <the> Ranged-and-Siege-Attack phase, their part of the combat ends. They do not have to face VOLKARE's attack, even if VOLKARE is not defeated because another player does not defeat all their troops.*"]

S15:—Victory in VOLKARE's Quest—In VOLKARE's Quest, if you don't stop VOLKARE and kill all of his defenders by the end of six rounds, you lose. Period.

S16:—Number of Players—In VOLKARE's Quest, where it says on p. 19, "*if VOLKARE loses twice as many tokens from his army as there are players in the game, he is slowed down,*"—this is referring only to real players and doesn't count VOLKARE as one of the players.

S17:—*Adding Skills to the Skill Offer*—In VOLKARE's Quest and VOLKARE's Return, the rules say, "If playing Solo, choose one of the other heroes at random—add one Skill of that hero to the Common Skill Offer after each of your level ups." Most players see this as a typo and think it should say to add a Skill after each of your level ups *in which you choose a Skill*.

S18:—*Placing New Tiles*—VOLKARE and players both must obey the same rules when placing new tiles. The map shape rules govern the lay of the land—exploring does *not* govern the lay of the land. As VOLKARE and players explore, they are revealing map tiles that are in essence already-there-but-not-yet-seen. So, just as players cannot explore in directions that aren't legal, neither can VOLKARE: if he tries to explore in a direction that isn't legal (according to the "map shape" rules), he has to explore (i.e., "move") in some *other* direction.

S19:—*Being Knocked Out*—In VOLKARE's Return, if a player is knocked out and doesn't recover before VOLKARE attacks again (e.g., if the player has nothing but wound cards in his hand), that player will not be able to fully attend the resulting combat, but it is legal to keep assigning more wounds to that player. This might make it easier to win, but it will dramatically decrease your score. [Some players house rule that a player dies or the game is lost if a Mage Knight ever has too many wounds (say twice his current unmodified hand limit).]

Q20:—*VOLKARE's Camp in Place of a City*—Do you add an extra die to the SOURCE and an extra Unit to the Unit Offer when playing with the "VOLKARE's Camp in Place of a City" variant? (And if so, would this add two dice and two Units if playing a Blitz scenario with the "VOLKARE's Camp in Place of a City" variant?)

A20: No. (No.) Adding an extra die and an extra Unit are only discussed in the rules relating to specific scenarios, not in the rules dealing with the "VOLKARE's Camp in Place of a City" variant nor in the general rules for VOLKARE himself. Yes, there's an official FAQ entry that might seem to suggest otherwise:

How many dice & Units should there be in a solo game?

The dummy player does not count as a player for these purposes, so it would normally be 3, but you add an extra one if playing Blitz scenario or against Volkare.

But this FAQ entry is probably meant to cover just the standard scenarios, not the optional variants. (Consider that VOLKARE is not a roving menace when using the "VOLKARE's Camp in Place of a City" variant, nor does he reroll dice nor steal Units, so there's less justification for these player-benefiting adjustments.)

When you're playing the "VOLKARE's Return - Blitz" scenario, that should be the only time that you add two additional dice to the SOURCE and two additional Units to the Unit Offer.

S21:—*An Empty Camp*—In the VOLKARE's Return and VOLKARE's Quest scenarios, once VOLKARE leaves his Camp, you cannot interact with that space: treat it as an empty space.

S22:—*VOLKARE Draws a Red Card*—In the VOLKARE's Return and VOLKARE's Quest scenarios, treat VOLKARE's drawing of a red card as being synchronous with step 1 in the SoP presented above in entry Q1 of the PvP Combat section. Note these two paragraphs on p.7 of *Lost Legion*:

No matter how the combat begins, it has a similar structure to the usual combat with enemies. It has the same four phases as combat with enemies, and you follow the same rules. When fighting VOLKARE, you are facing all the enemy tokens forming his army.

...
When attacked by VOLKARE, a player can choose whether to take his full turn in advance (like when attacked by another player) to attend the combat fully or not. Follow the same rules – if the player chooses to take his turn, he flips his Round order token and may use everything as if it is his turn, and then perform his end of turn sequence (but then he skips his next turn). If he decides to not take his turn, he cannot use his normal one mana die or skills useable once per turn, and he does not perform his end of turn sequence.

Cross References: Movement S3; Combat S10; PvP S7; CITIES S11; Scenarios Q8; Counterattack O2; Flame Wave O5; Time Bending Q8; Veil of Mists O3; Banner of Fear Q8; HEROES S1; Sparing Power S1.

Clarifications by Component

Basic Action Cards

S1:—*Identification*—The different types of Deed Cards can be challenging for new players to tell apart from each other, but it really is quite simple. Basic Action Cards all have a Mage Knight emblem in the upper right corner of the card, and no other cards do. Spell Cards have a purple border and lack any image. Advanced Action Cards look exactly like Basic Action Cards, except they lack any Mage Knight emblem in the upper right corner. Artifact Cards look somewhat like Action Cards, but the biggest visual difference is that they lack a mana symbol separating their basic effects from their stronger effects, having just a line instead, and that the stronger effect has a brown background. (How cool would it have been if the *Ultimate Edition* had made the ornate borders of the Artifact cards out of gold-colored foil!)

S2:—*Timing of Effects*—Effects (aside from those effects that provide Move, Influence, Healing, Attack, or Block points) work immediately the instant they are played, no matter if the effects arise from cards, Skills, or Units. Effects cannot be delayed, and no other effects can be played before the current effect is fully processed. (See entry S9 under Miscellaneous.)

Even effects which provide Attack points and Block points generally have to be used instantly. Exceptions can apply if the wording suggests that those Attack and Block points will be available in future phases at a time subsequent to when the initial effect of the card (or Skill or Unit ability) is processed, such as with the cards *Ambush* and *Dodge and Weave*.

S3:—*Duration of Effects*—If an effect modifies some value or rule, that modification remains in effect until the end of your turn. [For players who only partially attend a PvP combat, presumably these effects will last until the end-of-turn sequence begins at the end of their first full turn.]

S4:—*Multi-Card Plays*—When a card allows you to play another card (or Skill or Unit ability) as part of its effect (such as *Concentration*, which increases the strength of another card), both cards are evaluated as if playing a single effect.

S5:—*Paying the Cost of Cards*—From the rulebook p. 4: "Some card effects order you to pay extra mana of some color, or to discard (put [in]to your discard pile) or throw away (remove from the game) another card. These effects cannot be played if you are unable to do this."

So if the only card in your hand is, say, *Concentration*, you cannot use your one free mana die from the SOURCE to power the stronger effect of the card (with the intention of then being able to reroll that mana die) because you don't have another card to pair with it.

Likewise, you can't play the basic effect of *Magic Talent* if you don't have a card to discard and if you don't have a matching-colored mana available and if there isn't also a matching-colored Spell in the Spell Offer. And of course you still can't play *Magic Talent* if the only color-matching Spell in the Spell Offer is a combat spell (marked by crossed swords, and which gives Attack points or Block points) if you are not also in combat at this moment. Nor, vice versa, if the only color-matching Spell available in the Spell Offer is a Healing Spell (marked by the hand symbol and which gives Healing points or Readies Units) if you are in combat at this moment. (See entry S1 under Miscellaneous, and entry S9 under *Maximal Effect*.)

Cold Toughness (TOVAK)

S1:—*Counting Enemy Abilities*—The strong effect of the action card *Cold Toughness* gives you Ice Block 5, plus an additional +1 for each ability that your enemy has. Here is an exhaustive list of these abilities:

- Offensive: Swift, Cumbrous, Brutal, Poison, Paralyze, Assassination, and Vampiric.
- Defensive: Elusive, Fortified, Unfortified, Arcane Immunity, and Defend.
- Resistances: Fire, Ice, and Physical.
- Color of Attack: Ice, Fire. (Cold Fire Attacks count as both colors, and therefore as two abilities.)

This is based on the clarification given in *Lost Legion*, p. 5 (re-worded for clarity): *In the overview table on the back page of the base game rulebook, some "attack types" were wrongly listed under the heading of "offensive abilities". So please note that [Physical Attack,] Ice Attack, Fire Attack, Cold Fire Attack, Summon Attack, and Multiple Attacks are types of attack, and not "offensive abilities".*

Examples:

- (1) HIGH DRAGON (Cold Fire Attack, Brutal, Fire and Cold Resistance): $5 + 5 = 10$ Ice Block.
(2) DELPHANA MASTERS (Cold Fire Attack, Paralyze, Assassinate, Fire and Cold Resistance): $5 + 6 = 11$ Ice Block.

Q2:—*Site-Conferred Abilities*—Does an enemy in a fortified location, or an enemy in the green CITY, count as having an additional ability for the purposes of the *Cold Toughness* card?

A2: No. *Cold Toughness* only gives +1 for those abilities that are physically printed on the token. Any other abilities granted to the enemy from any other source are not counted.

S3:—*Ice Resistance*—The non-Attack/non-Block effects of blue cards do not apply to enemies with Ice Resistance. This exclusion, however, doesn't prevent *Cold Toughness* from causing additional Ice Block points when it is used against enemies with Ice Resistance.

O4:—*SUMMONERS*—What happens when you use *Cold Toughness* to block a Summoned MONSTER—do you count up the abilities of the SUMMONER, or of the Summoned MONSTER? What if the SUMMONER is a SUMMONER DRAGON that has Arcane Immunity?

*A4: I would go with the values printed on the Summoned MONSTER token because *Cold Toughness* specifically refers to each ability and color "depicted on the blocked enemy token you blocked": that wording strongly suggests that you resolve this Block with reference only to the Summoned MONSTER token itself, not to the SUMMONER. And as for Arcane Immunity, it counts as an enemy ability and it does not prevent *Cold Toughness* from providing an increased Ice Block.

Cross References: *Shapeshift* S1, S3.

Concentration

Q1:—*Improvisation*—When *Concentration* is used with *Improvisation* to gain the stronger effect of *Improvisation* "for free", do you still need to discard another card?

A1: Yes. When deed cards talk about giving players the stronger effect of another card "for free", they are referring *only* to the mana costs needed to power that card (see entry S2 under *Mana Overload*). All other costs must still be paid, for these other costs are actually "part of the effect". (This also applies to *Will Focus* and *Maximal Effect*.)

S2:—*Attacks*—The stronger effect of *Concentration* can increase the strength of all kinds of Attacks, including Ranged Attacks, Siege Ice Attacks, Cold Fire Attacks, etc.

S3:—*Blocks*—The stronger effect of *Concentration* can increase the strength of all kinds of Blocks, including Ice Blocks and Cold Fire Blocks.

S4:—*Stronger Effects*—When you play the stronger effect of *Concentration*, and then another Action card, say *Swiftness*, you cannot couple the +2 bonus of *Concentration* with the basic effect (Move 2) of *Swiftness*: you must always use the stronger effect of the latter card, in this case *Ranged Attack* 3.

S5:—*Into the Heat*—If you play the stronger effect of *Concentration*, and then *Into the Heat*, the +2 bonus from *Concentration* will not apply since *Into the Heat* itself doesn't directly provide Move, Influence, Block, or Attack points. (See also entry S13 under *Maximal Effect*.)

S6:—*Action Cards Only*—Do note that *Concentration* can only be played with other Action cards (Basic or Advanced), not with Spell cards or Artifact cards.

Cross References: Combat S5, Q7; Basic Action Cards S4, S5; *Improvisation* Q1; *Tirelessness* S3; *Will Focus* S1; *Ambush* S6; *Blood of Ancients* S5; *Counterattack* S1; *Dodge & Weave* S2; *Maximal Effect* S3, S9, S10, S11, S12, S13; *Shield Bash* S5; *Deadly Aim* O2; *Mana Overload* S6; *Shapeshift* S2, S3.

Crystal Joy (GOLDYX)

S:—*Reclaiming Crystal Joy*—The card *Crystal Joy* allows you to discard another card to return *Crystal Joy* to your hand. You may only do this on the same turn that you play *Crystal Joy*. You do this at the end of your turn, just before your end-of-turn sequence begins (see entry S2 in the End of Turn section). Note: if *Crystal Joy* is thrown away, say due to being used with *Maximal Effect*, you cannot return *Crystal Joy* to your hand.

To my thinking, taking *Crystal Joy* back into your hand must happen before step 3 of the End of Turn sequence (rulebook p. 9). (A few players apparently argue that you can do this even later, up until you draw new cards during step 7, thereby allowing you to select Artifacts before reclaiming *Crystal Joy*.)

Crystallize

S:—*No Gold or Black Crystals*—With the stronger effect of *Crystallize*, you cannot gain a gold crystal or a black crystal because gold and black crystals don't exist. Period.

Cross References: *Mana* S5; PvP Q1; *Resting* S3; *Maximal Effect* S1, S31.

Determination

S:—*Blocks Cannot Be Split*—The stronger effect of *Determination* provides Block 5. And (just like the Block provided in the basic effect) it can only be played while Blocking a specific, individual enemy attack: and when used, it must all go toward Blocking *that* one Attack, even if not all of the Block points are needed. (Any excess Block points are wasted.)

Cross References: *Diplomacy* S4; *Maximal Effect* S5, S11; *Circlet of Proficiency* S14.

Improvisation

Q1:—*Concentration*—When used with *Concentration* to gain the stronger effect of *Improvisation* "for free", do you still need to discard another card?

A1: Yes. When deed cards talk about giving players the stronger effect of another card "for free", they are referring *only* to the mana costs. All other costs mentioned in the text of that card must still be paid, as they are part of the "effect" of that card.

Cross References: Common Rule Misunderstandings; *Concentration* Q1; *Maximal Effect* S7, S8, S9; *Time Bending* S7.

Mana Draw

S1:—*Timing*—With *Mana Draw*, just as with other similar cards or Skills or Units that permit you to draw mana dice from the SOURCE, you are permitted to use it either before *or* after you use your once-a-turn free mana die from the SOURCE.

S2:—*Use Required for the Basic Effect*—You cannot use the basic effect of *Mana Draw* simply to re-roll a mana die at the end of your turn: you have to *use* that mana die in some way, as explicitly stated on the card. (Note that, in general, you *could* use the gained mana die to power another deed card or Unit even if you don't gain any measureable advantage from doing so, such as playing the stronger effect of *Tranquility* to draw two cards when your draw deck is empty, just so long as you respect the turn sequence—e.g., by not playing an Attack or Block effect unless you're actually conducting combat on that turn, etc.) See the base game rulebook, p. 5, and entry S1 under the Miscellaneous section.

Q3:—*Use Not Required for the Stronger Effect*—When you use the stronger effect of *Mana Draw*, do you need to use the mana produced?

A3: No. The rule that you cannot use a SOURCE die if you do not use its mana is there to prevent players from simply messing with the mana in the SOURCE. And although when a player uses the stronger effect of *Mana Draw*, that might be all that the player is doing—changing the mana in the SOURCE—the rule about the player having to use the mana die does not apply here because this is something different: this is a card effect, and *this* card effect says nothing about the player having to "use" the two mana tokens that are gained.

S4:—*Mana Tokens Only*—With the stronger effect of *Mana Draw*, you get to use both mana tokens, but you do *not* get to use the mana die itself.

S5:—*End of the Round*—The die that is set with the stronger effect of *Mana Draw* does not persist across a round boundary.

S6:—*Black Mana*—With either effect you *can* choose black mana, but you're only allowed to use that black mana under the usual constraints: see entries S3 and Q7 under Mana.

*S7:—*Depleted Dice*—With the strong effect, you can choose to take a depleted mana die from the SOURCE.

Cross References: Mana S1; PvP Q1; SOURCE Freeze S1.

Mana Pull (ARYTHEA)

S1:—*Wild Black Mana*—ARYTHEA can use this card to gain a black die from the SOURCE even during the day, but only *this* black die is wild. If she takes more black dice from the SOURCE this turn, say due to other card effects or as her once-a-turn free mana die, these additional dice are *not* automatically wild. (See also entry S1 under *Mana Draw*.)

S2:—*Taking Only One Die*—Most players require that she take *exactly* two dice.

[I, however, permit ARYTHEA to play the stronger effect of this card even when there is only *one* mana die remaining in the SOURCE. Why? Because this situation is most likely to arise when playing solo, for there are fewer dice in the SOURCE then. And it just seems unfair that one of ARYTHEA's two specialized cards should lose some of its punch in solo games while the specialized cards of other Mage Knights do not.]

Cross References: Mana Q2.

March

Cross References: *Agility* S1; *Maximal Effect* S10, S11, S18; *Mountain Lore* O3.

Noble Manners (NOROWAS)

S1:—*Spending the Points Isn't Required*—You *can* gain the Fame (and Reputation) bonus even if you don't spend the Influence points, just so long as when you play this card you use your Action phase to Interact with the Locals.

Q2:—*Permissible Sites*—Can you choose to Interact with the Locals if your current space has no Locals on it?

A2: Nope.

Cross References: *Influence* Q6.

Promise

S:—*Spending the Points Isn't Required*—You're allowed to play the stronger effect of *Promise* (Influence 4) even when you can't use Influence points, simply so that you can re-roll a white die. Doing so may even come in handy in cooperative and solo games. [You might consider not allowing this in competitive games when using the Friendly Mana variant.]

Cross References: *Diplomacy* S4.

Rage

Cross References: *Miscellaneous* S1; *Maximal Effect* S1, Q4, S13, S14, S16; *Sword of Justice* S7; *Fire Gem* S1; *Ice Shard* S1; *Vial of Toxin* S2.

Rejuvenate (NOROWAS)

Q:—*Treat as a Healing Card*—Are *all* of its effects considered "Healing effects", and thus unplayable during combat?

A: That is correct. Healing effects aren't necessarily limited to "Healing points." (For example, readying Units can also be considered Healing effects.) And in the case of *Rejuvenate*, even the gain-a-crystal effect is considered a Healing effect because the card doesn't also have a "Special Effects" icon in the upper left corner, only the "Healing" icon.

Cross References: *Combat* S3; *Maximal Effect* S26.

Ruthless Coercion (KRANG)

S1:—*Readyng Effect Cannot Be Delayed*—With the stronger effect of *Ruthless Coercion*, you must use its effect of readying Units at the moment that you play *Ruthless Coercion*. You cannot ready a Unit with *Ruthless Coercion*, gain more Influence by expending that Unit, then again ready that same Unit with *Ruthless Coercion*, and so on ad nauseam. (But you *can* play other Influence points before playing *Ruthless Coercion*, and use those.) [Note: This interpretation is reportedly how this card was used during playtesting, and is also consistent with how *Regeneration* (entry S2) and *Rebirth* (entry S2) work. A few players, however, disagree with this ruling and don't restrict this readying ability to the moment that the card is played.]

S2:—*Discount Is Optional*—With the basic effect of *Ruthless Coercion*, the discount of two Influence points to recruit a Unit is optional, so you could ignore the discount, recruit a Unit at the full price, and thereby avoid the Reputation hit.

O3:—Use during Combat—This card has the hand symbol: can it be used during Combat?

A3: It's perhaps best to allow its non-Readyng effects to be used during Combat (so that you could, say, influence THUGS to take damage or HEROES to participate in an assault). Note that *Ruthless Coercion* is an upgraded version of *Threaten*, which can be played during Combat, so *Ruthless Coercion* should probably be treated likewise.

Cross References: *Maximal Effect* S25; Ultimate Edition Dual-Colored Action Cards O4; *Regeneration* S1.

Savage Harvesting (KRANG)

S1:—The Discard Precedes Movement—When playing *Savage Harvesting*, you have to decide which card you will be discarding as you are moving into the new space: you can't reveal new garrisons until *after* you have entered the space and have discarded your card. See also entries Q16 and Q17 under Scenarios. (And, of course, any card discarded for use with *Savage Harvesting* can't also be used to pay the cost for other effects, such as that of *Improvisation*.)

***O2:—Move a Space**—With this card it doesn't matter how you move to a space, whether by paying the (possibly reduced) Movement point cost, or by using effects that "directly allow you to move one or more spaces" (rulebook p. 6) such as *Underground Travel* or *Temporal Portal*. With these latter "direct" modes of movement, however, I'm unsure if intervening spaces should qualify for use with the strong effect of *Savage Harvesting*. (In entries S6 and O9 under Movement, I argue that these latter cases are more like teleporting, and if you agree with that interpretation, then perhaps only the terminal space of such direct movements should qualify for use with *Savage Harvesting*.)

Cross References: Scenarios Q17; *Maximal Effect* S22, S23.

Stamina

Cross References: *Mountain Lore* O3.

Swiftness

Cross References: *Concentration* S4; *Maximal Effect* S13.

Threaten

Cross References: *Ruthless Coercion* S3; THUGS O3.

Tirelessness (WOLFHAWK)

Q1:—No Retroactive Bonus—With the stronger effect of *Tirelessness*, does the +1 Movement point also apply retroactively? E.g.: If you play a generic Move 2 card to reveal a new tile, and if the next space ahead of you is a 5-movement point hex, can you play the stronger effect of *Tirelessness* and move onto that hex?

A1: The +1 Move point bonus of *Tirelessness* only applies to Movement cards that are played after *Tirelessness* has been play. (Notice the tense of the verb "gives" in the text on the card.) So the answer to this question is no, because new information has been revealed at this point and you can't go back and reverse the order of play of your previous Movement cards.

S2:—Agility—See entry S3 for *Agility*.

S3:—Concentration—If you play the stronger effect of *Concentration* on *Tirelessness*, you gain Move 4 from *Tirelessness*, and Move +2 from *Concentration*. *Concentration* itself does *not* trigger the +1 Move per card bonus of *Tirelessness* because, in this case, only *Tirelessness* is providing Movement points.

S4:—*Units*—Units which provide Move points do *not* benefit from the +1 Move that *Tirelessness* grants.

S5:—*Duration of Bonus*—If you play the stronger effect of *Tirelessness* during the Movement phase, any unused Move points will not transfer over to the Action phase. However, the other effect of *Tirelessness* does transfer to the Action phase, so playing the basic effect of *Agility* subsequently during combat will give you 3 Move points.

Cross References: *Agility* S3; *Maximal Effect* S11, S17, S18; *I Don't Give a Damn* S2.

Tranquility

S:—*Superfluous Effects*—You're allowed to spend a green mana and select the stronger effect of *Tranquility* even if you have only one (or zero) Wounds to heal or only one (or zero) cards in your undrawn deed deck—but of course only if you're not currently in Combat. See entry S1 under Miscellaneous.

Cross References: *Mana Draw* S2; *Maximal Effect* S9, S12.

***Will Focus* (GOLDYX)**

S1:—*Ambush*—If you play the stronger effect of *Will Focus* and then *Ambush*, you will increase the movement points of *Ambush* to 7 (4+3). You won't boost the Attack/Block part of it though, because technically *Ambush* isn't providing you with any Attack or Block points itself. (A similar argument holds for playing *Concentration* with *Ambush*.)

S2:—*Magic Talent*—If you play the stronger effect of *Will Focus* with *Magic Talent*, you will still need to pay a mana of the corresponding color to take a Spell from the Spell Offer. (You do get to avoid having to pay a blue mana to activate the stronger effect of *Magic Talent*, however.)

S3:—*Types of Attack*—The stronger effect of *Will Focus* can increase the strength of Ice Blocks and Cold Fire Blocks, as well as of Fire Attacks and Siege Ice Attacks, etc. See entry S5 under Combat.

Cross References: *Combat* S5, Q7; *Concentration* Q1; *Ambush* S6; *Maximal Effect* Q3, S14.

Advanced Action Cards

Agility

S1:—*Using Move Points*—If in the Ranged-and-Siege-Attack phase you play the stronger effect of *Agility* (note this card was changed in the *Lost Legion* expansion), it will give you Move 4 and a chance to convert Move points into Ranged Attacks (at 2 for 1) or basic Attacks (at 1 for 1). If you also play the stronger effect of *March* for another Move 4, you'd be able to convert, say, 6 of these points into 3 Ranged Attack points. That would leave you 2 Move points to spend later during the combat phase, perhaps to reduce the attack of a Cumbersome enemy by 2, or to gain Attack 2 during the Attack phase. If you don't use the Move points, they'll be wasted. In any event, you cannot spend Move points to move to a new space or to explore tiles because your Movement phase is now over.

S2:—*Using Move Points*—If you play *Agility* during the Movement phase, you can use the Move points as normal, including for moving and exploring. Any unspent Move points will not transfer to the Action phase, but the ability to convert Move points into Attack points will. So just as discussed in entry S1 above, you can play additional movement cards during combat and convert those into Attacks.

S3:—*Using Move Points*—If after you have entered a MAZE you play the stronger effect of *Tirelessness* (one of WOLFHAWK's unique Basic Actions), you gain Move 4 and a +1 bonus to all other cards with Move effects. If you then play the basic effect of *Agility*, you'll have a total of 7 Move points. At this point you can spend 6 of these to choose the longest path through the MAZE. Later, when fighting the enemy there, you can play a card sideways as a Move 2 (the bonus still applies), and at that point you'll have three Move points available that you can convert into Attack points.

Cross References: Movement S1; PvP S7; *Maximal Effect* S8; *Fire Gem* Q2.

Ambush

S1:—*Deed Cards Only*—*Ambush* does not benefit Units or Skills.

S2:—*Sideways Cards*—The effects of *Ambush* apply even to cards played sideways.

S3:—*The First Card*—If the first Attacks or Blocks you make during your turn come from Units, you will still get the benefits from *Ambush* when you eventually *do* play an Attack card or a Block card.

S4:—*Timing*—You *can* play *Ambush* during combat even if you aren't going to use its Move points. If you do play it during combat, it doesn't have to be played during your first Attack or Block of the turn: it can be played immediately before *any* Attack or Block that you wish to affect.

Q5:—*Shield of the Fallen King*—When playing the *Shield of the Fallen King* after *Ambush*, if the player chooses the second effect of the Artifact (Block 4 against two different enemies), does he add the +X Block given by *Ambush* to just the first enemy Blocked (thus gaining 4+X against the first and just 4 against the second), or to both of the blocks (thus gaining 4+X Block against both enemies)?

*A5: In this instance, it gives a Block 4+X and a Block 4. It seems clear that *Ambush* intends to give only a certain fixed amount of additional Block points (2 or 4, for the basic or strong effect respectively). Furthermore, *Ambush* is a base-game card whose text was set before the expansion card *Shield of the Fallen King* even came out, and so it wasn't worded to handle minor unforeseeable ambiguities like this. So think of *Ambush* as adding an additional X worth of Block points to the "entirety" of a card, not separately to each sub-element of a card. [A few players rule oppositely, however, and apply the +X to *all* of the Blocks given by *Shield of the Fallen King*.]

S6:—*Will Focus*—The stronger effect of *Will Focus* with *Ambush* will increase the Move part of the card to 7 (4+3). It does not boost the Attack/Block part of it, because *Ambush* technically isn't itself providing you with Attacks or Blocks. (A similar treatment applies when *Ambush* is coupled with *Concentration*.)

S7:—*Diplomacy*—*Diplomacy* is not a Block card, so *Ambush* will not apply to it. If you played no Attacks in the Ranged-and-Siege-Attack phase, and only Influence-Blocks (through *Diplomacy*) during the Block phase, then *Ambush* could apply to an Attack card played in the Attack phase.

Q8:—"Attack" Cards—Do the *Bow of Starsdawn* and the *Sword of Justice* count as "Attack cards" when played with *Ambush*?

A8: Yes, but *Ambush* only adds +1 (or +2 with the stronger effect) regardless of how many cards you discard with the *Sword* or the *Bow*.

Cross References: Combat S5; PvP S7; *Will Focus* S1; *Blood of Ancients* S3; *Maximal Effect* S11, S15, S16; *Shield of the Fallen King* S1; *Sword of Justice* S7; *Tome of All Spells* S2.

Blood of Ancients

S1:—*Taking a Wound*—The wound goes into your hand, and doesn't go to a Unit.

S2:—*Fire Resistance*—If you use the stronger effect of *Blood of Ancients* to use an Action card in the Advanced Action Offer, the fact that *Blood of Ancients* is powered by a red mana doesn't affect whether or not the Advanced Action card can harm enemy tokens that have Fire Resistance: that question is dependent only upon the mana color that the Advanced Action card itself uses. See entry Q3 under *Maximal Effect*.

S3:—*Ambush*—See also entry S2 under *Tome of All Spells* for using *Blood of Ancients* with *Ambush*.

S4:—*Steady Tempo*—If you use the stronger effect of *Blood of Ancients* to play *Steady Tempo*, all you get is Move 4. And neither *Steady Tempo* nor *Blood of Ancients* gets put on top of your Deed deck (for *Blood of Ancients* says that *Steady Tempo* stays where it is).

S5:—*Concentration*—If you play *Blood of Ancients* by means of the stronger effect of *Concentration*, any Move/Influence/Block/Attack points provided by the card in the Advanced Action Offer do not benefit from *Concentration*'s "+2" effect, because *Blood of Ancients* is not providing these points directly.

Cross References: *Tome of All Spells* S2; *Mana Overload* S6.

Blood Rage

S1:—*Assigning Wounds*—The wound goes into your hand, and doesn't go to a Unit.

S2:—*Timing of Wounds*—If you take a wound from *Blood Rage* (making it stronger), you can immediately use that wound with *Power of Pain* or *Invocation*, and can even add that Skill effect to the same *Blood Rage* attack you are currently making.

Cross References: Combat S21.

Blood Ritual

S1:—*One Use Only*—With the stronger effect, you may swap only one mana for a crystal: you may not execute this option more than once.

S2:—*Black Mana during the Day*—With the stronger effect of *Blood Ritual*, you can take a black mana token during the day, but depending on the circumstances you may find yourself unable to use it.

Chivalry

S1:—*Faction Leaders*—Avatars (faction leaders) will count as enemies too if they are defeated by this attack (that is, if they are reduced below level 1).

S2:—*Grouping Enemy Tokens*—Each enemy token that was included in the group of enemies that were defeated by an Attack which included the *Chivalry* card will qualify for the Reputation and Fame bonuses.

Counterattack

S1:—*Attack Points Must Be Combined*—Each Attack 2 or Attack 3 that is gained for blocking enemies must be used together in one large Attack: it's like with *Maximal Effect*—the Attack points must be used simultaneously. Which also means that if you use *Concentration* to play *Counterattack*, *Concentration* only adds a total of +2 to the Attack, not +2 for each enemy that was Blocked.

O2:—*VOLKARE*—Does VOLKARE count as an enemy? Yes: faction leaders are considered enemy tokens (*TEZLA*, p. 5.), and VOLKARE has an attack similar to that of faction leaders and of enemy tokens, so blocking his attack should gain you the same kind of advantage.

S3:—*PvP*—In PvP, the "number of enemies blocked" counts enemy Units that have contributed to the last Attack, plus 1 for the enemy Hero—but you can only count them if you have just decreased the last Attack to zero.

S4:—*DRAGON SUMMONER*—*Lost Legion* p. 5 says, *An enemy is considered successfully blocked (for purposes of effects like Disease or Counterattack) only if all attacks of the enemy are blocked*. So if you block only one of the DRAGON SUMMONER's summoned MONSTERS, it doesn't count toward *Counterattack*. But if you block both MONSTERS, then that counts as blocking the (one!) enemy.

Cross References: *Maximal Effect* S6; *Shield Bash* S4; *Burning Shield* Q1.

Crystal Mastery

Q1:—*All Crystals Count*—With the stronger effect of *Crystal Mastery*, which crystals do you get back?

A1: *Crystal Mastery* returns *all* of the crystals you used that turn, including the ones you used *before* and *after* you played the card. And if you used a blue crystal to power it, you get that crystal back too. Note however that the cost to activate the stronger effect of this card does not necessarily come from a blue crystal: it requires a blue mana, which could be a crystal, or it could be from the SOURCE, or from a mana token. So, if you power this card with a mana die from the SOURCE, then you do not get a blue crystal back in return.

S2:—*No Converted Crystals*—Crystals converted into mana tokens and not immediately used, (such as happens with the Spell *Sacrifice*), do not get returned by *Crystal Mastery*.

Cross References: *Maximal Effect* S20.

Decompose

Cross References: *Maximal Effect* S9; *Training* S2.

Diplomacy

S1:—*Using Influence as Blocks*—All Influence points generated this turn can be used to Block. And you can split up the Influence points from one origin and apply them toward two or more individual Blocks. See entry S9 under Miscellaneous.

S2:—*Fire or Ice*—If you choose Fire/Ice, you get a normal Fire Block or Ice Block. And it can be used against a Physical Attack as usual, and it is fully effective when you do so.

S3:—*Fire or Ice*—With the stronger effect of *Diplomacy*, all Influence-Blocks that you make this turn must be of the same type, Ice or Fire—you cannot gain Influence-Blocks of *both* types during the same turn.

S4:—*Using Influence as Blocks*—If you play the basic effect of *Diplomacy* when assaulting a CITY, you gain 2 Influence and a chance to spend those points (and any other Influence points played during this combat before or after you played *Diplomacy*) as Blocks. You may also split up your Influence points, to Block more enemies, say. For example, if after *Diplomacy* you play the stronger effect of *Promise* (for a total of 6 Influence points), then spend 3 Influence as a Block 3 to block one enemy, and then spend 2 Influence points as a Block 2 (let's say combined with the stronger effect of *Determination*, for total Block of 7) against another enemy, then you would still have one Influence point left over. Later in the Attack phase, you could play a card sideways for another 1 Influence and then use these 2 Influence points to convince a HEROES Unit to attack.

Cross References: Influence S1; Miscellaneous S9; Ambush S7; Maximal Effect S31; Bright Negotiation S1; Dark Negotiation S1; Spirit Guides S2; Fire Gem Q2.

Dodge and Weave

S1:—*Reducing Attacks*—You are allowed to reduce enemy Attacks to zero. (*Lost Legion* p. 5: Note that if an attack value is reduced to zero during the Block phase, it is considered to be successfully blocked.)

S2:—*Concentration*—If played after the stronger effect of *Concentration*, the Attack 2 granted by *Dodge and Weave* will be eligible for the +2 bonus.

S3:—*Swiftness/Brutal*—Note that *Dodge and Weave* says, "reduce one enemy attack by 2" (not "reduce the damage by 2"). So when you play it, you reduce the Attack by 2. And if the enemy has Swiftness or Brutal, you then double this reduced value when blocking or assigning damage, respectively.

S4:—*Timing*—*Dodge and Weave* is obviously intended to be played during the Block phase, as that is when its first effect will get applied. [Some players go beyond that and insist that it can *only* be played during the Block phase, but I don't.]

Cross References: Battle Hardened Q2; Deadly Aim Q3.

Force of Nature

Cross References: Maximal Effect S28; THUGS S2.

Frost Bridge

S1:—*Lakes*—Travel through lakes means just that: *through*, not *into*.

S2:—*Provoking Rampaging Enemies*—Travel through a lake *can* provoke rampaging enemy attacks in the lake space. (Forced Withdrawal rules will then likely apply.)

Cross References: Movement O9; Prayer of Weather S2.

Heroic Tale

S:—*Recruiting Multiple Units*—If you recruit a Unit with *Heroic Tale*, but then disband it as you recruit another Unit in the same Interaction, you would still gain Fame/Reputation for *both* recruited Units.

Cross References: Influence Q6.

Ice Shield

S1:—*Ice Resistance*—If you use the stronger effect of *Ice Shield* to Block an enemy that has Ice Resistance (e.g., AMOTEP GUNNERS), that enemy does not get armor -3, because enemies with Ice Resistance are not affected by the non-Block/non-Attack effects of a blue card. (The Ice Block 3 will still apply, however.)

Q2:—*Unsuccessful Blocks*—If you play *Ice Shield*, but the Block isn't strong enough to avoid damage, will the enemy armor still be reduced?

A2: Yes. Some Block cards have additional effects, and unless stated otherwise, these effects apply whether or not the Block is successful. (Rulebook p.8: *Sometimes a blocking card will have effects other than adding to your Block total. Unless stated otherwise, these effects apply whether or not the block was successful.*)

S3:—*SUMMONERS*—If you use *Ice Shield* against a summoned MONSTER, the armor of the SUMMONER is not affected: Rulebook p. 8, *As long as the summoned MONSTER is present, no effect can target the enemy that summoned it. The summoned MONSTER can be targeted normally.*

S4:—*Preventing Attacks*—If you prevent an enemy from Attacking, then you cannot play Block cards against it: this means that you cannot play either effect of *Ice Shield* against it.

Cross References: Combat Q7, S23, S33; Maximal Effect Q3; Fire Gem S1; Ice Shard S1.

In Need

Cross References: Mana Exploit S1.

Into the Heat

S1:—*Base Ability Required*—Units must already have Attack or Block values in order to gain Attack or Block benefits. (This of course means that the specific Unit ability which you activate must *itself* have Attack or Block values in order to gain this benefit.)

S2:—*Base Ability Required*—The card *Into the Heat* increases an already existing ability; it cannot give a Unit something it doesn't already have. It increases any type and element of Attack or Block: a Fire Attack 4 would become a Fire Attack 6 or 7.

S3:—*SHOCKTROOPS/ UTEM SWORDSMEN*—See the SHOCKTROOPS entry and the UTEM SWORDSMEN entry.

S4:—*PvP*—Playing *Into the Heat* does not prevent an opponent in PvP combat from assigning damage to your Units.

S5:—*Attack and Block Types*—The card *Into the Heat* increases all types of Attacks and Blocks: Ice Siege Attacks, Cold Fire Blocks, physical Attacks, etc. See entry S5 under Combat.

S6:—*Trivia*—Cool fact: the German version of this card is entitled "*Ins Kampfgetümmel*", which means to jump into the midst of a group of people who are already fighting each other. Perhaps *Into the Fray* would be a better English translation, or *Into the Heat of Battle*.

Cross References: PvP Q1; *Concentration* S5; *Maximal Effect* S27; *Call to Arms* S10; *Mana Overload* S6; *SHOCKTROOPS* S4; *UTEM SWORDSMEN* S1.

Learning

S:—*Timing*—You can play *Learning* at any point during your turn, as it is a Special Effects card.

If you play *Learning* at any time *other* than while Interacting with Locals, Reputation does not apply. (The same is true of shield tokens in conquered CITIES: if you play *Learning* while physically inside a CITY, but not while Interacting with the Locals, the Influence bonus for shield tokens does *not* apply.)

If you play *Learning* while Interacting with the Locals, the Influence gained with this *Learning* card is pooled with all of the Influence gained from other sources, including any adjustment for Reputation. (Any unused Influence points from cards and Skills and Units that were played earlier during your turn are lost the moment you begin your Action phase.)

If your Reputation is negative, consider playing *Learning* outside of Interaction (at the start of your turn or during the Movement phase, for example). But if you play *Learning* before the Action phase begins and then you Interact with the Locals later on, any surplus Influence points will not transfer over to the Action phase. The same applies if you use *Learning* in the Movement phase because you want to use a newly bought card for a Movement phase effect—you can do that, but your Reputation bonus will not count and surplus Influence will not transfer over to any eventual Interaction.

You can even play *Learning* while your Reputation is on the "X", just so long as you don't do so during the "Interacting with the Locals" part of your turn.

Cross References: *Influence* S1, S2; *Resting* S3.

Magic Talent

Q1:—*Mana Required*—If you use the basic effect of *Magic Talent* to cast a spell in the Spell Offer, do you still need to expend the corresponding mana?

A1: Yes.

Q2:—*Call to Glory*—With *Magic Talent*, can you enter combat, play the basic effect of *Magic Talent* to use *Call to Glory* from the Spell Offer, and recruit a Unit with it in the middle of the combat?

A2: Yes. *Magic Talent* is marked with the Special Effects icon (as is *Call to Glory*), so it can be played during combat.

S3:—*Artifacts*—You cannot discard an Artifact for use with the basic effect of *Magic Talent*: Artifacts have no color.

Cross References: *Basic Action Cards* S5; *Will Focus* S2; *Maximal Effect* S19; *Time Bending* S1, S5; *Tome of All Spells* S2.

Mana Storm

S1:—*Limited Mana Dice*—In solo conquest games, there are only ever three dice in the SOURCE. If you charge *Mana Storm* with a mana token or with a crystal from your inventory, you'll still have all 3 dice available. If you charge it with a mana die from the SOURCE dice, you'll only be able to roll and use at most 2 extra dice.

S2:—*PvP*—You can use *Mana Storm* in PvP combat even if you are only Partially Attending that combat.

Cross References: *CITIES* S14; *Mana Curse* S1.

Maximal Effect

S1:—General—*Maximal Effect* essentially copies the text of another card either 2 or 3 times. So if you play the basic effect of *Maximal Effect* and then throw away the card *Rage*, you get three Attack 2s. (Note that these Attacks may *not* be split among different enemies, because like with all effects, you must process them immediately and treat them as a single effect if you can—*Lost Legion* p. 9.) If you play the basic effect of *Maximal Effect* with *Crystallize*, you get 3 opportunities to convert a mana into a crystal (*not* to convert one mana into three crystals). If you use the stronger version of *Maximal Effect* with *Crystallize*, you get the text “gain a crystal of any color” twice, so you gain two crystals (and they need not be the same color).

S2:—*Sideways Cards*—You cannot play a card sideways for use with *Maximal Effect*.

Q3:—*Fire and Ice Resistance*—When you play a follow-on card with a base card like *Concentration*, *Will Focus*, or *Maximal Effect*, how does this work against enemies who have Fire or Ice Resistance?

A3: The second card played is the one that matters for purposes of Fire and Ice Resistance: the first card is just making the second card better. E.g., if you play the stronger effect of *Maximal Effect* with *Ice Shield* on an enemy with Ice Resistance, the armor-reduction effect of *Ice Shield* will not apply. (See entry Q7 under the Combat section.)

Q4:—*Attack Points*—When you play the stronger effect of *Maximal Effect* and then an Action card that gives you Attack points, can you use those Attack points in separate Attacks?

A4: What *Maximal Effect* does is double the effect of the follow-on card—it doesn't give you two independent uses of it: so the stronger effect of *Maximal Effect* plus *Rage* gives you one Attack of 8, not two Attacks of 4. (See entry S2 under Basic Action Cards, and entry S9 under Miscellaneous.)

S5:—*Determination*—Playing the stronger effect of *Maximal Effect* with *Determination* provides a Block 10 that has to be used to Block a single attack, not as two Block 5s that could be used separately against two different attacks. Playing *Maximal Effect* is a single composite effect, and it has to be played and entirely evaluated during a single Block attempt.

S6:—*Counterattack*—If after you have Blocked two enemies, you play the basic effect of *Maximal Effect*, and then play *Counterattack*, you will get a Block $18 = 3 \times 2 + 3 \times (2+2)$. (See also entry S5 just above.)

S7:—*Improvisation*—Playing the stronger effect of *Maximal Effect* with *Improvisation* does not allow you to provide both Block and Attack, as you cannot play an Attack effect in the Block phase, or vice versa.

S8:—*Improvisation*—However, you can play the stronger effect of *Maximal Effect* with *Improvisation* to provide Block 5 and Move 5 when blocking an Enemy (just don't forget to discard two cards to power both uses of *Improvisation*). The Block must be used immediately but the Move points can be saved for other purposes (for use with *Agility* perhaps, or for reducing a Cumbersome attack). Similarly, you can play the *Improvisation* card to provide Block and Influence: to Block an immediate attack, say, and to use the Influence to convince a HEROES Unit to take part in an assault (even to activate that HEROES Unit to contribute to the *same* Block). Some or all of the Influence points may be left for future uses during your turn, but any surplus Block points will be wasted.

S9:—*Improvisation/Concentration*—When *Maximal Effect* is used with *Improvisation*, you must also discard a card from your hand for each use of the *Improvisation* card effect. (The same goes for *Concentration* and *Decompose*, among others.)

And note that *Maximal Effect* says "Use the basic/stronger effect of that card three/two times," so using it *less* than three (basic effect) or two (stronger effect) times is not allowed.

And not only must you use the second card three (or two) times, but you also aren't even allowed to play *Maximal Effect* with a card like *Improvisation* or *Concentration* if—at the moment you play *Maximal Effect*—you don't have the cards necessary to complete the three (or two) card play. For instance, if you play *Maximal Effect* plus *Concentration*, and then have only *Tranquility* in your hand (intending to get the second or second and third cards from the two-card-draw effect of *Tranquility*), this play is illegal because you might draw two wound cards or you might not have enough cards in your deck to complete the play of *Maximal Effect*. (This ruling also applies to similarly worded effects on other cards and Skills.)

S10:—*Concentration and March*—If you play the stronger effect of *Maximal Effect*, then *Concentration*, then *March* for a total of six Move points, you cannot wait until you expend those Move points (say on exploring a new tile) before choosing your second card to play with *Concentration*. E.g., all card plays have to be resolved before your start expending the Move points that you have banked. See also entry S12 just below.

S11:—*Concentration and Tirelessness/Ambush*—If you play the stronger effect of *Maximal Effect*, then *Concentration*, then *Tirelessness*, then *March*, the bonus of *Tirelessness* will apply to *March*. (Similarly, if during the Block phase you play the stronger effect of *Maximal Effect*, then *Concentration*, then *Ambush*, then *Determination*, the Block bonus from *Ambush* will apply to *Determination*—see entry S4 under *Ambush* above.)

S12:—*Concentration and Tranquility*—If you play *Maximal Effect*, then *Concentration*, then *Tranquility*, you resolve the effects one at time and therefore get to see which cards you draw with *Tranquility* before having to commit to which card(s) you will play with the second (or third) application of *Maximal Effect*. (Note however that you must *have* enough cards in your hand when you play *Concentration* to complete the second—or third—application of *Maximal Effect* without depending on the draws from *Tranquility* to do so. See entry S9 above.)

S13:—*Concentration then Maximal Effect*—If you play the stronger effect of *Concentration*, then *Maximal Effect*, then *Rage*, you get two Attack 4s that have to be used in the same Attack. *Maximal Effect* itself doesn't directly provide any "points" that *Concentration* can increase by 2, so the only benefit of playing *Concentration* before *Maximal Effect* is to allow a green mana to power *Maximal Effect* instead of a red mana.

(The text of *Maximal Effect* says: "*When you play this, play another Action card with it. Use the basic effect of that card three times.*" *Maximal Effect* doesn't provide any Attack points directly, a key insight that helps players decipher other similarly worded effects, like those of the Skills *Deadly Aim* and *Mana Overload*, and combinations like *Will Focus* with *Ambush*.)

[A minority of players, however, take the opposite stance and argue that *Concentration* adds 2 points to this Attack, since *Concentration* says, "*When you play this, play another Action card with it. Get the stronger effect of that card for free. If that effect gives you Move, Influence, Block or any type of Attack, get that amount plus 2.*" They insist that the combination of *Concentration* plus *Maximal Effect* plus *Rage* yields a 10 Attack instead of an 8 Attack; and that *Concentration* plus *Maximal Effect* plus *Swiftness* yields an 8 Ranged Attack instead of a 6 Ranged Attack.]

If played in the opposite order—the stronger effect of *Maximal Effect*, then *Concentration*, then both *Swiftness* cards—this will give you two Ranged Attack 5s, for a single combined Ranged Attack 10. But in this case the *Concentration* card is thrown away instead of a *Swiftness* card. (This ruling is not disputed.)

S14:—*Will Focus*—If you play the stronger effect of *Maximal Effect*, then *Will Focus*, you effectively get the stronger effect of *Will Focus* twice—you get to play two additional cards, and the effect of each card is increased by three (if granting Move, Influence, Block, or Attack points).

So, for example, if you play *Maximal Effect*, then *Will Focus*, then *Rage*, then *Rage*, you will get an Attack 4+3 and an Attack 4+3 = Attack 14 (and both Attacks must be played together). *Will Focus* would then be thrown away, while the *Rage* cards would be discarded.

If played the other way around—the stronger effect of *Will Focus* followed by *Maximal Effect* followed by *Rage*—well, *Maximal Effect* doesn't provide any Attack itself, so this combo doesn't really do much for you other than allow you to activate the stronger effect of *Maximal Effect* with green mana instead of red mana. See also entry S13 just above.

S15:—*Ambush*—If you play the stronger effect of *Maximal Effect* with *Ambush*, you get the stronger effect of *Ambush* twice: Move 8, and then either +4 to your first Attack card or +8 to your first Block card. (You cannot get +2 to your first Attack card *and* +4 to your first Block card.)

S16:—*Ambush and Rage*—If you play *Ambush*, then *Maximal Effect*, then *Rage*, all using their basic effects, you will get Move 2 and either Attack 1 (from *Ambush*) plus 3 (from *Maximal Effect*) x Attack 2 (from *Rage*) = Attack 7, or Block 2 (from *Ambush*) plus 3 (from *Maximal Effect*) x Block 2 (from *Rage*) = Block 8. The Attack and Block bonus from *Ambush* is not itself doubled or tripled.

S17:—*Tirelessness*—If you play the stronger effect of *Maximal Effect*, then *Tirelessness*, you get Move 8 and +2 Move points for every additional movement card played later during this turn. [Note: a player might wonder if the second instance of *Tirelessness* should benefit from the first playing of *Tirelessness*, and therefore result in a Move 9. But see the next entry, S18: you're playing the card *Tirelessness* just once, but you're using its effect twice.]

S18:—*Tirelessness*—If you play the stronger effect of *Tirelessness*, then the weaker effect of *Maximal Effect*, then *March*, you gain Move 4 from *Tirelessness* and then 3 x Move 2 from *March*, plus 1 additional for a total of 11. Why? Notice the text of *Maximal Effect*: "When you play this, play another Action card with it. Use the basic effect of that card three times."—so you're playing *March* "once" but you're using its effect three times, so that's one play of a movement card, for a bonus of one.

S19:—*Magic Talent*—If you play the basic effect of *Maximal Effect*, then *Magic Talent*, you must then discard three cards and three mana and cast three Spells in the Spell Offer that have matching colors. When you do this, assuming you have the correct color cards to throw away (and sufficient mana), you can cast the same Spell more than once. (See more about limitations above under entry S9.)

S20:—*Crystal Mastery*—If you play the stronger effect of *Maximal Effect*, then *Crystal Mastery*, you don't get double the crystals—in effect, each crystal gets returned to your inventory twice, but no matter how many times it's returned to you, it's still just the one crystal.

S21:—*Spell Forge*—If you play the basic effect of *Maximal Effect*, then *Spell Forge*, you gain three crystals, and you can choose the same Spell card in the Spell Offer all three times.

S22:—*Savage Harvesting*—If you play the basic effect of *Maximal Effect*, then *Savage Harvesting*, you get Move 6. And if you Move a space this turn, you may discard a card to gain a crystal of the same color, and you may do this up to three times—even if you Moved only *one* space. (Or you could discard two cards after your first Move, and a third card after your second Move; or other similar combinations.)

S23:—*Savage Harvesting*—If you play the stronger effect of *Maximal Effect*, then *Savage Harvesting*, you get Move 8. And *each* time you move a space this turn, you may discard up to two cards to gain crystals of the same colors.

S24:—*Ritual Attack*—If you play the stronger effect of *Maximal Effect*, then *Ritual Attack*, you must then throw away two additional cards. This will result in you throwing away three cards and getting two Fire Attacks (of perhaps different strengths and types) that must be used together in one combined Attack. Expensive!

S25:—*Ruthless Coercion*—If you play the basic effect of *Maximal Effect*, then *Ruthless Coercion*, you get Influence 6. You also get up to three discounts of two Influence each, which may be applied to the same or different Unit recruitments. For each such discount of two Influence that you use, you lose one Reputation.

S26:—*Rejuvenate*—If you play the basic effect of *Maximal Effect*, then *Rejuvenate*, you're allowed to choose different effects from the *Rejuvenate* card each time, taking perhaps two green mana tokens and Ready-ing a Unit.

S27:—*Into the Heat*—If you play either effect of *Maximal Effect*, and then *Into the Heat*, all of your Units will have their Attack and Block values increased by 6 each.

S28:—*Force of Nature*—If you play the basic effect of *Maximal Effect*, then *Force of Nature*, you can give Physical Resistance to three different Units.

S29:—*Steady Tempo*—If you play the basic effect of *Maximal Effect*, then *Steady Tempo*, you won't be able to return *Steady Tempo* to the bottom of your Deed deck because it will have been thrown away and be out of the game: "thrown away" is a black hole.

S30:—*Temporal Portal*—If you play *Maximal Effect* (either the basic or stronger effect) and then *Temporal Portal*, you will still only be able to use the effect of *Temporal Portal* once since it counts as your Action for the turn. (This combination is specifically allowed on page 10 of *Lost Legion*.) [I see this as a minor inconsistency: via the argument stated in entry S9 above, I would've disallowed this combination. But the ruling in the rulebook must stand.]

S31:—*Diplomacy*—The text for the strong effect says, "Choose Ice or Fire. You may use Influence as Block for this chosen element this turn." If you put *Diplomacy* into play with the strong effect of *Maximal Effect*, you can choose both fire and ice, so that you're allowed to use some Influence points for Ice Blocks and other Influence points for Fire Blocks (but not for Cold-Fire Blocks).

This works similarly to how *Crystallize* would work when used with the strong effect of *Maximal Effect*: you would be able to choose two possibly different color crystals.

Cross References: Combat Q7, S21; Miscellaneous S1; *Concentration* Q1; *Crystal Joy* S1; *Blood of the Ancients* S2; *Counterattack* S1; *Shield Bash* S7; *Stout Resolve* S3; Spells S1; *Time Bending* S3; *Deadly Aim* O2; *Mana Overload* S6.

Mountain Lore

S1:—*Card Draws*—The card-draw effect of *Mountain Lore* refers to the next time you draw cards up to your hand limit, not the next time you draw *any* card.

S2:—*Forced Withdrawal*—If you end your turn on a mountain space after using *Mountain Lore*, and if you declare the end of the round on your *next* turn, you are not forced to use Forced Withdrawal rules on that turn: the reason for this is because your turn ends the moment you declare the end of the round. If you begin a normal full turn on a mountain space, you aren't required to move off from that space, but if you don't, you *will* face Forced Withdrawal when you go through your end-of-turn sequence.

O3:—Safe Spaces—Are mountain spaces safe for you *during* your turn? (The advanced effect of *Mountain Lore* says only that they are safe spaces for you at the end of your turn.)

A3: It seems obvious that they are meant to be safe spaces during your turn, since you are permitted to enter them and since the card gives a terrain cost for them. So if they are safe spaces, then by extension you can also move onto additional mountain spaces by other movement effects during this turn, including via effects like *Underground Travel*, *Temporal Portal*, *Wings of Wind*, *Flight*, *March*, *Stamina*, etc. (This could make Forced Withdrawal at the end of a future turn harder to perform, but I would enact such a Forced Withdrawal by forcing the Mage Knight to go back along the exact chain of spaces by which he traveled there.)

Cross References: Movement O9; *Path Finding* S1; *Mist Form* O4, O5; *Underground Attack* O5.

Path Finding

S:—*Impassable Terrain*—Even with the stronger effect of *Path Finding*, lakes and mountains remain impassable. (But the reduced terrain costs *will* apply to lakes and mountains if other effects at some point make them passable: e.g. *Mountain Lore*. See entry S10 in the Movement section.)

Cross References: Movement O9.

Peaceful Moment

S1:—*Refreshing Units*—With this card you may Refresh at most *one* Unit.

S2:—*Timing*—In general, if you play a card "as your Action," you may use its powers at any time *during* that Action. So if you play *Peaceful Moment* as your Action, you may gain Healing points and you may Refresh one Unit for Influence points at any time across your entire Action phase.

If you play this card not-as-your-Action, but as an immediate Special Effect, then you may use its non—"as your Action" powers immediately (that is, its Influence 3 or 6)—and you can do this even while Interacting with the Locals.

S3:—*As Your Action*—If you do play *Peaceful Moment* as your Action, you do not get the Reputation bonus or penalty because playing this card is *not* an "Interaction with the Locals." Though if you do play *Peaceful Moment* as your Action, you may also play other Influence cards to use with its Heal and Refresh abilities.

Pure Magic

S1:—*Versus Ice/Fire Resistance*—Although *Pure Magic* is a blue-mana card, its effects—both the basic and strong effects—are fully usable when facing enemies that are Ice and/or Fire Resistant. This is true even should you use blue mana to power the stronger effect to create Move/Influence points which you then spend during combat. See entry S33 under Combat.

Cross References: *Mana Overload* S2.

Refreshing Walk

S1:—*Healing Points*—If you play the basic effect of *Refreshing Walk* to gain 1 Heal point and then move to a MONASTERY, and then Interact with that MONASTERY to buy 1 Heal point, your previous Heal point carries over (since you never entered combat) so you can now heal a level-2 unit, such as the UTEM SWORDSMEN.

S2:—*MAZE / LABYRINTH*—If you play this card after choosing to adventure in a MAZE site, you can use its Move points to walk into that MAZE, and you can also play other movement cards. Just before combat begins, your Heal point(s) from *Refreshing Walk* are still there: so you can Heal yourself or the one Unit that is accompanying you (but only that Unit, and only if it got wounded while walking through the MAZE, since it must have been *unwounded* when you entered the MAZE). Once you start combat, all Heal points are lost.

S3:—*Timing*—*Refreshing Walk* can be used during the Movement phase for Move points and Heal points. Alternatively, it can be played during combat, but only for Move points—it's hard to walk peacefully while you're fighting. If played after combat is over, you won't be able to use the Move points you get (as currently there's no effect or situation that allows for that), but you *will* be able to use the healing effect.

Cross References: *Power of Crystals* S3.

Regeneration

S1:—*Readyng Effect Cannot Be Delayed*—When playing *Regeneration*, the following sequence is not possible: Heal an unspent Unit, use that Unit, refresh that Unit. Why? Because the refreshing effect of *Regeneration* has to be used immediately: you can't use the Heal point first. Strictly speaking, the Unit is refreshed first (by the card effect which takes place immediately), then you may Heal it later on (with the Heal points which the card provides). (See also entry S1 under *Ruthless Coercion*.)

S2:—*Readyng Effect Cannot Be Delayed*—When you play *Regeneration*, you can't spend the Heal points, then do something else, then later use the "ready a Unit" power. Either use the readying power or don't use it, but it doesn't go into a "bank" of powers that you can save for later on in the turn—unlike Heal points which generally *are* available later on. (And yes, this card gives you both Heal point(s) *and* the ability to ready a Unit.) See also entry S2 under *Rebirth*.

Cross References: *Ruthless Coercion* S1, *Rebirth* S2.

Ritual Attack

S1:—*Throw Away*—The card you throw away must be an unplayed card from your hand; it cannot be a card that you have just played.

Cross References: *Maximal Effect* S24.

Shield Bash

Q1:—*Additional Block Cards*—With the stronger effect, can you play additional Block cards to earn an even larger reduction in armor?

A1: Yes, although those additional Block cards will not automatically be doubled against Swiftness.

S2:—*Ice Resistance*—A *Shield Bash* Block will still count twice against any enemy that has both Swiftness *and* Ice Resistance (but no armor reduction will apply due to *Shield Bash*, as it is a blue card and its non-Block effects have no impact on enemies with Ice Resistance).

S3:—*Armor Reduction*—If an enemy with Swiftness is successfully Blocked, the resulting armor reduction is based on the excess *undoubled* Block points, not on the excess doubled Block points. E.g., the stronger effect of *Shield Bash* (Block 5, times 2 vs. Swiftness) when used alone against an enemy with Attack 3 and Swiftness, will reduce the enemy's armor by 2, not by 4. Similarly, if you use the stronger effect of *Shield Bash* (Block 5) against a 2 Fire Attack that doesn't have Swiftness, the Block is inefficient so you will only have a surplus of $\frac{1}{2}$ point of Block, and therefore will not earn *any* reduction to the enemy's armor.

S4:—*Multiple Attacks*—If *Shield Bash* is used against an enemy that has Multiple Attacks, any resultant armor reduction will be based solely on the excess Block points arising from the single Attack which *Shield Bash* was used against. But note that *all* of the Multiple Attacks will need to be Blocked to qualify for the armor reduction—*Lost Legion* p. 5: "*An enemy is considered successfully Blocked (for purposes of effects like Disease or Counterattack) only if all Attacks of the enemy are Blocked.*"

S5:—*Concentration*—When *Concentration* is used with *Shield Bash* against an enemy with *Swiftness*, the additional Block points gained from *Concentration* will also be doubled.

Q6:—*SUMMONERS*—If the stronger effect of *Shield Bash* is used against a MONSTER summoned by an ORC SUMMONER, can it reduce the ORC SUMMONER's armor?

A6: No. No effects that affect Blocked MONSTERS affect the SUMMONER. (Rulebook p. 8.)

S7:—*Maximal Effect*—If you play the stronger effect of *Shield Bash* through *Maximal Effect*, the *Shield Bash* is still considered to be powered by blue mana and as a result any enemy with *Ice Resistance* will be immune to the armor reduction.

Cross References: Combat S33; Arcane Immunity S5.

Spell Forge:

S1:—*Choosing Colors*—You choose the crystal colors from those available. (They are not randomly chosen.)

S2:—*Choosing Colors*—If there're two blue Spell cards in the Spell Offer, you can use the stronger effect to choose two blue crystals.

Cross References: *Maximal Effect* S21.

Song of Wind

S1:—*Lakes*—Travel through lakes means just that: *through*.

S2:—*WALLS*—You need to pay the additional movement cost of *WALLS* if you cross them.

S3:—*Provoking Rampaging Enemies*—While moving through lakes, if you provoke Rampaging Enemies, they'll attack you there, and then you'll be subject to Forced Withdrawal during the end-of-turn sequence since a lake is not a safe space.

Cross References: Movement O9.

Steady Tempo

Q:—*Points Need Not Be Spent*—Can you play this card for its Move points, then choose not to expend them, and then still put this card back into your deed deck?

A: Yes.

Cross References: *Blood of the Ancients* S4; *Maximal Effect* S29.

Stout Resolve

S1:—*Wound Discard Is Optional*—With the stronger effect, you're permitted to discard up to one wound card, but you're not required to discard a wound card.

S2:—*Discard from Hand Only*—The wound card you discard must come from your hand, not from your discard pile and not from wounded Units.

S3:—*Maximal Effect*—See entries S7, S8, and S9 for *Maximal Effect*: similar things can be said for using *Stout Resolve* with *Maximal Effect* as were said for using *Improvisation* with *Maximal Effect*.

Temporal Portal

Q1:—*Lakes/Mountains*—Can you walk through lakes and mountains with this?

A1: Yes.

Q2:—*Unrevealed Tiles*—Can you walk over unrevealed spaces belonging to tiles not yet placed?

A2: No.

Q3:—*Moving through Obstacles*—With the stronger effect of *Temporal Portal*, can you move *through* rampaging enemies or CITIES? Do you pay movement points for intervening WALLS?

A3: Yes. No.

S4:—*Hand Limit*—The hand limit increase applies the next time you draw up to your hand limit, not the next time you draw *any* card(s).

S5:—*Stronger Effect*—The options are that you can either (a) move two spaces and increase your hand limit by one, or (b) move zero or one space and increase your hand limit by two.

Cross References: Movement S1, S2, O9; *Savage Harvesting* O2; *Maximal Effect* S30; *Mountain Lore* O3.

Training

S1:—*Blood of the Ancients*—A neat but tricky combination: If you have *Blood of the Ancients* in your hand, and if *Training* is in the Advanced Action Offer, you can activate the stronger effect of *Blood of the Ancients*, choose *Training* as your target, then throw away a green Action card, and now use *Training* to target itself, and so retrieve *Training* into your hand.

S2:—*Paying the Cost*—You cannot throw away the *Training* card itself in order to fulfill the requirement to "throw away an Action card from your hand," because once you play *Training*, it is no longer *in* your hand, but in your Play Area. (The same reasoning applies to *Decompose* and other similar cards.)

Cross References: Resting S3.

Ultimate Edition Dual-Colored Action Cards

S1:—*Instructions*—The *Ultimate Edition* included these instructions for the four new dual-colored Advanced Action Cards: *The stronger effect can be paid with either color of mana shown. When discarded or thrown away as part of another effect you play, you choose which of the two colors they count as. Otherwise they count as both colors, for example, as regard to enemy resistances or the Mind Read spell.*

S2:—*Unofficial Rulings*—Official answers to the questions below haven't been provided yet, but the answers given are extrapolations based on my understanding of how the rules generally work.

S3:—*Dummy Player*—If you turn up a dual-colored action card for the dummy player, you treat it as being whichever color the dummy player has more crystals of.

[A stricter interpretation would be to treat the action card as being *both* colors, and so you would turn over a number of cards equal to the total of both crystal colors—but this seems too drastic, possibly advancing the deck by eight to ten cards at once, and so probably isn't what was intended.]

O4:—*Card Icons*—Every card (and Skill) has at least one icon in its upper left corner (although with Skills, the icons are on the skill description cards). Before *Lost Legion* came out, these icons were very important in restricting when various effects could be played. With *Lost Legion*, however, many of these restrictions were loosened, yet some questions about the exact application of these icons still remain. Nevertheless, in most cases players agree on how cards ought to be played vis-à-vis these card icons. The *Ultimate Edition* Advanced Action cards, however, raised some new questions. Below are three views on how the card icons affect play:

View One: A simple view is to ignore all upper-left-corner icons except the Hand icon, which indicates that a card can't be played during combat unless (a) the text explicitly allows it to be, or (b) the card also has a Combat icon in the upper left corner. (Other icons, like the "A" icon, can usually be ignored because the effect is fully explained directly in the effect text anyway.)

View Two: When an effect has multiple icons, you associate each sub-part of the effect text with one of the icons in the upper left corner, and you can use those sub-part effects only if allowed to do so during the current phase of the turn.

View Three: When you play a card, you chose one of the icons in the upper left corner, and all of the sub-parts of the effect that *can be played* under this icon are now allowed to be played.

If all of this seems overly complicated, you're not alone. The good news is that your views on card icons affect only a handful of cards: *Ruthless Coercion* (can Influence be used outside of Combat), *Druidic Staff* (which sub-parts of the effect are playable during Combat), and the cards that came with the *Ultimate Edition*, as discussed below. (Ben Kyo's interpretation regarding these *Ultimate Edition* cards is that most of them are missing an icon: *Power of Crystals* should also have a special icon; *Chilling Stare* should also have an influence icon; and *Explosive Bolt* should also have a special icon.)

Chilling Stare

S1:—*Card Text*—blue and white.

Basic Effect: Influence 3, or a chosen enemy attack loses all attack abilities (but not its color).

Stronger Effect: Influence 5, or a chosen enemy does not attack this turn.

S2:—*Attack Abilities*—With the basic combat effect, the chosen physical attack, ice attack, fire attack, or cold fire attack remains as is, but it loses any assassination, cumbersome, swift, brutal, poison, paralyze, or vampiric characteristics it had. And this basic combat effect of *Chilling Stare* fully applies against an attack from an enemy with Arcane Immunity (but not against an attack from an enemy with Ice Resistance).

S3:—*Stronger Combat Effect*—The stronger combat effect does not affect enemy tokens with either Arcane Immunity or Ice Resistance.

S4:—*SUMMONERS*—The basic combat effect of *Chilling Stare* must be applied against a summoned MONSTER, not against the SUMMONER; conversely, the stronger combat effect of *Chilling Stare* must be applied against the SUMMONER, not against a summoned MONSTER. (See entry S23 under Combat.) If a SUMMONER has Ice Resistance or Arcane Immunity, this doesn't affect the basic effect of *Chilling Stare* when it's used against a summoned MONSTER—only Ice Resistance in the MONSTER itself would matter; but if the SUMMONER has Ice Resistance or Arcane Immunity, the SUMMONER cannot be prevented from summoning a MONSTER, nor can that summoned MONSTER be prevented from attacking.

O5:—*Use outside of Combat*—This card has only a Combat icon in the upper left corner. Can it be played outside of Combat?

A5: It seems as though the Influence points ought to be usable outside of Combat. (It's probable that this card should be treated as if it has a Head icon as well.)

Cross References: Combat S33, *Explosive Bolt* O5.

Explosive Bolt

S1:—*Card Text*—red and white.

Basic Effect: Take a wound. Gain a white and a red crystal to your inventory.

Stronger Effect: Ranged Attack 3. For each enemy defeated by this attack, another enemy gets armor -1 (to a minimum of 1).

Q2:—*Armor Reduction*—With the stronger effect, if you defeat two enemies with the Ranged Attack 3, must the -1 armor be applied to two different enemies, or can it be stacked as -2 armor against one enemy?

A2: You are allowed to stack multiple -1 armor effects from *Explosive Bolt* against a single enemy token.

S3:—*Fire Resistance*—Enemy tokens with fire resistance that are defeated by the stronger effect of this card do count toward reducing another enemy's armor, but enemy tokens with fire resistance cannot have their armor reduced by the stronger effect of this card.

S4:—*Multiple Attacks*—If you stack the Ranged Attack 3 with other attack effects and kill several enemy tokens in a single group, each of the defeated enemy tokens provide a -1 armor effect.

O5:—*Use outside of Combat*—This card has only a Combat icon in the upper left corner. Can it be played outside of Combat?

A5: Like with *Chilling Stare*, it seems that the basic effect of *Explosive Bolt* should be playable outside of Combat. (It's probable that this card should be treated as if it also has a Special icon.)

Cross References: Combat S33.

Power of Crystals

S1:—*Card Text*—blue and green.

Basic Effect: Gain a crystal to your inventory of a basic color you do not already own.

Stronger Effect: Move 4, or Heal 2, or draw two cards. For each set of four different crystals in your inventory: Move 2, or Heal 1, or draw a card.

O2:—Bonus Effects—With the stronger effect, if you choose Move 4, and have one of each color crystal, must you also choose Move 2—or could you choose Heal 1 or draw 1 instead?

A2: There are differing opinions on this, as the wording is ambiguous. Some believe you can choose among the options however you wish, even choosing different effects for each complete set of crystals that you have; others believe that once the base choice is made, the bonus effect must match it. This latter opinion is perhaps more in keeping with how other card effects are worded and handled.

O3:—Use during Combat—This card has a healing (hand) icon on it, and also a movement (foot) icon. Can it be played during combat (seeing as it lacks verbiage similar to what *Refreshing Walk* has)?

A3: An open question. It's probably fair to allow it to be used in Combat, but only its stronger effect, and only for Move points. [Other players allow all but the Heal points to be used during Combat.] See entry O4 under Ultimate Edition Dual-Colored Action Cards.

Rush of Adrenaline

S1:—*Card Text*—red and green.

Basic Effect: For each of the first three wounds you take to your hand this turn, draw a card.

Stronger Effect: After taking the first wound to your hand this turn, throw it away and draw a card. For each of the next three wounds you take, draw a card.

S2:—*Which Wounds Count*—With the stronger effect, read the last sentence as saying, "For each of the next three wounds you take to your hand, draw a card."

S3:—*Retroactive Effect*—Both effects also apply retroactively during the turn in which you play them, to include wounds taken previously during this turn.

Q4:—*Power of Pain*—If ARYTHEA takes a wound, and then plays *Power of Pain* and discards that wound, can she then play the stronger effect of *Rush of Adrenaline*? If so, does she throw away the discarded wound? If not, would she be able to throw away the next wound she takes?

A4: ARYTHEA is prevented from playing the stronger effect in this case because she can no longer comply with its full text.

S5:—*Knockout*—With the stronger effect, the wound that is thrown away still counts toward your being knocked out.

Q6:—*Knockout*—How does this card work when you take enough wounds to get knocked out: do you draw your *Rush of Adrenaline* card(s) before the knockout rule makes you discard your hand, or do you draw the card(s) after you have discarded your hand?

A6: Core rule mechanics should have priority of execution over card effects. So after you finish taking wounds into the Mage Knight's hand from this enemy's current attack, you check to see if you are knocked out. If you are, you discard all non-wound cards from your hand. Then any card draws from *Rush of Adrenaline* would apply. (If the enemy token has multiple attacks, you resolve each attack separately—*Lost Legion* p. 5.)

Q7:—*Paralyze*—How does this card work when an enemy with the paralyze ability wounds your Mage Knight: does the paralyze effect cause you to first discard all non-wound cards from your hand, before making any card draws dictated by *Rush of Adrenaline*?

A6: That is correct. The paralyze ability is part of the same effect as taking a wound, so it comes into play immediately, before the *Rush of Adrenaline* can initiate any card draws.

Spell Cards

S:—*Spell Color*—Spell cards are considered to be the same color as the mana that is used to power their basic effects. One consequence of this is that if you use a red Spell card (either its basic effect or its black-mana-boosted stronger effect) against an enemy token with Fire Resistance, then any non-Attack/non-Block effects of that Spell will *not* affect that enemy token. (See also entry Q8 under Combat, and entry Q3 under *Maximal Effect*, and entry S2 under *Disintegrate*.)

Burning Shield

Q1:—*SUMMONERS*—If an ORC SUMMONER summons a HYDRA, and you use *Burning Shield* to Block one of the HYDRA's Attacks but take wounds from its other Attacks, does the second part of *Burning Shield* kick in? ("If this card is used as part of a successful Block, you may use it during your Attack phase as Fire Attack 4.")

A1: Per *Lost Legion* p. 5: "An enemy is considered successfully Blocked (for purposes of effects like *Disease* or *Counterattack*) only if all Attacks of the enemy are Blocked." And per the base rulebook p. 8: "The Block is successful if the total value equals or exceeds the Attack value of the chosen enemy." But *Burning Shield* doesn't demand that the enemy be successfully Blocked—only that an *Attack* be successfully Blocked. So in this case, yes, the Fire Attack 4 *would* be available to Attack the ORC SUMMONER. (See also entry S23 under the Combat section.)

S2:—*Permissible Targets*—The Fire Attack that is gained need not be used against the same enemy that the Fire Block was used against.

S3:—*No Second Mana Needed*—If you block successfully, you don't need to pay a second red mana to activate the Fire Attack 4. (And this Fire Attack 4 will work against enemy tokens with Arcane Immunity and also those with Fire Resistance.)

Cross References: *Exploding Shield* S3; *Tome of All Spells* S2; *Mana Overload* O4; *Deadly Aim* Q4; *Spirit Guides* S3.

Call to Arms

S1:—*Timing*—You *can* cast the *Call to Arms* spell early in a turn and then use its effect sometime later in the same turn.

S2:—*Sites*—You cannot benefit from casting *Call to Arms* while in a DUNGEON or TOMB because the site cards specifically say "Units cannot be used". By extension, if you've already chosen a Unit to take with you into a MAZE or LABYRINTH, you cannot then cast *Call to Arms* there either. Nor can you use the *Call to Arms* Unit to help you burn down a MONASTERY.

[But can you use *Call to Arms* in a MAZE or LABYRINTH if your single accompanying Unit has just been killed by a Paralyze attack? I'd say yes.]

S3:—*Unit Limitations*—You cannot refresh the ability of a Unit that you have used through *Call to Arms* (with the idea of using that Unit's abilities again). And you cannot use a free *Bonds of Loyalty* command token to "take this Unit with you" where it is otherwise prohibited, nor can you force it to help you burn down a MONASTERY.

Q4:—*SHOCKTROOPS*—What happens when you use *Call to Arms*, and you choose the bottom effect of SHOCKTROOPS? ("Reduce one enemy attack by 3. Any damage from that attack must be assigned to this Unit first, even if that enemy had Assassination.")

A4: The damage must be assigned first to the SHOCKTROOPS Unit. (The game designer has stated, "We should have written 'even if not allowed otherwise' instead of 'even if that enemy has Assassination'.")

S5:—*SHOCKTROOPS*—If a SHOCKTROOPS Unit that is put into play by *Call to Arms* absorbs damage from a Paralyze Attack, it should be removed from the Units Offer. [There is some uncertainty in this ruling.]

Q6:—*UTEM SWORDSMEN*—What happens when you use *Call to Arms* ("You may use an ability of one Unit in the Unit Offer this turn, as if it were one of your recruits. You cannot assign damage to this Unit."), and you choose the stronger effect of the UTEM SWORDSMEN? ("Attack or Block 6. This Unit becomes wounded.")

A6: The Unit becomes wounded, but note that you are not "assigning damage" to it. (Note: it will remain wounded, and so can't be used in this way again. However, the rules state that any Unit that is recruited from the Offer is recruited ready and healthy; so when recruited, the UTEM SWORDSMEN will be Healed at that moment.)

S7:—*ILLUSIONISTS*—This is legal: you can use *Call to Arms* to invoke the Influence ability of an ILLUSIONISTS Unit and then use those Influence points to recruit that very same ILLUSIONISTS Unit (that is if your Action for the turn is Interact with the Locals and you are at a site where you *can* recruit them). And then you could even spend that ILLUSIONISTS Unit to recruit yet another Unit, all on the same turn!

S8:—*MAGIC FAMILIARS*—The Spell *Call to Arms* does not work with MAGIC FAMILIARS: *Lost Legion* p. 5.

S9:—*DELPHANA MASTERS*—The Spell *Call to Arms* does not work with DELPHANA MASTERS: *Lost Legion* p. 5.

S10:—*Into the Heat*—*Call to Arms* can be combined with *Into the Heat* to give a Unit in the Unit Offer an increase to its Attack and Block.

S11:—*Leadership*—*Call to Arms* can be used in concert with NOROWAS's *Leadership* Skill.

S12:—*PvP*—If *Call to Arms* is used in PvP combat, and you need to know how many enemies you are facing (for use with Spells like *Flame Wave*), then be aware that the *Call to Arms* Unit can contribute when counting the number of enemies. (Rulebook p. 11: *The strength or cost of some effects may depend on the number of enemies. In Player vs. Player combat, this is the number of opponent's Ready Unwounded Units and Units contributing to the current attack or block, plus 1 for the enemy Hero.*)

Cross References: *Call to Glory* S1; *Leadership* Q3; *SHOCKTROOPS* S4; *UTEM SWORDSMEN* S1; *MAGIC FAMILIARS* S2; *DELPHANA MASTERS* S1.

Call to Glory

S1:—*Adventure Sites*—You *can* cast this while in a DUNGEON or TOMB, or while already accompanied by a Unit in a MAZE or LABYRINTH, but this new Unit does *not* join you down in the adventure site (unless you're in a MAZE or LABYRINTH and you replace the Unit that is accompanying you or that Unit has just died). [Some players might disallow calling a Unit to join you in a MAZE or LABYRINTH even if you went in alone, but I'd allow it. See also entry S2 under *Call to Arms*.]

S2:—*Locals Not Needed*—You don't have to be on a site with Locals in order to recruit a Unit through *Call to Glory*.

S3:—*MAGIC FAMILIARS*—The Spell *Call to Glory* does not work with MAGIC FAMILIARS: *Lost Legion* p. 5.

S4:—*DELPHANA MASTERS*—The Spell *Call to Glory* does not work with DELPHANA MASTERS: *Lost Legion* p. 5.

Cross References: *Magic Talent* Q2; *Banner of Command* S3; *MAGIC FAMILIARS* S2; *DELPHANA MASTERS* S1.

Charm

S:—*When Playable*—You are allowed to "expend" these Influence points while doing nothing during the Interaction with Locals step so long as you're at a site that allows Interaction with Locals *and* you have chosen Interaction with Locals as your Action for the turn: doing this will permit you to gain a crystal.

Chill, Lethal Chill

S1:—*Ice Resistance*—These Spells have no effect on enemies with Ice Resistance.

O2:—*Timing*—Can you use either of these Spells on an enemy token *after* it has already assigned damage during this combat?

A2: In the card text (*Target enemy does not attack this combat. If it has Fire Resistance, it loses it for the rest of the turn.*), the loss of Fire Resistance/loss of Armor seems to be a secondary effect tied to the primary effect of "*enemy does not attack.*" However, since delaying the play of these spells reduces their effectiveness, I see no harm in playing them *after* the targeted enemy token has assigned its damage. (Why shouldn't you be allowed to make an enemy chilly *after* he punches you instead of before?) If so, a player could even play *Chill / Lethal Chill* between the attacks of an enemy with multiple attacks. (See entry O2 under AMOTEP FREEZERS.)

Cross References: Combat S33; AMOTEP FREEZERS O2.

Cure

O1:—*Readying Units*—A Unit need not be *fully Healed* in order to become readied.

S2:—*All Healing Counts*—You'll also draw a card for each wound that is Healed from your hand, not only those healed earlier in the turn, but also those healed *later* in the turn after you've played *Cure*. And you count all in-hand wounds that are healed by whatever means, including through other Skills and cards and through map sites. (But note that wounds thrown away due to being at a MAGICAL GLADE do not count as "Healing"—rulebook p. 10.)

O3:—*Healing Ritual*—If you use *Healing Ritual* to throw away wounds from your hand, does this earn you card draws due to having played the Spell *Cure*?

A3: *Healing Ritual* contains the word "Healing" in its name, although not in the *body* of its description. More telling, though, is that there's a hand symbol on the Skill description card prohibiting its use during combat: so in my view it *is* Healing.

[Some players nevertheless say otherwise, citing that its language is the same as is used on the MAGICAL GLADE site reference card, which the rules definitively say "does not provide healing"—rulebook p. 10.]

Cross References: *Healing Ritual* Q4.

Demolish

S1:—*Site Fortifications*—This Spell negates *site* fortifications only, but it negates all of them: so if an enemy is fortified behind a WALL, this spell negates *both* fortifications.

Q2:—*Fire Resistance*—Does the *Demolish* Spell work on enemies with Fire Resistance?

A2: The first part does, since this card targets the building they are in and not the enemy itself. The second part (enemies get -1 armor) will have no effect. [The *Ultimate Edition* rulebook verifies this ruling and includes the following text: "*Effects that target something other than an enemy (such as the Ignore Site Fortifications effect of the Demolish spell) are not prevented by any enemy resistance.*"—U. E. rulebook p. 8]

S3:—*Arcane Immunity*—Site fortifications are ignored even for those enemies that have Arcane Immunity.

Cross References: Combat S33; *Earthquake* Q2; *Expose* S1; ILLUSIONISTS S3.

Disease

S:—*Multiple Attacks*—All the Attacks of an enemy will need to be successfully Blocked in order for the armor reduction of this Spell to apply.

Cross References: CITIES S7; *Counterattack* S4; *Shield Bash* S4; *Burning Shield* Q1.

Disintegrate

S1:—*Fire Resistance*—This Spell will not destroy enemy tokens with Fire Resistance such as the FIRE MAGES. And if you use this Spell on a different enemy, enemy tokens with Fire Resistance will not get armor -1.

S2:—*Tome of All Spells*—If you play *Disintegration* through the *Tome of All Spells*, any enemies with Fire Resistance will still be immune despite the fact that you paid no mana to cast it.

Cross References: Combat S33; PvP S9.

Earthquake

S1:—*Underground Attack*—If you play the *Underground Attack* Spell followed by the *Earthquake* Spell, then only the lesser armor reductions will apply, as the enemy(s) will no longer be fortified.

Q2:—*Demolish*—If you assault a CITY and play both *Earthquake* and *Demolish*, what happens?

A2: Order matters. You should play *Earthquake* first to reduce the enemy armor by the larger amounts (-6 and -4), and then play *Demolish* to remove the site fortifications.

S3:—*Doubly Fortified*—The larger armor reduction will apply even if an enemy is *doubly* fortified.

S4:—*Block Phase Use*—You can wait until the Block phase before you play *Earthquake* and still get the larger reduction against fortified enemies. (Justification: refer to the text of the white-mana ILLUSIONISTS ability which takes the enemy token's fortification status into account and then notice how the accompanying shield icon indicates that this ability can be used during the Block-phase, thereby indicating that an enemy token's fortification status persists at least through the Block phase. [It is my view that an enemy token's fortification status persists through the *entire* combat phase: once the Ranged-and-Siege-Attack phase is over, it simply loses its ability to prevent certain kinds of attacks, that's all.] See also entry O8 under Silver Units.)

Cross References: *Mass Expose* Q1; *Tremor* S1; *Invocation* S2; *Know your Prey* Q1.

Energy Flow

S1:—*Spending Opponent's Units*—When you "spend" Units that are in other players' areas, you simply slide the command token down onto the Unit: you do not get to use any abilities of those Units in any way.

S2:—*Spending Opponent's Units*—You may use *Energy Flow* to spend an opponent's Unit even if that Unit is wounded.

O3:—*Spending Opponent's Units*—When you spend Units in other players' Unit areas, you can choose to do so for some players and not to do so for other players, as you wish. [The wording on this card is not clear in this regard, so I let myself be guided by the word "may" and allow the choice.]

Energy Steal

Q1:—*DUNGEON/TOMB*—Can you cast the Spell *Energy Steal* when down in a DUNGEON during the day?

A1: No. *Energy Steal* is a Healing Spell and cannot be cast during combat. As soon as you enter a DUNGEON, you are in combat; and as soon as the combat ends, you are no longer in the DUNGEON and so can no longer use black mana. (See entry Q1 under the Combat section.)

S2:—*Spent Units*—If you have an *unspent* wounded Unit, you cannot heal it with this Spell. But you can ready a spent *unwounded* Unit (and in this case you can still spend your opponent's Units).

S3:—*Wounded Units*—If a Unit has two wounds, only one wound gets healed.

S4:—*Spending Opponent's Units*—You may use *Energy Steal* to spend an opponent's Unit even if that Unit is wounded.

Cross References: Mana Q7; Combat Q2.

Exploding Shield

S1:—*Fire Resistance*—If you use this Fire Block to block an enemy with Fire Resistance (e.g., FREEZERS), that enemy will not be destroyed (although the Fire Block 4 will of course work as usual).

Q2:—*SUMMONERS*—If you play *Exploding Shield* to block a summoned MONSTER, do you destroy the SUMMONER?

A2: No. The card states that you destroy the blocked enemy, which is the summoned MONSTER. And note that destroying the summoned MONSTER does not even earn you Fame. (See also the rulebook, p. 8.)

S3:—*Multiple Attacks*—For blocking an enemy with Multiple Attacks, see entry Q1 under *Burning Shield*.

Cross References: Combat S23, S33.

Expose

S:—*Arcane Immunity*—An enemy with Arcane Immunity does *not* lose its fortifications or its Resistances. (The effect says "all fortifications" not just "site fortifications", so it's affecting the enemy token, not just the site around the enemy token. For comparison, see entry S3 under *Demolish*.)

Why don't the site fortifications get removed by themselves? Because *Expose* is a single effect, not two effects—and Arcane Immunity renders it an ineffective effect.

The Ranged Attack of 2, however, *can* be used normally against any enemy with Arcane Immunity.

Cross References: PvP O10; *Resistance Break* S2; SORCERERS S1.

Flame Wave

S1:—*Faction Leaders*—Avatars (faction leaders) *do* count as enemies. (See entry O5 below.)

S2:—*Counting Enemies*—Any enemies defeated during the Ranged-and-Siege-Attack phase will not increase your Block. Any enemies defeated before the Attack phase will not increase your Attack.

S3:—*Counting Enemies*—When counting how many enemy tokens you're facing, count all the enemy tokens that're present, not just those you're grouping together for your current Attack. [I also include any enemy tokens you've already blocked or killed during *this sub-phase* of combat.] If you're participating in a cooperative CITY assault, count only those enemy tokens (including Rampaging Enemies) assigned to your Mage Knight.

Q4:—*SUMMONERS*—When facing an enemy token that summons MONSTER(S), do you count the summoned enemy tokens when determining the size of the Block?

A4: No—only count the SUMMONER's token. [A few players argue that, during the Block phase, you should count the Summoned MONSTERS but not the SUMMONER, but that argument is directly contrary to the official statement cited in entry S23 in the Combat section.]

O5:—*VOLKARE*—Does VOLKARE count as an enemy token?

A5: The rules explicitly state that faction leaders are treated as enemy tokens (*TEZLA*, p. 5). VOLKARE makes the same kinds of attacks that faction leaders do, so it makes sense to also count him as an enemy token when computing *Flame Wave* block strength. But *Flame Wave* attacks do *not* affect VOLKARE directly, so it also makes sense that *Flame Wave* attack strength should only count "attackable" enemies, but not VOLKARE.

Cross References: *Call to Arms* S12.

Mana Bolt

Cross References: *Mana Overload* S2.

Mana Curse

S1:—*Mana Storm*—If *Mana Curse* is in effect (*each time another player uses one or more mana of that color on their turn (from any source), they take a Wound*), and a player uses the basic effect of *Mana Storm* (*Choose a mana die in the Source that is showing a basic color. Gain a crystal of that color to your Inventory, then immediately reroll that die and return it to the Source.*), the *Mana Curse* will not apply to them as this player isn't "using mana".

Mana Meltdown

S1:—*Crystal Choice*—You choose the color of the crystal that you gain: it isn't chosen randomly.

S2:—*Crystal Loss*—If a player has two blue crystals and one red crystal, then she has a two-thirds chance of losing a blue crystal and a one-third chance of losing the red crystal (not a fifty-fifty chance of losing either color).

Cross References: End of Round S2.

Mana Radiance

Cross References: End of Round S2.

Mass Expose

Q:—*Earthquake*—If you attack a CITY and play the black-mana powered *Earthquake* (reducing all fortified tokens' armor by 4), and then play the black-mana powered *Mass Expose* (enemies lose all fortifications this turn), does this really reduce every enemy in the CITY to an unfortified, low-armor fish in a barrel?

A: Yes, this play is legal. See also entry Q2 under *Earthquake*.

Meditation

S1:—*End of Round*—The gain to your hand limit size (but not the ordering of the cards themselves) *will* carry over to the next round if you play this on the last turn of the current round. (*Lost Legion Rulebook*, p. 6.)

S2:—*Chosen Cards*—You *do* get to look at the cards after randomly choosing them. And either (a) both of the drawn cards must go on top of your deed deck, or (b) both of the drawn cards must go below your deed deck—you don't get to split them. But you *do* get to choose the order of the two cards.

[I see a textual argument for a player being able to split his cards above and below (all the more so as this spell seems relatively weak), but still I play by the majority interpretation that the cards cannot be split.]

O3:—*Card Draw*—If you somehow play *Meditation/Trance* twice during the same turn, or if you cast it twice via the *Time Bending* Spell, do you draw two extra cards next turn, or four?

A3: With *Time Bending*, you wouldn't draw the extra cards during the first of the two turns, because you skip that portion of the turn. So the choice is either to draw +2 or draw +4 cards the next time you draw. I'd allow a player to stack the abilities and call it draw +4, especially as the player may have spent up to four mana to achieve this result, a steep price.

S4:—*An Empty Discard Pile*—You *are* permitted to play *Meditation* when your discard pile is empty, simply to increase your hand limit the next time you draw.

Cross References: Turn Start S1; *Mind Read* S2; *Trance* S1.

Mind Read

S1:—*End of Round*—You cannot steal a card with the *Mind Read* spell after the end of the round has been announced by a player, nor after the end of the game has been triggered by a game-ending condition.

S2:—*Timing*—Someone could potentially play the tactic *Midnight Meditation* or the *Motivation* Skill after you announce that you are playing the *Mind Read* or *Mind Steal* Spells, but not after you have announced the chosen color: *Lost Legion*, p. 10. [Some players feel this gap between someone announcing that they're playing an effect and that they're enacting that effect goes against the spirit of the game and therefore house rule it away. Although I'm sympathetic with this view, the rule is clear.]

Cross References: End of Round S2; Dual-Colored Action Cards S1; *Midnight Meditation* S1.

Mist Form

S1:—*Hills/Mountains*—You may not move into hills or mountains with the Move 4 you get by playing this card.

S2:—*Duration*—The reduced terrain cost applies for the remainder of your turn. (Main rulebook, p. 5.)

S3:—*Provoking Rampaging Enemies*—*Mist Form* movement can still provoke rampaging enemies.

O4:—*Mountain Lore*—If played in the same turn with *Mountain Lore*, can you enter mountains?

A4: I rule no: *Mist Form* is prohibitive (*You cannot enter hills and mountains for the rest of this turn*), while *Mountain Lore* is merely permissive (*You can enter mountains at a Move costs of 5 and they are considered a safe space for you at the end of this turn*). Furthermore, *Mist Form* specifically prevents entering mountains, which you can't enter under ordinary circumstances anyway, so the developers could very well have had the effects of *Mountain Lore* in mind when they wrote the text for *Mist Form*.

[A minority of players rule the other way, and say that the ability to enter mountains in this case depends solely on the order in which you *play* these two cards, the card played later overruling the card played earlier.]

O5:—Lakes—Are lakes safe spaces for you on turns in which you play *Mist Form*?

A5: No. This effect doesn't say that they're safe: you can voluntarily pause on lakes, but if you're still on them during your end of turn sequence, Forced Withdrawal rules will apply. (*Mountain Lore* explicitly allows you to end your turn on a mountain, and it specifically states that mountains in this case are safe spaces for you. Since *Mist Form* doesn't explicitly state the same [saying merely, *The Move costs of all terrains, including lakes, is 2.*], we must assume that lakes are *not* safe spaces.)

Cross References: Movement O9.

Offering

S:—*Rewording*—A suggested rewording for greater clarity:

- Gain a red mana crystal into your inventory.
- You may also discard up to 3 non-wound cards from your hand: for each discarded card, gain a mana crystal matching that card color into your inventory. (For a discarded Artifact, choose a mana crystal of any single basic color.)

Possess

S1:—*SUMMONERS*—To determine the Attack values of a SUMMONER, draw a MONSTER token and use its values. And note that the summoned MONSTER (since it is *not* a separate, targetable entity) cannot be used to attack its own SUMMONER.

Q2:—*Complicated Cases*—Say you use the stronger effect of this Spell against a GUNNERS enemy token (Fire Attack 6 plus Brutal) which is defending inside the blue CITY, what Attack do you gain?

A2: You would not gain Brutal, as that is a special ability (nor could you gain Poisonous, Paralyze, Vampiric, Assassinate, or Swift). You would gain the Fire Attack 6, plus the +2 Fire Attack for its being a blue CITY defender (since it's still inside the CITY as it launches its attack). And if that enemy token had Multiple Attacks (MAGIC FAMILIARS), you would also gain those Multiple Attacks as well, but you would have to use them altogether in a single Attack (since you have to resolve *Possess* as a single effect—*Lost Legions* p. 9).

S3:—*Arcane Immunity*—*Possess* cannot be used against enemies with Arcane Immunity.

Rebirth

Q1:—*DUNGEON/TOMB*—Can you cast the *Rebirth* Spell when down in a DUNGEON during the day?

A1: No. *Rebirth* is a Healing Spell and cannot be cast during combat. As soon as you enter a DUNGEON you're in combat, and as soon as the combat ends you're no longer in the DUNGEON and so can no longer use black mana.

S2:—*Readying Effect Cannot Be Delayed*—The *Rebirth* Spell can be used to refresh one or more Units, but it cannot be used to refresh the same Unit twice: you have to process the entire effect immediately, and thus you cannot use the Unit in between. This doesn't apply to the Heal points that *Rebirth* provides, for as usual those points can be banked for future use. See entry S9 under Miscellaneous.

Cross References: *Ruthless Coercion* S1, *Regeneration* S2.

Sacrifice

S1:—*Rewording*—A suggested rewording for greater clarity:

Select exactly two mana colors: choose either green or white, and then either red or blue. Gain:

Siege Fire Attack 4 (for each green and red crystal pair in your inventory), or

Siege Ice Attack 4 (for each green and blue crystal pair in your inventory), or

Ranged Fire Attack 6 (for each white and red crystal pair in your inventory), or

Ranged Ice Attack 6 (for each white and blue crystal pair in your inventory).

Then turn all of the crystal pairs (of the chosen colors) into mana tokens.

S2:—*Lose All Crystal Pairs*—A player cannot choose to hold back any complete pairs of the chosen color combination.

S3:—*Attack Points Must Be Combined*—If you have two pairs of crystals, you get one Attack 8 or one Attack 12—you *don't* get two separate Attacks 4s or two separate Attack 6s.

S4:—*Using Converted Crystals*—When you generate Siege/Ranged Attacks with *Sacrifice*, the crystal pairs that were selected are immediately turned into mana tokens. You can, if you wish, use these new mana tokens after the Siege/Ranged Attacks have been generated by *Sacrifice* but before those *Sacrifice* Attacks are assigned to a specific target. (It's during this same small window of time that you could also generate more Attack points by playing other cards so as to create one large attack against a single enemy.) This window is important if you wish to use your new mana tokens to power, say, the White-mana or Green-mana abilities of the DELPHANA MASTERS (which reduce enemy armor, or remove enemy fortification and resistances) before you assign the *Sacrifice* Attack points to a target and determine their effects.

Cross References: *Crystal Mastery* S2.

Space Bending

Q1:—*Multiple Use*—Can this Spell be used more than once in a turn? Can you continue to hop?

A1: Yes, the ability lasts for the rest of your turn (so the Spell really isn't being used more than once).

S2:—*Exploring Tiles*—The card *Space Bending* also permits you to explore new tiles without being adjacent.

S3:—*Movement Costs*—With *Space Bending*, you still need to pay 2 Movement points when you explore a new tile, and you still need to spend the movement point cost of the space you are entering when you move.

S4:—*Can Combine with Other Effects*—The card *Space Bending* expands the capabilities of *Flight*, and *Wings of Wind*, and *Underground Travel*: see entries Q1 and S2 under *Flight* for an example of how other effects work in concert with *Space Bending*.

S5:—*Before a Failed Attack*—If you move to a fortified site, and fail to defeat all of the enemy tokens at that site, you will retreat to the space you traveled from (two spaces away). This retreat does not cause you to take any wounds (although if the space you travel back to is *not* a safe space, you'll probably take wounds when you conduct a Forced Withdrawal at the end of your turn).

Cross References: Movement O9; CITIES S10; *Flight* Q1, S2.

Time Bending

S1:—*Setting the Card Aside*—The *Time Bending* Spell has to be set aside after it is played. If you use another card (say *Magic Talent*) to cast *Time Bending*, that other card is set aside instead.

S2:—*End of Round*—Even if the end of the round has been declared, you can play *Time Bending* and take another immediate turn, with any once-a-turn Skills being refreshed and available for use.

S3:—*Maximal Effect*—You cannot cast *Time Bending* multiple times during a turn with *Maximal Effect*, because *Time Bending* is not an Action card.

S4:—*DUNGEON / TOMB*—It is permissible to cast *Time Bending* during the day while in a DUNGEON or TOMB.

S5:—*Casting It Twice*—The only way to possibly use *Time Bending* more than once in a round is to use it once from the Spell Offer via *Magic Talent*, and then to acquire the *Time Bending* spell from the Spell Offer via normal means, and then cast it a second time during a future turn.

Q6:—*Plundering VILLAGES*—Can you plunder a VILLAGE between your first turn and your *Time Bent* turn?

A6: The VILLAGE site card says, "you can plunder a village during another player's turn." The rulebook, p. 5 says: *For game purposes both of these ("before your turn" and "on another player's turn") are the same. You can play them while others are playing, or just before your turn.* The Spell card says, "Immediately take another turn." And *Lost Legion*, p. 10 says *"You can play these effects between any two of your turns (even if they immediately follow each other) and also before your first turn (after Tactic selection)."* So the answer is yes.

S7:—*Handling the Second Turn*—When you use *Time Bending*, any cards in your play area at the end of that turn are returned to your hand. Any cards that were discarded (e.g., with *Improvisation*) or thrown away (like an Artifact played for its stronger effect) are *not* returned to your hand. Any Banner Artifacts that got played onto Units remain there, and if the *Banner of Courage* got flipped, it remains flipped. You don't draw new cards. If you gained wound cards into your hand during that turn and have not discarded them or thrown them away, you keep them in your hand. (Note that you don't consider hand limits when you "repeat" your turn, so those wound cards won't be an immediate problem.) And you are allowed to level up at the end of the first turn (although any new Advanced Action card placed on top of your deed deck will not ordinarily get drawn because the "draw cards" step in the end-of-turn sequence gets skipped). Note that the *Time Bending* turn is not a part of the turn that preceded it: it is an entirely new turn.

Q8:—*PvP / VOLKARE*—How does *Time Bending* affect play if you use it during PvP combat or while fighting VOLKARE?

A8: It depends on whether or not you fully attend the combat:

If you fully attend the combat, then you immediately take your next turn—however this next turn consists of only one step: you flip your Round Order token face up and that is all you do. (You'll keep the redrawn cards as your hand, and get to play them during your following turn.) This is also what happens if you're participating in a cooperative assault when you play *Time Bending*.

If you only partially attend the combat, things are a bit more complicated because you're not really taking your turn yet, and your turn technically doesn't end until you *do* take your turn. I would recommend not playing *Time Bending* until it *is* your full turn, but if you insist on playing *Time Bending* while only partially attending a combat, then whenever you finish that partially-attended combat, leave the cards that you played in your play area because you'll be collecting them again at the end of your full turn. Then, when that full turn *does* end, you immediately take your *Time Bent* turn.

S9:—*PvP*—When you play *Time Bending*, you do *not* get back any Artifacts that were stolen from you in PvP combat.

Cross References: *Meditation* O3; *Mana Suppression* S2; *SOURCE Freeze* S3.

Tornado

Cross References: PvP S9.

Trance

S:—*End of Round*—The gain to your hand limit size *will* carry over to the next round if you played this card on your last turn of the current round. (See *Lost Legion* Rulebook, p. 6.) See also the entries for *Meditation* above.

Cross References: *Meditation* O3.

Tremor

S:—“*All Enemies*”—When this card says “all enemies”, it means all of the enemies that you are facing, not just those you are grouping together to be hit in a single combined attack. (The same definition applies for other card effects that use this same phrase, including of course *Earthquake*.) In cooperative assaults, the phrase “all enemies” means only those enemies that you are facing, not any enemies that your fellow Mage Knights are facing.

Cross References: Combat S28; PvP Q1.

Underground Attack

S1:—*Arcane Immunity*—You ignore site fortifications even for those enemies that have Arcane Immunity.

S2:—*Moving Through Obstacles*—You are allowed to move underneath rampaging enemies, CITIES, KEEPS, Mage Knights, etc.

S3:—*To Move To An Empty Site*—To end on a fortified site that is already conquered and empty of opposing Mage Knights, simply use *Underground Travel*.

S4:—*Green CITY*—You are allowed to attack the green CITY, even though it appears to be on a swamp space, because all CITIES are actually in “CITY” terrain. (For as Monty Python put it, “It’s daft to build a castle on a swamp.”)

O5:—*PvP*—Can you use *Underground Attack* to attack an opposing Mage Knight who is standing on a mountain space after his having used the advanced action *Mountain Lore* to legally stop there?

A5: *Underground Attack* probably assumes that your movement must be to a space that you’re otherwise able to enter through ordinary movement. (And if you can’t physically tunnel into such a space by *Underground Travel*, then you probably shouldn’t be able to do so by *Underground Attack* either—see entry O2 under *Underground Travel* just below.)

Cross References: *Earthquake* S1.

Underground Travel

S1:—*Movement is Free*—You do not expend any movement points to move these three spaces: it’s free.

O2:—Safe Space—Where it says, "You must end your move on a safe space," is it talking about the *Underground Travel* portion of your move, or is it talking about the end of the Movement phase as a whole?

A2: It appears to mean your *Underground Travel* movement of up to three spaces. (This is suggested by the phrase "this way" used earlier in the same sentence, and also by other effects like *Flight* and *Wings of Wind* that use similar language when referring only to the movement provided by the indicated effect. See entry O3 under *Wings of Wind*.)

S3:—Combining with other Movement—During the movement phase you're allowed to move by expending Move points both before and after playing *Underground Travel*.

Cross References: Movement S2, S6, O9; *Savage Harvesting* O2; *Mountain Lore* O3; *Space Bending* S4; *Underground Attack* S3, O5.

Veil of Mists

S1:—Only One Wound Is Ignored—The effect of *Veil of Mists* applies only to the first wound received from any enemy this turn, not to the first wound received from *each* enemy.

S2:—Brutal—If your Mage Knight herself must take damage from an Attack 7 that is Brutal, and her armor is 3, she will take a total of 4 wounds, not 5.

O3:—VOLKARE—Does VOLKARE count as an enemy? Yes: faction leaders are considered enemy tokens (*TEZLA*, p. 5.), and VOLKARE has an attack similar to that of faction leaders and of enemy tokens, so you should be able to treat a Wound from VOLKARE just as you would treat a Wound from a faction leaders or from an enemy token.

S4:—Additional Effects—The "ignore any additional effects of that wound" applies only to the Mage Knight herself, not to her Units.

S5:—Combat Example—If a player is facing FREEZERS (Cold Attack 3, Paralyze, Swiftness), and plays *Veil of Mist*, this would allow a GUARDIAN GOLEMS Unit (Armor 3, Physical Resistance) to avoid any damage because in this case *Veil of Mist* conveys Ice Resistance to the GUARDIAN GOLEMS and the damage inflicted by the FREEZERS (3) is less than or equal to the GUARDIAN GOLEMS' armor value (3). If the FREEZERS' Cold Attack had instead had a value of 4, then the GUARDIAN GOLEMS would take a wound and thereby be destroyed, due to the Paralyze effect (per entry S4 just above).

Wings of Night

Cross References: PvP S7.

Wings of Wind

S1:—Flight—See entry S2 for the Skill *Flight*. See also entry S6 under Movement.

S2:—Exploring Tiles—You cannot pause the movement of *Wings of Wind*, explore new tiles, and then continue moving farther with *Wings of Wind*. Nor can you use any of the 1-to-5 spent movement points to explore new tiles.

O3:—Safe Space—When it says "You must end your move in a safe space," is it talking about the movement provided by *Wings of Wind*, or about the end of your movement phase?

A3: The former. The preceding sentence in *Wings of Wind* uses the word "move" in referring specifically to the movement provided by this card effect, so it makes sense that the succeeding sentence (quoted above) would also use "move" in the same sense. Also see p. 6 of the rulebook: "*Some of these effects order you to end this move on a safe space.*" Accordingly, you may move "*over inaccessible spaces (including those occupied by rampaging enemies or fortified sites)*", but you have to end that move on a safe space.

O4:—Reacting to New Information—(a) As you move with *Wings of Wind*, can new enemy tokens be revealed? (b) Can you change the distance you will move (and the number of Move points you have spent) on the basis of any newly revealed enemy tokens? (c) Can you change your movement path on the basis of newly revealed tokens? (d) Could you move back and forth between two spaces, if you're forced to move exactly the previously chosen number of spaces?

A4: Question (a) is the tricky one: but it should probably be answered no, via the argument stated under entry O9 in the Movement section.

[If you answer yes to question (a)—arguing that new enemy tokens *do* get revealed as you move because there is no specific rule specifying otherwise, then you have to answer the remaining questions too. Question (b): no, you can't change the number of move points you decided to spend (because new information has since been revealed, so you can't change previous decisions). Question (c): yes, you can change which future spaces you'll move into (because you can change your decisions, back to the point at which new information was revealed, and nothing on the card insists that you must predesignate your entire movement path). Question (d): yes, you may move back into a previously traversed space (since there is no rule preventing this).]

Cross References: Movement S2, S6, O9; Combat Q30; *Mountain Lore* O3; *Space Bending* S4; *Underground Travel* O2; *Flight* S2.

Artifact Cards

*S:—*Assigning Banners*—You may assign Banners to Units at any time during your turn. But note that the strong effect of a Banner (which, if used, causes the Banner to be Thrown Away) has to be played from your Hand—not while the Banner is attached to a Unit. Banners by the way, like all Artifacts (even those purchased for Influence at the red CITY), are gained during the End-of-Turn sequence and, as such, cannot immediately be assigned to Units (see entry S2 under End of Turn).

Amulet of Darkness

S1:—*Gold and Black Mana*—You are allowed (if otherwise permitted) to take black mana from the SOURCE and are also allowed to use it, day or night. Gold mana, however, is still unusable at night.

S2:—*Duration*—As with all other cards, the effects of both *Amulets* apply only until the end of the turn in which they are played.

Banner of Command

S1:—*General*—As quoted from *Lost Legion*, p. 5: *The Banner of Command can be assigned to a Unit instead of a command token, allowing you to have one more Unit. When that Unit loses this banner (another player steals it, you try to assign another banner to the Unit, or you take the banner back at the end of a round), the Unit is removed from the game; you cannot assign a command token to it at that moment, even if you have a free one.* Additionally, if you dismiss the Unit, the *Banner* goes to your discard pile; or if you discard the *Banner*, the Unit gets removed from the game. Any Unit with the *Banner* can be wounded and spent just like other Units.

S2:—*Recruiting a Unit*—It is permissible, all in one turn, to play *Banner of Command*, use the Influence it grants to recruit a Unit, and then assign the *Banner of Command* to that same Unit.

S3:—*No Location Restrictions*—Just as with the Spell *Call to Glory*, you don't have to be on a site with Locals in order to recruit a Unit.

Cross References: MAGIC FAMILIARS S2; DELPHANA MASTERS S1.

Banner of Courage

S:—*Wounded Units*—You can even use this Banner while the Unit it is assigned to is wounded.

Cross References: *Time Bending* S7.

Banner of Fear

Q1:—*Does Not Count as Blocking*—If you use the *Banner of Fear*, does it count as Blocking the enemy? I.e., if you use the *Banner of Fear* against an enemy that has the Elusive ability, do you then get to use its lower armor value?

A1: *Lost Legion* Rulebook, p. 5: *An elusive enemy has two armor values. In the Ranged-and-Siege-Attack phase, the higher value is always used. If you block the enemy attack successfully (if the enemy has Multiple Attacks, you have to block them all), the lower armor value is used in the Attack phase. If you do not Block it, i.e. you let it deal damage (even if no damage was actually dealt) or if you prevented it from Attacking in some way, it keeps using the higher value for the rest of the combat. Note that if an Attack value is reduced to zero during the Block phase, it is considered to be successfully Blocked.*

When using the *Banner of Fear*, you are not blocking the Attack—you are *cancelling* the Attack. Reducing an Attack to 0 is blocking it; preventing it from attacking altogether is *not* blocking it. So the higher armor values of Elusive enemies *will* apply during the Attack phase.

Q2:—Multiple Attacks—Can a Unit with the *Banner of Fear* prevent *all* attacks from an enemy with Multiple Attacks?

A2: No—only one of its attacks (read it as "one attack of one enemy"—see *Lost Legion* p. 5).

S3:—Spending the Unit—When a Unit gains the *Banner of Fear*, it gains an additional ability (the ability to cancel one enemy attack). Using this Banner's ability spends the Unit but does not "use up" the Banner: if you can ready the Unit somehow, you can use this Banner again. Note: you cannot use any other ability of this Unit at the same time, [except for those of the DELPHANA MASTERS Unit (*Lost Legions*, p. 5)].

S4:—Wounded Unit—A Unit that is assigned the *Banner of Fear* cannot use the Banner's ability if the Unit is wounded.

Q5:—SUMMONERS—Can a Unit with the *Banner of Fear* prevent a MONSTER from being summoned through the Summon Attack ability?

A5: Yes. (*Lost Legion* p. 5 defines the Summon Attack as a "type of attack".)

Q6:—SUMMONERS—If you don't use the *Banner of Fear* to cancel a SUMMONER's attack (i.e., its summoning of a MONSTER), can you then use the *Banner of Fear* to cancel the Attack of the MONSTER that it summons?

A6: No, per an official ruling. "The summoning of the MONSTER" and "the MONSTER launching its attack" are essentially the same simultaneous effect—they are both "the Attack of the SUMMONER". The SUMMONER's Attack is to hit you with the attack of a MONSTER whose attack it has summoned. (Perhaps the SUMMONER plops the MONSTER smack in front of you, its claws ripping. Or perhaps the SUMMONER merely summons up the Attack, but not the MONSTER itself.) In any event, you don't get two bites at the apple: a chance to cancel the summoning and then a chance to cancel the attack of the thing that was summoned, because they are one-in-the-same thing. You can reduce the summoned MONSTER's attack, you can block it, but you've missed your chance to cancel it altogether. (See more discussion at entry S7 under "Combat".)

Q7:—Arcane Immunity—Can a Unit with the *Banner of Fear* prevent an attack by an enemy with Arcane Immunity, such as that of the DRAGON SUMMONER?

A7: No. (*Lost Legion* rulebook p. 6.)

[Some players rule that this Banner's effect of "canceling an enemy attack" is effective against enemies with Arcane Immunity because Arcane Immunity permits effects that "reduce an enemy attack or that affect it in any other way". But to me this seems against the spirit of the first part of the rule: *Enemies with Arcane Immunity are not affected by any non-Attack/non-Block effects, from no matter what source they are from. i.e. ignore any effects that directly destroy an enemy, prevent it from attacking, reduce its Armor etc. Attacks and Blocks of any elements work normally, though. If an effect has both Attack/Block part and another part, only the Attack/Block part applies.* Arguing that "canceling an enemy attack" and "preventing an enemy from attacking" are fundamentally different things (except of course with regard to the *number* of attacks that are annulled) seems to me to be parsing the language too finely. Since this point is in dispute, I prefer the view that is simpler and that makes it more challenging for the player. (And I can't envision how "canceling a monster's punch" would look any different than "preventing a monster's punch".)] See entry S1 under Arcane Immunity.

Q8:—VOLKARE—Can you use the *Banner of Fear* against VOLKARE?

A8: No. (*Lost Legion* rulebook, p. 7: VOLKARE has Arcane Immunity, but see also entry Q7 just above.)

Banner of Fortitude

S1:—Assigning Damage—The use of the *Banner of Fortitude* (to prevent this Unit from becoming wounded) counts as this Unit's one allowable "assigning of damage" for this combat.

S2:—*Additional Effects*—The "additional effects" of a wound that are prevented by the *Banner of Fortitude* include Paralyze (destruction) and Poison (an additional wound) and Vampiric (+1 armor), but not Brutal of course (which doubles the damage just *before* wounds get assigned).

Cross References: PvP Q1.

Banner of Protection

Q1:—"All Wounds"—With the stronger effect of the *Banner of Protection*, is this referring merely to wounds you received into your hand, or does it also include wounds placed into your discard pile (from Poisonous Attacks)? And does it include wounds that your Units have received?

A1: Wounds placed into the discard pile due to Poisonous Attacks may also be thrown away. (Note also that a wound placed into your discard pile due to *Power of Pain* will also be thrown away.) And no, it doesn't apply to wounds which Units have received.

S2:—*Timing*—The stronger effect of the *Banner of Protection* gets played during combat, per the crossed swords icon on the card. So you can play it before you are about to be knocked out, and still remove all wounds received this turn when you get to the end of your turn.

Bow of Starsdawn

Q1:—*Discards*—Does the bonus gained from this Bow count the *Bow of Starsdawn* itself as one of the discarded cards?

A1: No.

Q2:—*Applies to All Attacks*—Does the stronger effect also apply to Ranged and Siege Attacks that are provided by Units and Skills?

A2: Yes.

Q3:—*Attack Points Must Be Combined*—Must the Ranged Attacks gained with the basic effect of the *Bow of Starsdawn* be used together in one large Ranged Attack, or can they be used separately against different (groups of) enemies? And can some cards be discarded during the Ranged Attack phase, and other cards be discarded during the Attack phase?

A3: They must all be used together. No, because the *Bow of Starsdawn* says, "When you play this..."

Q4:—*Duration*—With the stronger effect of this artifact, does it also apply during the Attack phase?

A4: No. (See entry S6 under Combat and entry S2 under *Leadership*: there is no difference between Attacks, Ranged Attacks, and Siege Attacks during the Attack phase—they are all treated as "Attacks".)

O5:—*ALTEM MAGES*—You *can* use both the stronger effect of the *Bow of Starsdawn* (double your Siege Attacks and make them Ranged Attacks, or double your Ranged Attacks) and the ALTEM MAGES black-mana ability (all your Attacks become Siege Attacks), but each will apply to an Attack only once, not recursively. You do, however, get to choose the order in which to apply them for each Attack you make. But note that neither of the mentioned effects will have any effect during the Attack phase, because all Ranged Attacks and Siege Attacks are treated as Attacks during the Attack phase (see entry S6 in the Combat section and entry S2 under *Leadership*).

Cross References: Ambush Q8; Deadly Aim Q4.

Circlet of Proficiency

S1:—*General*—The rules say that the *Circlet of Proficiency* is to be "evaluated as if playing a single effect." The most straightforward approach, then, for using the basic effect of the *Circlet of Proficiency* with once-a-turn Skills is to just "play the skill twice" at the moment that you play the card. E.g.: have all of the targets or Units or whatever be determined at the moment that the card is played, which generally limits the Skill to the phase in which it is played (although persisting or ensuing effects would work as they usually do). The remaining question, then, is whether or not to restrict the "use its effect twice" to the same target, thereby treating the two uses of the Skill as a single doubled effect: in general, Attack points and Block points should be restricted in this way to a single group or to a single target, respectively. (See entry S2 under Basic Action Cards.)

S2:—*Battle Frenzy*—When used with the Skill *Battle Frenzy*, you would have to play the Attack 2 + Attack 2 against the same group of enemy tokens. A similar thing goes for *Shield Mastery*: it has to be used against the same enemy Attack.

S3:—*Battle Hardened*—When used with the Skill *Battle Hardened*, you have to apply both effects to the current attack, unless the current attack only produces 1 or 2 points of damage (in which case the second usage of the Skill would apply the very next time 1 or more points of damage would otherwise be assigned to your Mage Knight).

O4:—*Bonds of Loyalty*—How does the basic effect of *Circlet of Proficiency* interact with *Bonds of Loyalty*?

A4: The simplest and perhaps best answer is that you cannot use the *Circlet* on the *Bonds of Loyalty*. For first off, *Bonds of Loyalty* isn't really a once-a-turn Skill—it's kind of a one-time-use Skill, so at best you would treat it like a once-a-round Skill and use it only once. Then, presumably, the player would add two regular Units to the Unit offer. But what happens next? A permissive interpretation would allow that player to recruit a Unit for five fewer Influence points and to use it without the need for a separate command token, but that the player could only keep that Unit through the rest of this turn: the Unit would then have to be discarded during the end of turn phase.

S5:—*Burning Power*—When used with the Skill *Burning Power*, you could get Siege Attack 1 for the first use of the Skill and Fire Siege Attack 1 for the second use of the Skill, but because you must use both Attacks against the same group of enemies that you are currently attacking (since the effect of *Circlet of Proficiency* is evaluated as a single effect, *Lost Legions* p. 9), it doesn't make any sense to mix these two types of Attack.

S6:—*Curse*—When used with the Skill *Curse*, you could use it on two different Attacks from the same enemy token, or on two different enemy tokens. Unlike the two uses of *Taunt* discussed in entry S15 below (which must be put into play during the block phase where each enemy token is handled individually), the two uses of *Curse* can be used on different enemies because *Curse* could be put into play during any one of three different combat phases—the Ranged-and-Siege-Attack phase, the Block phase, or the Attack phase. And you need not designate the second target immediately.

S7:—*Dark Paths*—When used with the Skill *Dark Paths*, you can use the doubled Move 1 (day) and Move 2 (night) points however you wish, but you cannot use the Skill once during the Movement phase and then once during the Action phase: you gain the Move points all at once.

S8:—*Deadly Aim*—When used with the Skill *Deadly Aim* ("Once a turn: Add +1 to a card that provides any type of Attack in the Ranged-and-Siege-Attack phase, or add +2 to a card that provides any type of Attack (incl. sideways) in the Attack phase."), the Skill will affect two different cards, but both cards must be used against the same group of enemy tokens, since the effect of *Circlet of Proficiency* is evaluated as a single effect (*Lost Legions* p. 9). (*Circlet of Proficiency* coupled with *Deadly Aim* is equivalent to playing a single Skill that says "Add +1/+2 to a card. Add +1/+2 to a card", e.g., add +1/+2 to two different cards and do it immediately.)

S9:—*Dueling*—When used with the Skill *Dueling*, you use the effect during the Block phase and you must use it twice against the *same* enemy Attack (because the Skill gets played during the Block phase while blocking a *single* enemy Attack). So it gives you Block 2 against a single enemy token, then Attack 2 against that enemy token, and then Fame +2.

S10:—*Feral Allies*—When used with the Skill *Feral Allies*, you are allowed to reduce the Attack of two different enemies or of one enemy twice, but if your first use of *Circlet of Proficiency* occurs during the Attack phase, then you must use both Attack 1's against the *same* group of enemies. (Both uses of *Feral Allies* must occur during the same phase: either two Attack reductions *or* two Attack 1's—not one of each.)

As for the cost of exploring tiles, it should only be reduced by 1 because the tile-exploring portion of the Skill isn't restricted to "once a turn".

S11:—*Leadership*—When used with the Skill *Leadership*, you don't get the bonus twice for a single Unit—rather you get to apply the bonus to two *different* Units but you can activate those Units at different times during your turn, perhaps using one Unit during the Block phase and the second Unit during the Attack phase. (Nor do you need to predesignate the second of the two Units you'll be activating.)

Q12:—*Master of Chaos*—How does the basic effect of the *Circlet of Proficiency* (using a Skill in the Common Skill Offer) interact with *Master of Chaos*?

A12: The player rolls a spare mana die. He then is able to take the next two clockwise effects in order. (He has to play them in order, but he can skip either or both of them.) He would then remove his shield token.

S13:—*Shapeshift*—When used with the Skill *Shapeshift*, you use it on two different cards, which you can use at any time during your turn. [A strict ruling requires that you *must* use *Shapeshift* exactly twice, and that if you can't, then you can't play this combination of *Circlet of Proficiency* plus *Shapeshift*.]

S14:—*Spirit Guides*—When the basic effect of the *Circlet of Proficiency* is used with the Skill *Spirit Guides*, since the effect of the Skill can already span both the Movement phase and the Action phase, you get Move 2 in the current phase (in either the Movement phase *or* the Action phase), and in the combat phase you get +1 Block to two separate Block plays (perhaps from *Determination*, say, and from a Block provided by a GUARDIAN GOLEMS Unit). Both Block "plays" however could be used together against the same enemy Attack, if you wish.

S15:—*Taunt*—When used with the Skill *Taunt*, you use the effect of *Taunt* twice on the current enemy token (choosing either the same effect twice—"Attack -2" *or* "Attack +4 and Armor -4"—or you choose to use each effect once for a composite "Attack +1 and Armor -2"). See entry S6 above, for using the *Circlet of Proficiency* with *Curse*.

S16:—*Cards Played Sideways*—When used with the Skills *I Don't Give a Damn* or *Power of Pain* or *Who Needs Magic* ("Once a turn: One card played sideways gives you +2 instead of +1. If you use no die from the source this turn, it gives +3 instead.") you have to play the Skill on two *different* cards/wounds. However you don't need to play both cards immediately: you can play the second card later on in the turn.

[Q: Why can you delay one of *these* cards, but not delay one of the cards in entry S8 above? A: Because unlike in entry S8, *these* cards can also be used for things other than Attack or Block—things like Move or Influence, things that don't have to be enacted immediately. (See also entry S1 above.)]

Cross References: *Bonds of Loyalty* S4; *Tome of Relearning* S2.

Diamond Ring, Emerald Ring, Ruby Ring, Sapphire Ring

S:—*Black Mana*—With the stronger effects of these Rings, you get an endless supply of black mana, but you are still bound by the usual restrictions on when that black mana can be used.

Cross References: PvP S1; Resting S3.

Druidic Staff

S1:—*Timing*—Once the Action portion of your turn has begun, you are no longer allowed to use the *Druidic Staff* to move up to two revealed spaces.

S2:—*Moving Through Obstacles / Rampaging Enemies*—When you "move up to 2 revealed spaces to a safe space" using the white card option, you may move through impassable terrain (including spaces occupied by rampaging enemies and fortified sites)—base rulebook, p. 6, and *Lost Legion* p. 4 ("However, this Move cost is ignored by effects that allow you to move directly (Underground Travel, Wings of Wind, Druidic Staff, Flight, Temporal Portal etc.) and also when the Space Bending effect is active"). You also do *not* provoke rampaging enemies when you use the *Druidic Staff* to move. [This latter point isn't explicitly stated on the card (probably due to space limitations), yet most players believe this is how the card is intended to work.]

S3:—*Readyng Units*—You cannot use either the "Ready a level-III or lower Unit" or the "Heal 3" effect during combat.

S4:—*Stronger Effect*—With the stronger effect, you must choose two *different* options from the basic-effect portion of the card. And with the exception of the Heal points, both options must be used at the moment that you play the artifact, not later.

S5:—*Use during Combat*—If used during combat, only its "Get 2 crystals of any one color" ability should be allowed. (The movement described can't be done during Combat [*Lost Legion*, p. 9: *Unless explicitly stated otherwise, you cannot move your figure or explore new tiles in phases other than the Movement phase of your turn. Any effect that allows for this is ignored when played outside the Movement phase.*], and the other two effects are routinely associated with Hand-icon effects.)

Cross References: Movement S2, O9; Ultimate Edition Dual-Colored Action Cards O4.

Endless Bag of Gold

Q1:—*Timing*—Can you play this artifact to gain 2 Fame, thus gaining a level and acquiring a new command token, and then use the Influence to buy a new Unit to place under that command token?

A1: No. Level ups are done at the end of your turn, so you haven't actually leveled up yet. (The only slight exception to this strict sequence applies when you gain a Unit as a combat reward from a RUINS token.)

Q2:—*Unspent Points*—Can you use the *Endless Bag of Gold* artifact anytime without spending the Influence points, simply to gain the fame bonus?

A2: Yes, as the card doesn't say it can only be used when Interacting. You just lose the Influence points if you don't have anything to spend them on.

S3:—*DUNGEONS / TOMBS*—If you play the stronger effect in the darkness of a DUNGEON or a TOMB, you gain the black mana token, not the gold.

Endless Gem Pouch

Cross References: Scenarios S6.

Golden Grail

S:—*Fame*—The wording on this card is a little awkward. With the basic effect, if you use the Heal 2 to remove a wound from a level-II Unit, you gain 2 Fame, as this card refers to "each Healing point" you use, not each wound you remove. If you use another Healing effect together with the 2 Heal points of this card to heal a level-III or -IV Unit, you also gain 2 Fame.

Horn of Wrath

S:—*Timing of Wounds*—You gain any wound cards immediately. So you could play the *Horn of Wrath* in an Attack phase, gain a wound immediately, and also play the Skill *Power of Pain* with that same wound card during the same Attack to create an Attack 7.

***Mysterious Box*—The *Ultimate Edition* Artifact.**

S1:—Card Text—

Remove and reveal the top card of the Artifacts deck. This turn, you may use *Mysterious Box* as if it was that Artifact. If you do then Fame +1.

At the end of the turn: put the revealed Artifact on the bottom of the Artifacts deck; if you did not use *Mysterious Box* then put it back in your hand; if you placed it on a Unit as a banner then discard it.

S2:—*Usage*—There is no separate stronger effect. If you use the substitute artifact for its stronger effect, you throw away the *Mysterious Box*. If you use the substitute artifact for its basic effect, you discard the *Mysterious Box*. (If you use the substitute artifact as a banner on a Unit, you discard the *Mysterious Box*—i.e., "the banner"—at the end of your turn.) If you do not use the substitute artifact at all, you put the *Mysterious Box* back into your hand.

Q3:—*Timing*—Do you reclaim the *Mysterious Box* into your hand before or after drawing back up to your hand limit?

A3: You return it to your hand at the same time that you discard your played cards, during End of Turn step 3b, (before drawing back up to your hand limit).

S4:—*Minimum Turn*—Playing the *Mysterious Box* and then taking it back into your hand on the same turn does not in itself meet the requirements of "having played at least one card" during your turn. (See entry S1 under Minimum Turn.)

S5:—*Playing it Sideways*—You can play the *Mysterious Box* sideways as you would any other card in your hand, and if you do so you still get the Fame +1.

S6:—*Timing*—When you play *Mysterious Box*, its effect merely activates your ability to use it as the revealed Artifact. But when you actually play *Mysterious Box* as that revealed Artifact, you must follow all of the normal timing rules that apply to that revealed Artifact.

Shield of the Fallen King

S:—*Ambush*—See entry Q5 above for the *Ambush* Advanced Action.

Cross References: *Ambush* Q5.

Soul Harvester

S1:—*Timing of Rewards*—The crystal reward(s) for killing enemy tokens are gained immediately upon killing them. Accordingly, you can then immediately use that crystal in attacking another enemy token, even during the same sub-phase of combat. (Note: you can't gain a crystal for killing a summoned MONSTER.)

S2:—*Timing*—You *can* play the stronger effect of *Soul Harvester* during the Ranged-and-Siege-Attack phase (but not the basic effect).

Sword of Justice

S1:—*Timing*—The stronger effect only applies during the Attack phase, not during the Ranged-and-Siege-Attack phase.

S2:—*Timing*—Even if you know you are going to be knocked out during the Assign Damage phase, and thus will have to discard all of your non-wound hand cards, you *are* allowed to break the *Sword of Justice* before that and so enable all of your Units to double their physical attacks. (This is allowed because the stronger effect of the *Sword of Justice* causes all enemies to lose their physical resistance, which would affect the Ranged-and-Siege-Attack phase and so could conceivably be played *before* the Block phase.) Contrarily, the basic effect cannot be played before the Attack phase.

S3:—*All Attacks are Affected*—The stronger effect *can* affect Attacks from Units and Skills and deed cards.

Q4:—*Attack Points Must Be Combined*—Must the Attacks gained through the basic effect of the *Sword* be used together in one large Attack, or can they be used separately against different enemies?

A4: They must all be used together in one combined Attack against one group of enemies.

S5:—*Fame*—You will gain +1 Fame for *every* enemy you defeat this turn, by any means, including any that are defeated before you played the *Sword of Justice*. (Note: the defeat of summoned MONSTERS do *not* count.)

S6:—*ALTEM MAGES*—The stronger effect of the *Sword of Justice* cannot be combined with the black-mana ALTEM MAGES ability to allow all Attacks to become Siege Attacks, because the stronger effect of the *Sword* specifically limits its effect to the Attack phase. However the other combinations *are* permitted: all physical attacks that are doubled in the Attack phase by the stronger effect of the *Sword* can be made into Cold Fire Attacks by the ALTEM MAGES; and all Attacks gotten through the basic effect of the *Sword* can be made into either Siege Attacks or Cold Fire Attacks by the ALTEM MAGES.

S7:—*Combining Effects*—If you've played the stronger effect of *Ambush* (+2 to the first Attack), and the stronger effect of the *Sword of Justice* (double all physical Attacks), and then play the basic effect of *Rage* (Attack 2), the final strength will be $2 \times (2 + 2) = 8$ Attack points (which must all be used against a single group of enemy tokens). The *Sword* doubles the final result because the "double all" phrase means it must be applied last.

Cross References: *Combat* 5; *Ambush* Q8.

Tome of All Spells

S1:—*Mana Costs*—The stronger effect permits a player to forgo paying both the basic-color mana *and* the black mana.

S2:—*General*—When you cast a Spell from the Spell Offer, treat that Spell as if it substitutes for the *Tome of All Spells*. For instance, if you've played *Ambush*, and then you cast *Burning Shield* from the *Tome of All Spells*, *Burning Shield* will count as a played Fire Block and can meet the requirements of *Ambush*.

[Some players argue that you didn't actually "play" *Burning Shield*, and thus it doesn't meet the requirements of *Ambush*. They argue that *Magic Talent* does work with *Ambush* because *Magic Talent* uses the phrase "play one Spell card," unlike the *Tome of All Spells* which uses the phrase "use the basic/stronger effect of a Spell." But I think this is parsing the text of the cards more finely than the designers intended, for in either case —*Tome of All Spells* or *Magic Talent*—you are casting a Spell from the Spell Offer as if it were in your hand.]

(The same arguments, either way, can be made for or against *Ambush* applying to an Advanced Action card put into play through the stronger effect of *Blood of Ancients*.)

Cross References: *Blood of Ancients* S3; *Disintegrate* S2.

Skill Tokens

S1:—*When to Play Skills*—Skills can only be used on your own turn, unless the Skill description explicitly states otherwise. (*Motivation* Skills, for instance, can be used during other players' turns.) Using a Skill does not count as your Action for the turn unless the Skill description specifically states that it does.

S2:—*Single-Use Only*—When you flip a Skill token, you can use its ability only once. For instance, *Polarization* lets you change one mana token, and one mana token only. *Deadly Aim* modifies only one card. With *Regenerate*, you can only ever throw away one Wound from your hand on a turn. *Leadership* can only affect one Unit each turn, etc.

S3:—*The Common Skill Offer*—In general, you may *not* take one of your own Skills from the Common Skill Offer.

S4:—*Interactive Skills*—Competitive and cooperative Skills that have been "put into play in the center" will always expire on your normal turn order, regardless of whether your turn order token is face-up or face-down (e.g., regardless of whether you've fully participated in a PvP Combat or a Cooperative Assault in the interim). (*Lost Legion*, p. 6.) Exception: see entry S3 under *SOURCE Freeze*.

S5:—*Interactive Skills*—You cannot affect other players with Competitive Skills either after the end of the round has been announced or after the end of the game has been triggered by a designated scenario condition. Skills that were put into play before the end of the round/end of the game was announced will continue to affect players as usual even after the end of the round/end of the game is announced.

Note that every Mage Knight has eleven Skill tokens, and that of these eleven Skills, two are Interactive: one is a Competitive Skill (marked with a black helmet icon) and one is a Cooperative Skill (marked with a white helmet icon). Depending on the scenario, players will usually include only one of these two Interactive Skills in their playable pool of ten Skills.

S6:—*Interactive Skills*—The text of some Interactive Skills specify effects that affect other players "during their turn" or "on their turn," such as *Mana Suppression* (Until the start of your next turn, the first time each player uses a basic mana during their turn they must pay one extra mana of that color) and *Mana Exploit* (Until the start of your next turn, other players get a wound when they use mana of any other color on their turn, limit 1 Wound per color for each player). If, while these Skills are in effect, other players partially attend a PvP Combat, they are—strictly speaking—not taking their turn during that combat, and consequently would not be affected by these Skill effects while partially attending that PvP Combat. But other Interactive Skills, such as *Wolf's Howl* (Until the start of your next turn, Units of all other players get -1 to all their Attacks and Blocks of any type), would apply to other players even while they are only partially attending a PvP Combat. Note that when a player fully attends a PvP Combat or participates in a Cooperative Assault, they are taking their turns ahead of time and so will be affected by all such Interactive Skills during that PvP Combat/Cooperative Assault.

S7:—*Flip-Back Skills*—Three of the Skills in the KRANG expansion are of a new type: Flip Back Ability. Once a turn, these Skills can be flipped back face up under a specific condition; they also flip back up at the start of each round.

With *Shamanic Ritual* (a Skill that has Flip Back Ability), you could use it once, meet the special condition to flip it back face-up, and then use the Skill a second time—all in the same turn. This multiple-use possibility can't happen with the other Flip-Back Skills as their descriptions all specifically state "once a turn".

***Arcane Disguise* (KRANG)**

S:—*"X" Reputation*—With this Skill, KRANG can even Interact with the Locals while his Reputation is on the "X" spot of the Reputation track.

Battle Frenzy (KRANG)

S1:—*A Stand-Alone Effect*—The Attack 2 or Attack 4 given by this Skill does not need to be added to another base Attack: it can be used all by itself as an Attack 2 or an Attack 4. (I.e., ignore the "+" sign.) The same thing goes for *Day Sharpshooting* and other similarly-worded Skills.

S2:—*Resting without Wounds*—You are allowed to take a Standard Rest even when you have no wounds, and can thereby flip this Skill back. See entry S7 under Skill Tokens and entries Q1 and S3 under Resting.

S3:—*Flip-Back*—If you don't use the Flip-Back ability of a Skill Token, it will nevertheless still be flipped back up at the start of every Round.

Cross References: *Circlet of Proficiency* S2.

Battle Hardened (KRANG)

Q1:—*Brutal*—Against an enemy with Brutal damage, does the damage reduction happen *before* damage doubling?

A1: No. You double the damage first for its being Brutal, then you reduce the applied damage. (In order for it to be applied before the Brutal effect is, the Skill would have to have said "reduce the attack" by X points.)

Q2:—*Damage Reduction*—How does this Skill work: for example, what if the enemy token has a 4 physical Attack, you don't Block it, and you assign the damage to your Mage Knight who has an armor of three?

A2: When an Attack is unblocked it becomes damage. The Attack 4 becomes four damage, which *Battle Hardening* reduces to two, and this is then compared to your armor. So you take one wound.

Notice the difference between reducing damage points and reducing Attacks (which the Advanced Action *Dodge and Weave* does). If the enemy had had Brutal, the 4 Attack points above would have become 8 points of damage, which would have then been reduced by *Battle Hardening* to 6, which would then have resulted in two wounds against our three armor. This is not the same result as if we had *reduced* the enemy Attack by two: in this case there would have been $4 - 2 = 2$ points of damage done, which Brutal would have doubled to 4, but which would have also left us with two wounds against our three armor, albeit through different math.

S3:—*PvP*—A PvP example: in Melee, the blocker's Mage Knight has an armor of 3, the attacker plays a physical Attack of 8, and the blocker decides not to play any Blocks. If the attacker decides to assign 2x3 damage to the blocker's Mage Knight and to use the remaining 2 damage to force the blocker to retreat to an adjacent spot, the blocker could then play *Battle Hardened* to reduce his outcome from two wounds down to one.

Cross References: PvP Q1, O12; *Circlet of Proficiency* S3.

Beguile (BRAEVALAR)

S:—*Fortified Site*—When you are in a fortified site, you gain only 2 Influence, not 3.

Bonds of Loyalty (NOROWAS)

Q1:—*Sites*—Can you use this Unit in a DUNGEON or TOMB?

Can you use this Unit along with another in a MAZE or LABYRINTH?

Can you use this Unit for burning down MONASTERIES?

A1: Yes. No. Yes.

Q2:—End of Round—If you level-up at the end of your last turn of the round and choose *Bonds of Loyalty*, are the two additional Units added to the Unit Offer right then, or can they be delayed until the very beginning of the next round?

A2: A strict interpretation is that they have to be added immediately, for no exception is listed.

[Some argue for a delay on the basis of the "Effects Increasing Your Hand Limit" article on p. 6 of the *Lost Legion* rulebook, but as an argument it's tenuous. I'm sympathetic to this alternate view, however, on the grounds of fairness: NOROWAS ought to be given at least some chance to recruit the added Units.]

Q3:—If the Unit Dies—If a unit under *Bonds of Loyalty* is removed (due to Paralyze), can you recruit a new unit under it? If so, do you gain the 5 Influence discount all over again?

A3: Yes, yes. (Some players see this Skill as the most powerful Skill in the game and like to prohibit this Paralyze-reuse tactic.)

S4:—Circlet of Proficiency—Using the *Circlet of Proficiency* artifact to play *Bonds of Loyalty* will result in nothing happening. (See an expanded commentary in entry O4 of *Circlet of Proficiency*.)

S5:—Recruiting—You are allowed to recruit either a silver (regular) or a gold (elite) Unit. Other than the Influence discount, recruiting a Unit for the *Bonds of Loyalty* is done via the standard process.

Q6:—Wounded / Spent—Can this Unit be used even when it is wounded, or when it is unready (that is, spent)?

A6: No, no.

Q7:—Timing—If you are gaining a new Unit as a combat reward, but you don't have an open command token, can you delay taking that new Unit until after leveling up (via the exception on p. 9 of the base game rulebook) if you will be gaining a command token by taking the *Bonds of Loyalty* Skill?

A7: No.

S8:—Unit Offer—You are not restricted to recruiting only one of the two Units that get added to the Unit Offer by this Skill. Similarly, other players are permitted to recruit either of these two Units normally during their own turns.

S9:—MAGIC FAMILIARS—If you have MAGIC FAMILIARS under *Bonds of Loyalty*, and you have a crystal, you aren't forced to use that crystal to keep them happy, but they'll still be removed from the game if you don't.

Cross References: *Call to Arms* S3; *Circlet of Proficiency* O4; *Howl of the Pack* S4; DELPHANA MASTERS S1; HEROES S4.

Bright Negotiation (NOROWAS)

S:—DUNGEON / TOMB—You cannot use *Bright Negotiation* to generate Influence just before entering a DUNGEON, and then use that 3 Influence along with *Diplomacy* while *in* the DUNGEON for a Block, because all Influence points disappear the moment you begin your Action for the turn. Instead, you would have to settle for the 2 Influence which *Bright Negotiation* provides while in the night of the DUNGEON.

Cross References: Scenarios S6.

Burning Power (ARYTHEA)

Cross References: *Circlet of Proficiency* S5.

Curse (KRANG)

S:—*Arcane Immunity*—Enemy tokens with Arcane Immunity are not affected by armor reductions, but can be affected by attack reductions.

Cross References: *Circlet of Proficiency* S6, S15.

Dark Fire Magic (ARYTHEA)

Q:—*Black Mana*—Can you use the black mana token during the day?

A: Only if otherwise permitted, as when in a TOMB or DUNGEON.

Dark Negotiation (ARYTHEA)

S:—*DUNGEON / TOMB*—You can use *Dark Negotiation* to generate 3 Influence points after entering the darkness of a DUNGEON (even during the day), and then use those 3 Influence points along with, say, *Diplomacy* as a Block.

Dark Paths (ARYTHEA)

Cross References: *Circlet of Proficiency* S7.

Day Sharpshooting (NOROWAS)

S:—*DUNGEON / TOMB*—If used down in a DUNGEON or TOMB during the day, it provides only 1 Ranged Attack, as it is always night in a DUNGEON or TOMB.

Cross References: Scenarios S6; *Battle Frenzy* S1.

Deadly Aim (WOLFHAWK)

Q1:—*Units*—Can this Skill be used to affect Unit "cards"?

A1: Nice try, but no. See also entry S5 under Silver Units.

O2:—*Use with Indirect Effects*—Does this Skill work with *Concentration* or *Maximal Effect* and similar cards if the composite effect ultimately provides Attack points?

A2: The Skill description says, "*Once a turn: Add +1 to a card that provides any type of Attack in the Ranged-and-Siege-Attack phase, or add +2 to a card that provides any type of Attack (incl. sideways) in the Attack phase.*" So, no: *Concentration* and *Maximal Effect* are not "cards that provide any type of Attack". (For a similar discussion, see entry S13 under *Maximal Effect*.)

[A few players, however, do argue that *Deadly Aim* will add +2 to such combinations.]

You also cannot play *Deadly Aim* on the cards that *Concentration* or *Maximal Effect* empower because you can't pause the execution of an effect in order to play a new effect.

Q3:—*Dodge and Weave*—Does *Deadly Aim* work with the attack gained from *Dodge and Weave* plus *Fire Gem*?

A3: The card *Dodge and Weave* ("gain Attack 1 [or 2] in the Attack phase if you did not add any Wounds to your hand in the previous combat phases") gives you Attack 1 or 2. So the faction token *Fire Gem* ("add the Fire element to an attack or block from a single action card") should be allowed to modify this *Dodge and Weave* attack.

Can the skill *Deadly Aim* ("add +1 to a card that provides any type of attack in the Ranged-and-Siege-Attack phase, or add +2 to a card that provides any type of Attack (incl. sideways) in the Attack phase") then increase this compounded Fire Attack? Yes. (And you could even play this faction token and Skill in a later phase than when *Dodge and Weave* was played.)

Q4:—*Burning Shield / Bow of Starsdawn*—Does *Deadly Aim* work with *Burning Shield*, or with the basic effect of *Bow of Starsdawn*?

A4: The card *Burning Shield* ("if this card is used as part of a successful Block, you may use it during your Attack phase as Fire Attack 4") should work similarly to *Dodge and Weave* discussed in Q3 above, so yes.

With regard to the basic effect of *Bow of Starsdawn* ("When you play this, discard any amount of cards from your hand. You get Ranged Attack 2 for each card you discard this way."), it should give +1 (total) to the attack that *Bow of Starsdawn* gives (whether that attack is 2, or 4, or 6, etc.).

Cross References: Combat S5; *Maximal Effect* S13; Skill Tokens S2; *Circlet of Proficiency* S8.

Dueling (WOLFHAWK)

S1:—*General*—This Skill isn't used until the Block phase: if the enemy is dead by that time (having been killed in the Ranged-and-Siege-Attack phase), you can't use this Skill on it.

If you apply the Block 1 against an enemy, you don't have to *successfully* Block its Attack(s) in order to qualify for the Attack 1 or the Fame +1.

S2:—*SUMMONERS*—If this Skill is used as a Block against a summoned MONSTER, the 1 Attack *will* apply in the Attack phase against the SUMMONER.

[Remember that with *SUMMONERS*, the attack itself (that is, the attack of the MONSTER) isn't a separate enemy: see entry S23 under Combat. Nevertheless, some players don't let the 1 Attack apply to *SUMMONERS*.]

Cross References: Combat S23; PvP Q1; *Circlet of Proficiency* S9; *Howl of the Pack* S3; *Spirit Guides* S2.

Elemental Resistance (BRAEVALAR)

Q1:—*Brutal*—When used against an enemy that does Brutal damage, does the damage reduction occur *before* doubling it for being Brutal?

A1: No. You double the damage first for being Brutal, then reduce the applied damage. (In order for it to be applied before Brutal, the Skill would have had to say "reduce the Attack" by X points.)

S2:—*Cold Fire Attack*—*Elemental Resistance* reduces a Cold Fire Attack by only 1.

Feral Allies (BRAEVALAR)

Q1:—*Tile Exploration*—I assume the exploring cost reduction always applies, and that it's not just a once-a-turn reduction.

A1: Correct.

S2:—*Arcane Immunity*—Enemy tokens with Arcane Immunity can be affected by attack reductions.

Cross References: *Circlet of Proficiency* S10.

Flight (GOLDYX)

Q1:—*Space Bending*—The skill *Flight* reads: "Once a round, flip this Skill to move to an adjacent space for free, or to move two spaces for 2 Movement points. You must end this Move in a safe space. This Move does not provoke rampaging enemies." So if you cast the Spell *Space Bending* and then use the Skill *Flight*, can you move 4 spaces for 2 Move points?

A1: Unlike the Spell *Space Bending*, (which produces an effect that stays in play for the entire turn—see entry Q1 under *Space Bending*), the Skill *Flight* produces an effect that must be enacted immediately. So if *Flight* is used after *Space Bending*, the first option for *Flight*—"move to an adjacent space for free"—becomes "move to a hex that is 1 or 2 spaces away for free." The second option for *Flight*—"move 2 spaces for 2 Movement points"—when used with *Space Bending*, allows each of those spaces to be "bent", so you can effectively move up to 4 spaces for 2 Move points. (But when using the *Flight* Skill, you must of course choose only one of these two *Flight* options.) See also entry O9 under the Movement section.

S2:—*Wings of Wind*—You can't combine the Spell *Wings of Wind* with *Flight* because *Flight* says, "flip this Skill to move to ... a space," while *Wings of Wind* says, "when you play this, spend 1-5 Move points and move ..." But *Lost Legion* p. 9 tells us that "Effects that do not provide Move, Influence, Healing points, or Attack or Block, work immediately at the moment they are played. They cannot be delayed and no other effects can be played before they are processed." (It's different with *Space Bending*, because *Space Bending* creates an effect that lasts for the entire turn.)

S3:—*Obstacles*—You are allowed to fly over mountains and lakes and unconquered fortified sites, and even to fly over rampaging enemies without provoking them to attack.

Cross References: Movement O9; Resting S4; *Mountain Lore* O3; *Space Bending* S4; *Underground Travel* O2; *Wings of Wind* S1; *Prayer of Weather* S1.

Forked Lightning (BRAEVALAR)

S1:—*PvP*—In PvP combat, you get 1 Cold Fire Ranged Attack for each enemy you are facing, up to a maximum of 3. When assigning damage you must, if possible, assign at least 1 damage to that many different enemies even if this damage has no effect. So if you were facing an opposing Mage Knight with 4 armor who has two Units of 3 and 5 armor, and after Blocking you were left with 5 damage to assign, you would only be able to wound the Unit with 3 armor and then to assign 1 useless point of damage each to the Mage Knight and to the second Unit.

S2:—*Faction Leaders*—Avatars (that is, faction leaders) do count as enemies. (Note: you can never attack VOLKARE directly, so he doesn't count—*Lost Legion* p. 7.)

Q3:—*Grouping Enemies*—If you're attacking three enemy tokens in a stack of two and a stack of one (if, say, you're grouping them by their Resistances), can you use *Forked Lightning* against all three tokens?

A3: You can use Cold Fire Ranged Attack 2 against the first stack and then Cold Fire Ranged Attack 1 against the single token, so long as both attacks are either in the Ranged-and-Siege-Attack phase or both are in the Attack phase.

S4:—*Timing*—You can't use *Forked Lightning* against two enemy tokens in the Ranged-and-Siege-Attack phase and then against one enemy token in the Attack phase: all three Attacks need to be used in the same phase.

Forward March (NOROWAS)

Q1:—*Adventure Sites*—Can this Skill (Move 1 for each ready and unwounded Unit you control, up to 3) be used in a MAZE or LABYRINTH? Can it be used in a TOMB or DUNGEON?

A1: Based on the restrictions on p. 4 of the *Lost Legion* rulebook, you would be restricted to a maximum of 1 Movement point in a MAZE or LABYRINTH, and would get no Movement points in a TOMB or DUNGEON.

[However if you go solely by a strict reading of the Skill description, there would be no such restrictions—but that doesn't seem to be within the spirit of the rules.]

S2:—*Ready Units*—You could activate the skill *Forward March* while you have two ready, unwounded Units (gaining 2 movement points by doing so), and then activate one of those Units (say a FORESTER or a SCOUTS Unit) for an additional 2 movement points, and then use those combined 4 movement points to enter a wasteland hex.

Hawk Eyes (WOLFHAWK)

S:—*Duration*—Exploring costs and revealing distances are altered for the *full* duration of the turn, not just for a once-a-turn use.

Healing Ritual (ARYTHEA)

Q1:—*Closest Opponent*—How do you determine which Mage Knight is closest to you?

A1: Count the distance on the map, in number of hexes. The movement point cost of hexes, and whether or not those hexes are passable, or whether or not a tile for those hexes has yet to be placed, is immaterial. (It's magic—it travels like a beeline through space.)

Q2:—*Wounds*—If you have more than one wound card, can you decide to get rid of only one?

A2: Yes.

Q3:—*Wounds*—If you discard only one wound card, can you decide whether it goes to the wound deck or to the closest Mage Knight?

A3: Yes. [The description doesn't seem to be worded explicitly enough to demand that it has to go into the hand of another Mage Knight, but a few players rule that it *must* do so.]

Q4:—*Timing*—Is this Skill "Healing"? Can you use it during combat?

A4: Yes. (It's called *Healing Ritual* and has a hand symbol shown on the reference card.)

No: there is a hand symbol on the Skill description card. (See also entry O3 under *Cure*.)

Cross References: Miscellaneous S9; *Cure* O3.

Howl of the Pack (WOLFHAWK)

S1:—*Minimum Armor*—Armor can never drop below one.

S2:—*SUMMONERS*—When fighting SUMMONERS, you can use the armor reduction on the SUMMONER, and the Attack reduction on the Summoned MONSTER.

[There is some dispute about this, but it seems legitimate to me. See entry S2 under *Dueling*.]

S3:—*Cooperative Assaults*—In a cooperative CITY assault, a player earlier in round-order may put *Howl of the Pack* into play, and a player later in round-order can use its secondary ability, all in the same fight.

S4:—*Dismissing Units*—There is no way to dismiss Units which you've recruited: you can replace them (if you have no command tokens available) or they can be killed by Paralyzing wounds, but that's it. (See also *Bonds of Loyalty*, entry S9.)

S5:—*Arcane Immunity*—Enemy tokens with Arcane Immunity are not affected by armor reductions, but can be affected by attack reductions.

I Don't Give a Damn (TOVAK)

S1:—*Not Cumulative with Similar Skills*—You cannot play more than one of the *I Don't Give a Damn*, *Universal Power*, *Who Needs Magic*, and *Wolf's Howl* Skills on the same sideways card. See entry S2 under *Who Needs Magic*.

S2:—*Advanced Action Cards*—The character-specific Basic Action cards that include *Cold Toughness*, *Tirelessness*, etc., are not Advanced Action cards—they're only Basic Action cards.

Cross References: *Circlet of Proficiency* S16; *Power of Pain* S2; *Universal Power* S2; *Who Needs Magic* S2; *Wolf's Howl* S1.

I Feel No Pain . . . (TOVAK)

Cross References: Combat Q22, Miscellaneous S9.

Invocation (ARYTHEA)

S1:—*Black Mana*—If you discard a wound to gain a black mana token during the day, you can only use that mana token if you're otherwise allowed to do so, like when you're down in a DUNGEON or TOMB.

S2:—*Timing of Wounds*—This following play is legal: at night you (a) play the Spell *Blizzard* and take a wound, (b) use the Skill *Invocation* to gain a black mana token, and then (c) cast the Spell *Earthquake*.

Cross References: *Blood Rage* S2.

Inspiration (NOROWAS)

Q1:—*Timing*—Can this Skill be used to Heal a Unit during combat?

A1: No, for it says "Heal" and the description card shows a "hand" symbol.

S2:—*Healing Units*—If you use *Inspiration* on a Unit with two wounds, it heals only one of them.

Cross References: Combat S3.

Know Your Prey (WOLFHAWK)

Q1:—*General*—What is an ability? What if, for example, you face the ALTEM GUARDSMEN that has all 3 Resistances? Can *Know Your Prey* also remove the bonus that a CITY gives?

A1: You can remove:

- Any offensive ability: Assassination, Brutal, Paralyze, Poison, Swift, or Vampiric.
- Any defensive ability: Defense (from *Shield of TEZLA*), Elusive, Fortified, or a Physical/Fire/Ice Resistance (one of them).
- Any color of a single attack: Fire or Ice become Physical; Cold-Fire becomes Fire or Ice (your choice).

So you can use *Know Your Prey* to remove one of the AMOTEP GUARDSMEN'S Resistances, effectively reducing their armor by 7 (since whatever your type of Attack is, it can now be *fully* effective against them).

Notes:

- In order to remove the Fortified ability, that ability has to be printed on the token. Defenders in a fortified site are *not* endowed with the Fortified ability: the site merely prevents you from playing any Ranged Attacks against them during the Ranged-and-Siege-Attack phase (*Rulebook*, p. 8, *first paragraph*). Similarly, the Brutal bonus which the red CITY gives and the Poison bonus which the green CITY gives cannot be ignored by this Skill, as they are not physically printed on the enemy token.

- The Summon Attack is *not* an ability, and thus cannot be canceled (*Lost Legion* rulebook, p. 5, Abilities and Attack Types). Nor is a Multiple Attack something that you can remove with this Skill.

- Cumbersome and Unfortified are also Offensive and Defensive abilities, respectively, but usually you won't want to remove these, barring edge cases like with *Earthquake*.

- Remember that you cannot use *Know Your Prey* on enemies with Arcane Immunity (which is miswritten as "magic immunity" on the Skill description card), nor can you use it on the opposing Mage Knight in PvP combat (because Mage Knights can never be targeted).

O2:—CITY Bonuses—If WOLFHAWK uses this Skill to remove the Ice or Fire element of an enemy token that's inside a Blue CITY—the CITY that grants added strength to all Ice/Fire Attacks—does the enemy token also lose this +1 or +2 Attack strength bonus? Conversely, if WOLFHAWK uses this Skill to remove the Ice element of an Ice Attack from an enemy token that is inside the Green CITY—the CITY that grants the Poisonous ability to Physical Attacks—does that enemy token automatically gain the Poisonous ability?

[The better approach, probably, is to say that enemy tokens receive the CITY bonus as soon as those enemy tokens are revealed, and any changes that occur after that point cannot add or remove the CITY bonus: in this case the answers to the above questions are no and no. See also entry S2 under *Resistance Break* and entry S7 under CITIES, which support this view. Overall, this view seems the more self-consistent treatment of this issue.]

[The other approach is to add and remove the bonuses as the abilities and Resistances of the enemy tokens change, in which case the answers would be yes and yes. *Know Your Prey* changes the values of the enemy tokens themselves, which is what the CITY bonuses modify—so in this view it's almost as if starting over again with a new token draw. Also, one of the game playtesters sides with this view.]

O3:—PvP—How does *Know your Prey* ("Flip this to ignore one offensive or defensive ability of an enemy token, or to remove one element of one enemy attack. Cannot be used against enemies with Arcane Immunity.") work in PvP combats?

[There are differing opinions on this. What I would do is prevent it from being used against any Attacks coming from a Mage Knight, either directly from Deed cards or from Skills, for I like the idea of treating Mage Knights as if they had Arcane Immunity—per entry O8 above under PvP Combat. (However, allowing *Know your Prey* to "remove one element of one enemy attack" could be viewed as affecting the Attack, not the Mage Knight itself, and consequently could be allowed.) When applying *Know your Prey* against Units, I would let it remove one ability of *one* Unit, or affect one attack of *one* Unit.]

Q4:—Summoned MONSTERS—Can you use this Skill to remove an offensive ability from a MONSTER that has been summoned by an enemy token that itself has Arcane Immunity (e.g., DRAGON SUMMONER)?

A4: The skill description reads: *Flip this to ignore one offensive or defensive ability of an enemy token, or to remove one element of one enemy attack (Fire and Ice becomes Physical, Cold Fire becomes Ice or Fire). Cannot be used against enemies with magic immunity.*

The rulebook (p. 8) reads: *For each enemy with the Summon icon, draw a brown enemy token and add it to the enemy group now. For both the Block Phase and Damage Assigning Phase, the summoned monster replaces the summoning enemy. As long as the summoned monster is present, no effect can target the enemy that summoned it. The summoned monster can be targeted normally.*

So the summoned MONSTER replaces the summoning enemy during the Block and Damage phases—and if the MONSTER itself doesn't have Arcane Immunity, then the MONSTER is a fair target for this Skill during those phases.

Cross References: PvP O8, O10; CITIES S5.

Leadership (NOROWAS)

S1:—*Base Ability Required*—This Skill can only boost an ability which a Unit already has. You can give +3 Block only to a Unit that already has a Block value. And it can apply to only *one* Unit per turn.

S2:—*The Attack Phase*—During the Attack phase, there is no difference between Attacks, Ranged Attacks, and Siege Attacks. So if you use *Leadership* during the Attack phase, you get +2 regardless of what type of Attack is shown on the Unit.

If you have CATAPULTS but no mana (Siege Attack 3), and you have the *Leadership* Skill, you can't use *Leadership* on them in the Ranged-and-Siege-Attack phase; however, you can use *Leadership* to raise their Attack to 5 in the Attack phase

Q3:—*Call to Arms*—Can you use *Leadership* with a Unit activated by *Call to Arms*?

A3: Sure, why wouldn't you? [Some players question this play, but it seems straightforward to me.]

S4:—*Different Types of Blocks*—If *Leadership* (Block +3) is applied to an UTEM GUARDSMEN'S Block 4 that counts twice against Swiftness, the +3 is also doubled so the combined Block ends up being a Block 14 against Swiftness. Similarly, if the Block +3 is applied to an inefficient Block, the +3 will also be halved.

Cross References: Combat S6; *Call to Arms* S11; *Bow of Starsdawn* Q4, O5; *Circlet of Proficiency* S11; Skill Tokens S2.

Mana Exploit (TOVAK)

S:—*Timing*—If a player takes a wound from *Mana Exploit* while paying a green mana to power *In Need*, that newly gained wound *does* give the player an additional 2 Influence from *In Need*.

Cross References: Skill Tokens S6; *Polarization* S3.

Mana Overload (TOVAK)

S1:—*Units*—For the purpose of this Skill, a Unit is *not* "a card". (Preferably the Skill description should have said "played card" or "deed card".) See entry S5 under Silver Units.

S2:—*Powering Cards*—When this Skill is in the center, and you play the basic effect of *Pure Magic* or the basic effect of *Mana Bolt*, and you pay a mana to get the desired result, this mana that you pay is *not* considered to be "powering a card" and therefore the +4 bonus from *Mana Overload* does not kick in.

S3:—*Powering Cards*—If you use mana of the indicated color to power a card—and that card *doesn't* give Influence, Move, Attack, or Block—then the *Mana Overload* Skill stays in the center of the table until someone actually *does* use a same-colored mana to power a card that gives one of those types of points.

O4:—*Cards with Multiple Effects*—What happens if you use *Mana Overload* to give you +4 with a card that gives both Block and Attack points (like *Burning Shield*)? Which ability gets the +4?

[I would add the +4 only to the first points that end up getting used.]

S5:—*Use Not Required*—The owner of the *Mana Overload* Skill doesn't *have* to use the mana he gains: either way, he is still allowed to put this Skill into play.

S6:—Indirect Effects—As usual, a card which only indirectly provides Influence, Move, Attack, or Block points (*Into the Heat*, *Concentration*, *Maximal Effect*) will not suffice to trigger the +4 special effect. Similarly, the stronger effect of *Blood of Ancients* won't trigger *Mana Overload* no matter what color mana is on the *Mana Overload* Skill token: *Blood of Ancients* doesn't give Move or Attack or Block points itself, so the red mana that was used doesn't meet the requirements, and whatever Advanced Action card you trigger isn't being directly powered by mana of any color.

Cross References: *Concentration* Q1; *Maximal Effect* S13; *Polarization* S3.

Mana Suppression (KRANG)

S1:—General—This interactive Skill applies to mana no matter what form that mana is in: the first time a player uses a mana die, expends a mana token, or expends a mana crystal of a basic color, she must pay one additional mana (of whatever form she wishes) in order to do so. And if that player uses a gold mana, it is treated as whichever basic color she uses that gold mana for. And the extra mana must be paid immediately: you cannot use mana to power an effect that creates the extra mana you'll use to pay the cost of *Mana Suppression*.

S2:—Multiple Turns—If a non-KRANG player takes two turns in a row that fall in between the turn in which KRANG plays *Mana Suppression* and KRANG's next turn (say by using the Tactic *The Right Moment* or by using the Spell *Time Bending*), then that player would be subjected to *Mana Suppression* twice!

Cross References: Skill Tokens S6.

Master of Chaos (KRANG)

S1:—Start of Round—If you didn't use *Master of Chaos* in the last turn of the previous round, and you are going first in this round, you can draw your hand and your Tactic card before you decide whether or not to move the shield token ahead, similar to how *Motivation* works (see entry S6 under *Motivation*).

S2:—Cost—You do not need to pay the marked mana color to use this Skill; the mana colors are present only to allow a mana die to randomly select an initial ability.

Cross References: Turn Start S1; *Circlet of Proficiency* Q12.

Motivation (several)

S1:—Solo Games—In a solo game, you are considered to have the least Fame of any player playing. And you are also considered to have the most Fame. So if you use *Motivation* in a solo game, you gain the mana (or the Fame).

S2:—Timing—You can use *Motivation* during your own turn, even during Combat. (And any wounds drawn this way do not contribute toward reaching the knockout threshold.)

S3:—Timing—Even if you have fewer than two cards in your draw deck, you are still allowed to play *Motivation*.

S4:—Knockout / Paralyze—See entry Q22 under Combat.

S5:—*Multiple Motivation Skills*—The *Motivation* Skill says, "You cannot use another Motivation skill until the end of your next turn." Most players take this literally.

[Taking this literally, though, is perhaps an overly strict interpretation. The idea seems to be that you can use only one *Motivation* Skill during a turn. Since *Motivation* can be used when it's not your turn—in fact, that's when *Motivation* is primarily intended to be used—this rule seems simply to be telling us what "once a turn" means, i.e. that it means "only once during the period between the beginning of one end-of-turn sequence and the beginning of the next end-of-turn sequence". (See also note [†] in entry S1 under Turn Start.)]

Note that this "until the end of your next turn" restriction does *not* stretch from round to round.

S6:—*Start of Round*—At the start of a round, you cannot use your *Motivation* Skill until *after* everyone has drawn their Tactic card.

Cross References: Turn Start S1; Mana Q8; Combat Q22; PvP Q1; *Mind Read* S2; Skill Tokens S1; *Master of Chaos* S1.

Nature's Vengeance (BRAEVALAR)

S1:—*Increased Attack Strength*—The owner of this Skill isn't affected by the increased Attack strength of enemy tokens; this adverse effect only affects other players. And this increased Attack strength (+1 Attack) applies only during the Block phase; it doesn't apply when the other players are assigning damage.

S2:—*SUMMONERS*—*Nature's Vengeance* cannot target a SUMMONER enemy, but it *can* target a summoned MONSTER, and that MONSTER gains -1 to one of its attacks and becomes Cumbersome. Against a DRAGON SUMMONER, only one of the summoned MONSTERS would be affected.

S3:—*Arcane Immunity*—Attacks from enemy tokens with Arcane Immunity can gain Cumbersome: see the rule on p. 6 of *Lost Legion* that permits an effect to cause an attack from an enemy with Arcane Immunity to lose Swiftness.

Night Sharpshooting (TOVAK)

S:—*DUNGEON / TOMB*—If used down in a DUNGEON or TOMB during the day, it provides Ranged Attack of 2, since it's always night there.

Polarization (ARYTHEA)

S1:—*Black / Gold Mana*—You are permitted to take a depleted dice from the SOURCE and turn it into its opposite color. The abilities and restrictions on gold and black mana, however, will still apply if you change the die into one of those two colors.

S2:—*Die Must Be Used*—You cannot change a die in the SOURCE if you won't be *using* that die (e.g., you can't change a die simply to be able to re-roll it at the end of your turn).

S3:—*Gold Mana*—The rules (p. 4) say, "During day rounds, gold mana can be used as mana of any basic color (for all purposes it is considered exactly the same as using mana of the desired color)." Using gold mana is considered to be "exactly the same as using mana of the desired color . . . for all purposes." If we apply the same rule to *Polarization*, then the changed mana should be considered to be the color of the mana that it gets changed into, including for Skills like *Mana Exploit* and *Mana Overload*.

Cross References: Skill Tokens S2; ALTEM MAGES Q3.

Power of Pain (ARYTHEA)

S1:—*Timing of Wounds*—Can you take a wound from a single enemy with Multiple Attacks, and then use that wound to power the *Power of Pain* Skill and use it to Block a second Attack from the *same* Enemy?

A1: No, because all blocking occurs in the Block phase, and only after all blocking is done does the Assign Damage phase occur.

S2:—*Not Cumulative with Similar Skills*—You cannot combine *Power of Pain* ("You can play one Wound sideways, as if it were a non-Wound card. It gives +2 instead of +1.") with *Universal Power* ("You may add one mana to a card played sideways. If you do, the card gives +3 instead of +1.") on the same wound card. A sideways wound card that has been augmented by *Power of Pain* won't work with *Universal Power* because it is now at +2, not +1, and because you can't interrupt one effect to execute another effect. (Technically you *could* add a mana to the sideways wound card, but doing so would have no effect on it: the wound card would still only give you +2.) Similar arguments hold for *I Don't Give a Damn*, *Who Needs Magic*, and *Wolf's Howl*. See also entry S2 under *Who Needs Magic*.

S3:—*Knocked Out*—If you begin the combat phase with no wounds, then take a wound during combat, then use *Power of Pain* to discard that wound, and then take more wounds until you have in your hand one wound less than your hand limit size, you still get knocked out, despite your having been able to discard one of those wounds.

Cross References: Minimum Turn S2; *Blood Rage* S2; *Rush of Adrenaline* Q4; *Banner of Protection* Q1; *Circlet of Proficiency* S16; *Horn of Wrath* S1; *Universal Power* S3, *Wolf's Howl* S1.

Prayer of Weather (NOROWAS)

S1:—*General*—This Skill affects the movement cost of terrain. The Skill *Flight* ignores the cost of terrain, so *Prayer of Weather* has no effect on *Flight*. And note that *Prayer of Weather* doesn't change the cost of exploring tiles.

S2:—*Order of Effects*—The effects of *Prayer of Weather*, when being applied to other players, apply after all other effects that dictate the Movement cost of terrain. (This ruling comes from the game designer.) If you play *Frost Bridge* when *Prayer of Weather* is in effect, you pay two Move points to enter swamps: *Frost Bridge* reduces the cost to one, and then *Prayer of Weather* (for any player hurt by this competitive Skill) increases it by one. (See also entry S10 under Movement.)

Cross References: Movement S10.

Puppet Master (KRANG)

S1:—*General*—The only parts of the enemy token that still apply are its Attack(s), its armor, and its elemental types. Arcane Immunity no longer protects the enemy, and the higher armor from Elusive doesn't apply. (So you can collect enemy tokens that have Arcane Immunity, and you can use *Puppet Master* effects against enemy tokens that have Arcane Immunity.)

***S2:**—*SUMMONERS*—If you want to use *Puppet Master* to Block with a previously collected enemy token that had the summoning ability, you use the dead SUMMONER's armor. On the other hand, if you want to use the dead SUMMONER to make an Attack, you must reveal a randomly Summoned MONSTER (or two MONSTERS, if the dead enemy token was a DRAGON SUMMONER): from this point on, you can no longer use *Puppet Master* to attack with a different dead enemy token (since new information has been revealed); and when this sub-phase of combat ends, the dead SUMMONER token will have to be discarded, regardless of whether or not you were able to make good use of its attack. But you can wait until after you have drawn the Summoned MONSTER(S) to decide which enemy token(s) or group(s) of enemy tokens you will use the dead SUMMONER's attack(s) against.

[Despite the above consensus, one might argue that a player holding *Puppet Master* must also designate the target of any summons attack (naming a single enemy token, or a single group of enemy tokens) *before* drawing any Summoned MONSTERS, (a player using a DRAGON SUMMONER having to name up to two targets). And that if a HYDRA is summoned, that the HYDRA must then use all of its attacks against its pre-designated target. And that although a player may afterwards tack additional attacks onto the summoned attack, he cannot redirect the summoned attack itself. The argument being that if you pull the trigger to see what type of bullet is coming out of the barrel, that it's then too late to swivel the barrel to point at a different target. But this argument is ably countered by pointing out that, as is, players are permitted to delay the selection of which targets will be the focus of enemy SUMMONER attacks (i.e., choosing from among his Unit(s) and his Mage Knight for both blocking and assigning damage) until *after* the MONSTER token is drawn.]

Another fact to note is that if you wish to combine a dead SUMMONER's Attack(s) with the black-mana ability of an ALTEM MAGES Unit, you must first decide when you'll be using the ALTEM MAGES's ability: to generate Cold Fire Attacks during the Attack phase, or to generate Siege Attacks during the Ranged-and-Siege-Attack phase. Only after having made that decision do you then draw the Summoned MONSTER token(s).

S3:—*Multiple Attacks*—With enemy tokens that have Multiple Attacks, you can apply them all against the same enemy or split them among different enemies, as you choose. Whichever you choose, they must all be used during the same Ranged-and-Siege-Attack phase, or they must all be used during the same Attack phase.

S4:—*Faction Leader*—An Avatar (faction leader) can be taken, but you must use its Attacks and armor as there are at level 1.

S5:—*Elements*—If the enemy token has a Cold Fire Attack, the Attack you gain is also a Cold Fire Attack. If the enemy token has both Ice Resistance and Fire Resistance, the Block you gain is a Cold Fire Block.

S6:—*Sites*—Enemy tokens are not Units, so you can use them without restriction whenever in DUNGEONS and TOMBS, or MAZES and LABYRINTHS, and whenever you burn down MONASTERIES. (The puppet isn't like a Unit. It's not reusable, nor can it be assigned damage. If it helps you to envision what is going on, think of the puppet as a one-time addition to your Attack or Block, with the enemy token representing the value of that one-time addition. There's nothing there to be "killed", and there's nothing there to which you can assign damage.)

S7:—*Accumulating Enemies*—You may, with *Puppet Master*, accumulate more than one enemy token, but note that you can only use this Skill once a turn, either to collect one enemy token or to expend one enemy token, not for both.

S8:—*First Use*—If you gain this Skill through an end-of-turn level up, you can't use it on that same turn to collect an enemy token that you've killed earlier during that turn because your turn at this point is officially over, making Skills unusable.

Regenerate (BRAEVALAR , KRANG)

S1:—*Wound Required*—You can't simply pay a red mana to draw a card: you must also throw away a wound to draw a card.

S2:—*Black Mana Permitted*—At night, you can pay a black mana to throw away a wound. (You cannot use black mana when day conditions are in effect—Rulebook, p. 5.)

Cross References: Skill Tokens S2.

Resistance Break (TOVAK)

S1:—*Arcane Immunity*—This Skill will not work against an enemy with Arcane Immunity.

S2:—*Timing*—This Skill *will* stack with the Spell *Expose* so long as you play *Resistance Break* first. (In *Mage Knight*, you choose which effects to play and the order in which to play them, and these effects apply to the state of the game as it exists at the moment that you play them. Once you've played an effect, and then play another effect, this latter effect functions against the new state of the game, not the previous state of the game.)

Cross References: *Know Your Prey* O2.

Ritual of Pain (ARYTHEA)

S:—*General*—ARYTHEA can choose to throw away zero wound cards when she puts this Skill into play. Her opponents may only play one wound card sideways—no more. But that sideways wound card *can* be played during combat.

Secret Ways (BRAEVALAR)

S1:—*Mountains / Lakes*—Having used this Skill, a Mage Knight can stay on a mountain indefinitely, but a Mage Knight can stay in a lake only for the turn in which she entered it.

S2:—*WALLS*—If you cross a WALL, you will have to pay the additional movement point.

Cross References: Movement O9.

Shamanic Ritual (KRANG)

S:—*Resting*—You *cannot* use an Action to re-flip *Shamanic Ritual* on a turn during which you Rest, as you may not use an Action when you Rest. See also entry S7 above in this "Skill Tokens" section.

Cross References: Skill Tokens S7.

Shapeshift (BRAEVALAR)

S1:—*Cold Toughness*—If TOVAK gets the *Shapeshift* Skill, note that the stronger effect of *Cold Toughness* can only give 5 Move or 5 Ice Attack, and never more than that because *Shapeshift* works only with "fixed amounts of Move, Attack, or Block."

S2:—*Concentration*—The bonus from the stronger effect of *Concentration* is not a fixed amount, and so *Concentration* doesn't work with *Shapeshift*.

S3:—*One with the Land*—Despite the word "fixed" that is used in the Skill description, you can use *Shapeshift* on the Block that BRAEVALAR gets with the stronger effect of *One with the Land* and turn that into a Move or an Attack. (The word "fixed" is to prevent *Shapeshift* from being used with *Concentration*, or from benefiting from variable amounts of Block depending on the target, as with *Cold Toughness*.)

Cross References: Combat S5; *Circlet of Proficiency* S13.

Shield Mastery (TOVAK)

Cross References: *Circlet of Proficiency* S2.

SOURCE Freeze (GOLDYX)

S1:—*Using Mana Dice*—If *SOURCE Freeze* is in play, you are prevented from using your usual one free die from the SOURCE, but you can still play cards like *Mana Draw* to take "additional" mana dice from the SOURCE.

S2:—*End of Round*—If the Skill *SOURCE Freeze* is in play when a round ends, all of its effects immediately cease, including the effect which allows the owner to receive a crystal on his next turn. *Lost Legions* p. 10, "*No competitive or cooperative skills transfer between turns* [after the end of the round has been declared]."

S3:—*Timing*—On GOLDYX's next turn after having played this Skill, he doesn't have to retrieve it at the very start of his turn, but can manipulate the SOURCE dice through other means—if he's able to—and so can affect what color crystal he ends up with.

[In the *Lost Legion* rulebook, p. 6 says: "*However, if you are taking two turns immediately following each other (Right Moment Tactics, Time Bending Spell), interactive Skills used during the first turn expire before the start of the second turn.*" But keeping this particular Skill past this point—that is, past the start of the second turn—is permitted because the Skill itself overrides the general rule when it states "on your next turn".]

SOURCE Opening (GOLDYX)

S1:—*Solo Games*—In solo scenarios, on the first turn in which you put this Skill into play, you reroll a mana die. On your next turn, you may use a second mana die from the SOURCE, and if you do so you also gain a crystal of that same color. And afterwards, you may decide to reroll this second die or to leave it as is.

S2:—*Crystals Come from the Bank*—In cooperative scenarios, the crystal you gain comes from the bank, not from the player who uses the extra die.

S3:—*Re-rolling the Die*—You decide whether or not to re-roll this mana die *before* any of the other mana dice in the SOURCE are re-rolled. All mana dice should be re-rolled at the same time.

S4:—*Extra Mana Die*—The other player can use "an extra die of a basic color from the SOURCE" before he uses his one free mana die from the SOURCE, and he can do so even if he never uses his one free mana die from the SOURCE. (Interpret "an extra die" in *SOURCE Opening* like you interpret "one additional mana die" in *Mana Draw*'s basic effect: see entry S1 under *Mana Draw*.)

S5:—*Gold Mana Die*—You cannot use a gold mana die as "an extra die of a basic color".

Spirit Guides (KRANG)

S1:—*Any Type of Block*—The "Block of any type" phrase additionally means this Skill either gives +1 to the Block of a card you play, or a Skill you use that provides Block, or it adds +1 to the Block value of a Unit that you use to Block. (See also entry S5 under Combat.)

S2:—*Diplomacy*—If you play *Diplomacy*, which allows you to use Influence points as Block points, you *are* permitted to couple *Spirit Guides* with those Influence-Block points to increase the Block, even though the Block in question isn't coming directly from a card, but rather from Influence. And of course this also applies to the stronger effect of *Diplomacy* that creates Ice Blocks or Fire Blocks.

S3:—*Timing*—Since the text of this Skill contradicts the general rule of "you have to generate Block/Attack points at the moment you use them," the Skill text prevails (just as it does with *Burning Shield*, *Dueling*, etc.), so you immediately generate a Move point (that you can use in the Movement phase of your turn, if you generated it then; or in the Action phase of your turn, if you generated it then), and the +1 Block that you gain can be used at any time during your Block phase.

Cross References: Combat S5; *Circlet of Proficiency* S14.

Taunt (WOLFHAWK)

Q1:—*Arcane Immunity*—Can you use *Taunt* to reduce the Attack of an enemy with Arcane Immunity?

A1: Yes. *Lost Legion* p. 6 says that if an effect reduces an enemy Attack or affects it in any other way, it can be used against the Attack of an enemy with Arcane Immunity. You cannot reduce its armor, though.

Q2:—*Timing*—If you use *Taunt* to increase an enemy's attack and reduce its armor (e.g., if the enemy's armor was 5 and you reduce it to 3), can you kill it in the Ranged-and-Siege-Attack phase with a Ranged Attack of 3?

A2: No. You missed an important part of the Skill description: the Skill *has* to be used during the Block phase! This means that, during the Ranged-and-Siege-Attack phase, the enemy will still have its full armor.

Cross References: *Circlet of Proficiency* S6, S15.

Universal Power (GOLDYX)

S1:—*Sideways Cards*—In all other respects except its strength, a card played sideways for use with *Universal Power* only grants those things which a sideways card can grant, and that is Influence points or Move Points or non-elemental Block points or non-elemental, non-siege, non-ranged Attack points.

S2:—*Not Cumulative with Similar Skills*—You cannot play more than one of *I Don't Give a Damn*, *Universal Power*, *Who Needs Magic*, and *Wolf's Howl* on the same sideways card. See entry S2 under *Who Needs Magic*.

S3:—*Not Cumulative with Similar Skills*—*Universal Power* doesn't stack with *Power of Pain*: see entry S2 under *Power of Pain*.

S4:—*Depleted Dice*—You *cannot* use depleted dice from the SOURCE (e.g. black mana during day or gold mana during night) to place on a sideways card. (See rulebook p. 5.)

S5:—*Black Mana*—If you add black mana (at night) to a sideways card, that card only gives +3, even if that card is a Spell card.

Cross References: *I Don't Give a Damn* S1; *Power of Pain* S2; *Who Needs Magic* S2; *Wolf's Howl* S1.

Who Needs Magic (TOVAK)

Q1:—*Mana Dice*—If you use *Who Needs Magic* and have not used a die from the SOURCE yet, you get +3 instead of +2. Can you then use a mana die later in your turn?

A1: No.

S2:—*Not Cumulative with Similar Skills*—You cannot play *I Don't Give a Damn*, *Universal Power*, *Who Needs Magic*, and *Wolf's Howl* on the same sideways card: these Skills specify a replacement effect ("+2 instead of +1"), not an addition effect ("increase it by +1"). So even if you could play a second Skill of this category, it would merely replace whatever effect the first Skill gave you.

Cross References: *Circlet of Proficiency* S16; *I Don't Give a Damn* S1; *Universal Power* S2; *Wolf's Howl* S1.

Wolf's Howl (WOLFHAWK)

S:—*Not Cumulative with Similar Skills*—This Skill reads, "One card played sideways gives +4 instead of +1." This skill cannot be combined with *Universal Power* or *Power of Pain* or *I Don't Give a Damn* or *Who Needs Magic* on the same sideways card. See the discussion in entry S2 under *Power of Pain* and entry S2 under *Who Needs Magic*.

Cross References: Skill Tokens S6; *I Don't Give a Damn* S1; *Power of Pain* S2; *Universal Power* S2; *Who Needs Magic* S2.

Faction Tokens

S1:—*Drawing Faction Tokens*—Faction tokens are drawn during the end-of-turn sequence, along with other rewards from combat. And since faction tokens may only be used during your turn (unless otherwise noted, *TEZLA*, p. 3), you will have to wait until your following turn to use any faction tokens that were earned during this turn.

S2:—*Exchanging Faction Tokens*—If you exchange a faction token for 1 Fame or 3 Influence, you must do so while Interacting with the Locals. (*TEZLA*, p. 3.).

Amulet of Reawakening

*S:—*No Discard Pile*—If your discard pile is empty, you can still play this faction token, which will then have the sole effect of increasing your hand limit by one during your next draw phase.

Cloak of Shielding

S:—*Arcane Immunity*—You *can* use the *Cloak* even if you're being attacked by an enemy token with Arcane Immunity.

Fire Gem

S1:—*Elements*—This token adds an element to an Attack or Block. For example, a *Rage* card played with red mana is Attack 4; using an *Ice Shard* with it will make it an Ice Attack 4. Using a *Fire Gem* combined with the basic effect of *Ice Shield* (Ice Block 3) will give you a Cold Fire Block 3.

Q2:—*From a Single Action Card*—Can *Fire Gem/Ice Shard* ("Add the Fire/Ice element to an attack or block from a single action card.") be used with *Diplomacy* ("Influence 2. You may use Influence as Block this turn.") or *Agility* ("Move 2. During combat this turn, you may spend Move points to get Attack 1 for each.")?

A2: No. Influence points and Move points, when accrued, first go into a pool of points that can be spent freely throughout the remainder of the turn, and so lose their association with any given action card. (See entry S9 under Miscellaneous.) So the converted Attack points / Block points are not coming "from a single action card"; they're coming from an action card *and* from their respective Movement / Influence point pools.

Cross References: *Deadly Aim* Q3.

Ghostly Elixir

S:—*Timing*—Like the black-mana effect of the ALTEM MAGES Unit, the Attack-transforming effect of *Ghostly Elixir* should be played *before* the Attack which it will affect.

Cross References: *Vial of Toxin* S2.

Healing Herbs

S:—*Timing*—You can use Healing points after a combat is over; however, you draw faction tokens during the end-of-turn sequence, so you can't use *Healing Herbs* in the same turn that you draw it.

Ice Shard

S:—*Elements*—This token adds an element to an Attack or Block. For example, a *Rage* card played with red mana is Attack 4; using an *Ice Shard* with it will make it an Ice Attack 4. Using a *Fire Gem* combined with the basic effect of *Ice Shield* (Ice Block 3) will give you a Cold Fire Block 3.

Cross References: *Fire Gem* O2.

Mystical Map

S:—*Timing*—This token must be used in the Movement phase of your turn. Note, though, that you don't actually have to move anywhere, or even have any Move points available *to* be used.

Orb of Twilight

S:—*Day / Night*—Either option is available during the day; either option is also available at night. [If playing with the Friendly Mana variant, you might want to insist that a player *use* this mana die if the player makes a die black during the day or a gold die during the night.]

Tome of Relearning

S1:—*Choosing Skills*—You may swap out a Skill which you have previously flipped. (You may even swap out a Competitive or Cooperative Skill that is currently in-play in the center of the table.) If you do so, the Skill that you take in exchange comes to you unflipped. And you're even allowed to take one of your own Skills from the Common Skill Offer.

S2:—*Complex Example*—You could, potentially, use a once-a-turn Skill, replace it with the *Tome of Relearning*, relearn it with the *Circlet of Proficiency* in its unused state, and then use it again, all in the same turn.

Vampiric Chalice

S1:—*Knocked Out*—This token does not prevent you from being knocked out.

S2:—*Wound Card*—The wound cards discarded must come from your current hand; they cannot come from your draw pile or your discard pile, nor can they come from your Units.

Vial of Toxin

S1:—*Applicability*—The bonus can be added to any source of Physical Attack, including to an Attack by a Unit.

S2:—*Sequence Matters*—During the Ranged-and-Siege-Attack phase you cannot play *Rage* (Attack 2), then *Vial of Toxin* (+3 Attack), then *Ghostly Elixir* to make it into a Ranged Attack of 5. (Reason: you cannot play Melee Attacks during the Ranged-and-Siege-Attack phase.) Instead, you would have to play *Ghostly Elixir*, then *Rage*, giving you a Ranged Attack of 2, and then *Vial of Toxin* (+2 Ranged Attack), making it a Ranged Attack of 4.

S3:—*The Attack Phase*—During the Attack phase, there is no difference between Attacks, Ranged Attacks, or Siege Attacks. So if you use *Vial of Toxin* during the Attack phase, you gain +3 to the Attack *regardless* of what type of Attack it is being applied to—a Ranged, or Siege, or plain Attack—so long as it's a *Physical* Attack.

Cross References: Combat S6.

Silver Units

S1:—*Unit Offer*—After a core tile has been revealed, when dealing Units into the Unit Offer at the start of a round you always start with an elite (gold) Unit, and then alternate, even if there is an odd number of Units in the Unit Offer.

S2:—*Recruiting Units*—If an effect allows you to recruit a Unit but it doesn't say that you need to be at a VILLAGE or KEEP or CITY or MAGE TOWER, then you don't need to be there.

Q3:—*Recruiting Multiple Units*—Can you recruit multiple units during the same Interaction? E.g., can you recruit one Unit and then activate that Unit to get enough Influence points to recruit a second Unit?

A3: Yes. You get the things you buy (or acquired by some card effect) immediately. It is only combat rewards that are delayed until the end of your turn. New Units can be used immediately (for example to generate more Influence or Healing points, etc.). New Spells and Advanced Actions, though, go on the top of your draw pile (unless you're directed to do otherwise with them), although you still might be able to draw them on the same turn that you gain them if you play an effect (say, *Motivation*) that allows you to draw a card.

S4:—*Disbanding Units*—You can only ever voluntarily disband a Unit when you are recruiting a new Unit; and even then, only when you don't have a free command token.

S5:—"Any Card"—In general, where a rule or effect text refers to "any card" (or generically to "a card"), it is referring to any non-wound card currently in your hand (e.g., one not yet played and never to a Unit "card"). See rulebook, p. 4: "*Thus "any card" refers to any card in your hand, except Wound cards.*"

S6:—*Playing against Fire and Ice Resistance*—Any non-Attack/non-Block effects from a Unit ability that is powered by red/blue mana has no effect against enemies with Fire/Ice Resistance. This only restricts the abilities of two Units: the DELPHANA MASTERS and the AMOTEP FREEZERS.

S7:—*Unit Ability Icons*—The Shield symbol that is sometimes printed to the left of some Unit effects indicates that *Block points* are provided (if it's solid black), or that *other Block-phase effects* are provided (if it's hollow). [Some players insist that the Shield symbol also restricts when the corresponding abilities can be used: see entry O8 just below.]

O8:—*Unit Ability Icons*—There's a curious statement on p. 9 of the *Walkthrough*. In the section where it discusses the abilities of the Unit cards, it reads "*Each of these options has an icon showing when you can use them.*" This rule—if rule it is—isn't mentioned anywhere in the rulebook, and the icons themselves are never explicitly defined. (The corresponding texts in the *Ultimate Edition* rulebooks read identically.) By comparison, the icons that appear on the Deed cards and that affect when those Deed cards can be played are described in much detail in the base-game rulebook and are also expanded on in the *Lost Legion* rulebook. The contrast in the treatment of these two sets of icons is startling. Consider also that the *Walkthrough* often uses looser language to describe the workings of the game, and consider further how the designer talks about the *Walkthrough* booklet itself: "[T]he right use of [the Walkthrough], as I imagined it, was 'Read it, play the first scenario, and then never open it again, unless you want to explain the game to other people.' There is nothing more for you [in it]. All [of] the rules are in [the] Rulebook..." Many players, therefore, don't see these Unit icons as limiting when the Unit abilities can be played. In fact I suspect that the single sentence I quoted at the start of this paragraph is merely stating that the icons which precede the Unit abilities are intended only as visual cues, flags for the player so that she can see at a glance which Units and which abilities are likely to be germane to—that is, helpful in—the current situation.

Consider also the third set of icons that are used in the game: those that appear on the cardboard Skill tokens. These icons are not defined either, but clearly they're simply meant as visual pictures of the Skill card text, so that the player can see at a glance what each Skill does. Every limit and every feature of each Skill is listed

on the Skill card itself: the icons on the cardboard tokens provide no additional limits on the use of that Skill beyond what is directly stated in the Skill card text—nothing that is, except for the golden-arrow icons that indicate how frequently the Skills can be used (and these icons are explicitly described in the rulebook). There *are* icons on the Skill description cards which *do* limit when these Skills can be used: these icons, however, are the same small set of icons that are used on the Deed cards and that are explicitly defined in the rulebook.

Accordingly, I don't think the Unit ability icons are meant to restrict when those abilities can be used.

[That being said, some players *do* believe that the Unit icons *are* meant to limit when Unit abilities can be played. It turns out, however, that in terms of non-PvP gameplay, these icons really only affect two Units: the AMOTEP FREEZERS and the SHOCKTROOPS. And what these icon limits do is prevent these two Units from using their armor-reducing ability *before* the Block phase begins, meaning that these two Units cannot affect the armor of enemy tokens during the Ranged-and-Siege-Attack phase. (Based on the artwork, both of these Units *do* seem to lack any volley ability, a circumstantial point in favor of this view.) In any event, players who let these Unit icons serve as a restriction, nevertheless allow any Unit ability that is preceded by a bow- or catapult-icon to be used not only during the Ranged-and-Siege-Attack phase but also during the Attack phase.]

S9:—*Wounds and Readiness*—A Unit has two independent states: whether it is wounded or not wounded, and whether it is spent or ready. These two states exist independently of each other: a Unit can be unwounded and ready; unwounded and spent; wounded and ready; or wounded and spent. A Unit becomes spent by using one of its abilities; a Unit becomes wounded by Assigning Damage to it. Assigning Damage to a Unit does not make it spent (although to spend a Unit, not only must the Unit be ready, it must also be unwounded).

You can only assign damage to a Unit once a turn (regardless of whether or not it results in any wounds being placed on the Unit—see entry S34 under Combat). Blocking is an ability that spends the Unit; Assigning Damage is *not* the use of an ability, and so does not spend the Unit.

FORESTERS

S:—*MAZE / LABYRINTH*—When entering a MAZE, unspent Move points disappear. So for example, if you want to use the Move effect of FORESTERS to travel through a MAZE, you can do so, but you cannot take any other Unit with you. Your FORESTERS will become spent, and unless you refresh them somehow (you are not yet in combat so Healing effects are still playable), you will only be able to assign damage to them. See entry Q1 under the Combat section.

Cross References: Movement O9, *Forced March* S2.

GUARDIAN GOLEMS

Cross References: *Veil of Mists* S5; *Circlet of Proficiency* S14.

HERBALIST

S:—*Readying Units*—The ability to Ready a level-1 or level-2 Unit only applies to *that player's* Units (and as usual, this readying ability cannot be used during combat.)

Cross References: Resting Q2.

ILLUSIONISTS

Q1:—*SUMMONERS / Arcane Immunity / Multiple Attacks*—The ILLUSIONISTS Unit's white-mana ability reads: "Target unfortified enemy does not attack this combat." Regarding this ability:

- (1) Can ILLUSIONISTS prevent Attacks from an enemy that has the Summon Attack ability?
- (2) Can ILLUSIONISTS prevent Attacks from an enemy that has Arcane Immunity?
- (3) Can ILLUSIONISTS prevent all Attacks from an enemy that has Multiple Attacks?

A1: This ILLUSIONISTS Unit's ability interacts with numerous other rule concepts, some of which involve questions that have puzzled players on a few levels, so be sure to see the related discussions.

(1) Summon Attack: yes—and if it is used against a SUMMONER, no enemy MONSTER will be Summoned. (*Lost Legion* p. 5 classifies Summon Attacks as a "type of attack".) See entry S23 under Combat, and also entry S2 just below.

(2) Arcane Immunity: no. Thematically, this effect is tied to white mana, so it's a magical effect and therefore negated by Arcane Immunity. And *Lost Legion* p. 6 says of tokens that have Arcane Immunity: "ignore any effects that ... prevent it from attacking". So DRAGON SUMMONERS, despite the answer given just above for sub-bullet (1), are immune. See also entry S1 under Arcane Immunity, and entry Q24 under Combat.

(3) Multiple Attacks: yes. This Unit ability clearly states that "the enemy does not attack this combat".

S2:—*Types of Attack*—There are 5 types of attacks: Physical, Fire, Ice, Cold Fire, and Summon Attacks. All of these can be canceled by an ILLUSIONISTS Unit. So when you're facing a SUMMONER enemy token, you can use your ILLUSIONISTS Unit at the very beginning of the Block phase, just before you draw a MONSTER token: at that point you decide either to (a) draw the MONSTER token and face it, or (b) exhaust the ILLUSIONISTS Unit, pay a white mana, and cancel that attack. Once a MONSTER token is drawn, it is too late to cancel the attack, period. The MONSTER will attack! (See entry S23 under Combat.)

S3:—*Demolish*—Note that it *is* permissible to use *Demolish* to ignore the site fortifications of an enemy token, and then to have an ILLUSIONISTS Unit cancel the Attack of that enemy token.

Cross References: Combat S10, S23, S34 (enemy token); PvP Q1; *Call to Arms* S7; *Earthquake* S4.

MAGIC FAMILIARS

S1:—*Recruiting*—The two statements in the rulebook—(a) *MAGIC FAMILIARS can be recruited on a MAGICAL GLADE; doing so counts as your Action for the turn, but this is not considered to be an Interaction with the Locals*, and (b) *the "!" symbol next to their cost means that you cannot recruit or use them in any other way than through Interaction with the Locals*—are not contradictory. What these statements are conveying when taken together is that (a) if you recruit MAGIC FAMILIARS in a MAGICAL GLADE, your Reputation does not apply, and (b) you cannot gain a MAGIC FAMILIARS Unit through card effects or through combat rewards: you *must* recruit them using Influence only. (See the S1 entry below for DELPHANA MASTERS.) You're also permitted to recruit *both* MAGIC FAMILIARS Units during the *same* Action phase, if otherwise able to: e.g., if they're both present and you can pay the necessary Influence points.

S2:—*Gaining MAGIC FAMILIARS by other Means*—The *Lost Legion* rulebook on p.5 says: "[MAGIC FAMILIARS] usually do not exist in our reality to be called to arms or glory, and can rarely be saved from enemy captivity." What this means is that *Call to Arms* and *Call to Glory* have no effect on MAGIC FAMILIARS, and that MAGIC FAMILIARS can never be claimed as a combat reward, and that they cannot be recruited through the stronger effect of the *Banner of Command* as that is not Interaction with the Locals either. See entry S1 just above and entry S1 of DELPHANA MASTERS.

S3:—*Gold Mana*—MAGIC FAMILIARS can be recruited with gold mana, but you must immediately specify which basic color you are using that gold mana for.

Q4:—*Start of the Round*—When it comes to paying MAGIC FAMILIARS a crystal, what does "at the start of the round" mean?

A4: In the base game rulebook on p. 4 where it describes the steps of a Round, it lists step (2) as "Prepare the Round", which logically must precede the "Start of the Round" since you can't start the Round until you've taken all of the maintenance steps. And the *Lost Legion* rulebook (p. 5) says you pay MAGIC FAMILIARS "before Tactic selection", which seems to mean "*immediately* before Tactic selection".

S5:—Unit Abilities—MAGIC FAMILIARS, once recruited, always have exactly one mana token sitting on their card: no more, no less. You do not pay any mana when you use an ability of the MAGIC FAMILIARS, but if the ability you enact has a mana token of the matching color sitting on the card, then that ability receives the additional bonus that's specified. For instance, if there's a blue mana token on the card when you activate the Block ability, you'll receive Block 7. (If instead there's a red mana token on the card, you'll receive Block 4.)

When activating MAGIC FAMILIARS, you can select *any* of the abilities on the card, regardless of which ability is currently increased by mana. (Stated another way, the ability that you increased with mana is not the only ability you can select when activating MAGIC FAMILIARS.) And note that the mana sitting on the Unit card is *not* consumed by this use of its ability. Therefore, after using the Unit, if you can ready it again by some means, then the mana on it—and the corresponding strengthening of that ability—will still apply.

The mana on the MAGIC FAMILIARS card is discarded at the start of the next round when "you have to pay a crystal". When this happens, that old mana is not recovered to your mana token pool or to your crystal inventory, nor does it remain on the card (thereby allowing multiple abilities to be increased over time).

Cross References: Variants S1; Scenarios Q14; Miscellaneous S11; *Call to Arms* S8; *Call to Glory* S3; *Possess* Q2 (Enemy Token); *Bonds of Loyalty* S9.

PEASANTS

Cross References: Miscellaneous S1.

SCOUTS

Q:—Explore Once Only—How many times may you use the "reveal a new tile at a distance of 2 spaces" ability of the SCOUTS Unit?

A: The "a new tile" wording on the card means that you can do this just *once* each time you activate the SCOUTS Unit.

Cross References: Movement S2, *Forced March* S2.

SHOCKTROOPS

S1:—Timing—The effect that grants +1 Attack to all other Units also applies to Ranged Attacks and Siege Attacks.

O2:—Timing—The SHOCKTROOPS effect that says "Reduce Armor and one attack of chosen enemy by 1" can be played during the Ranged-and-Siege-Attack phase, even though the icon to the left of it shows an open shield icon. [This is contrary to how some players play it: see entry O8 above under Silver Units.]

S3:—Minimum Armor—Armor can never drop below 1.

S4:—Into the Heat / Call to Arms—Even if *Into the Heat* or *Call to Arms* is active, if a SHOCKTROOPS Unit is used to reduce one enemy Attack by three, any damage from that Attack *must* be assigned to those SHOCKTROOPS. (The game designer has said, "We should have written 'even if not allowed otherwise' instead of 'even if that enemy has Assassination'.")

S5:—Multiple SHOCKTROOPS—If you have two SHOCKTROOPS Units and you activate both of them for the "Range Attack 1—all other Units get +1 to all their Attacks this turn" ability, only the second SHOCKTROOPS Unit will benefit from the +1 Attack bonus.

S6:—*Damage Assigned First*—If you choose the third ability (*Reduce one enemy attack by 3. Any damage from that attack must be assigned to this Unit first, even if that enemy had Assassination.*), and if somehow that SHOCKTROOPS Unit gets wounded before you can assign this damage to it, then that damage must be assigned elsewhere, for you cannot assign damage to an already wounded Unit. (Rulebook p. 8: "You can assign damage to a Unit as long as it is not Wounded.").

[I would additionally argue that you must assign the damage from this enemy attack to the SHOCKTROOPS Unit that was used, and that you cannot *elect* to assign other damage to this SHOCKTROOPS Unit first.]

Cross References: PvP O8; Arcane Immunity S1; *Into the Heat* S3; *Call to Arms* Q4, S5; Silver Units O8.

THUGS

S1:—*Low Reputation*—Even THUGS can't be recruited while your Reputation is on the "X".

S2:—*Force of Nature*—Even if you use *Force of Nature* to give THUGS Physical Resistance, and then want to assign 5 or less damage to them (too little to wound them), you still need to pay them 2 Influence points to convince them to let you do so.

O3:—*Timing of Reputation Adjustments*—If you use the THUGS Influence ability before you take your Action, your Reputation decreases by one. Does this Reputation adjustment happen immediately, or at the end of your turn like it does with the *Threaten* basic action card? (This matters if you choose Interaction with Locals as your Action during this turn.)

A3: A good question. *Lost Legion* p. 9 says: *Note: If your action for the turn is interaction, you gain Influence (positive or negative) according to the Reputation track immediately once you start the interaction. Later changes to Reputation have no effect on the bonus or penalty you gained. In the base game, this was stressed by wording like "Reputation +1 at the end of your turn". The new effects simply state "Reputation +1" or "Reputation -1".*

Paraphrasing, I see this as saying that, with the advent of *Lost Legion*, Reputation changes can now be applied immediately since there is now a rule that states that once Interaction begins, future changes to Reputation don't affect the bonus you have received. (The only exception being with cards like *Threaten*, which specifically state that the Reputation change is enacted at the end of the turn.)

[Others infer that all Reputation changes are to be delayed until the end of the turn, even if the cards don't explicitly say so, but this is only an inference and not rigorously stated in the rules.]

Cross References: Combat Q16 (Enemy Tokens); Influence O3; *Ruthless Coercion* S3; HEROES S3.

UTEM GUARDSMEN

Cross References: Leadership S4.

UTEM SWORDSMEN

S1:—*Into the Heat / Call to Arms*—If you use *Call to Arms* or *Into the Heat* with this Unit, and choose the stronger Attack/Block capability, the Unit will become wounded (because you are *not* "Assigning Damage" to it).

S2:—*Paralyze*—If you use an UTEM SWORDSMEN Unit to Block MEDUSA, the Unit is not killed due to the Paralyze ability: it is only wounded. (The wound comes from activating the Unit during the Block phase, not from any damage taken during the Assign Damage phase.)

Cross References: *Into the Heat* S3; *Refreshing Walk* S1; *Call to Arms* Q6.

Gold Units

ALTEM GUARDIANS

Cross References: PvP O10.

ALTEM MAGES

Q1:—*Affects Units*—Does the "make everything a Siege Attack" ability apply to Attacks made by Units as well?

A1: Yes: it makes *all* Attacks conducted by that player better, even cards played sideways.

Q2:—*Affects Units and Skills*—With the black mana ability, where it talks about "all attacks that *you* play," does this include Attacks made by your Units too? And your Skills?

A2: Yes. Yes.

Q3:—*Black Mana*—Can you use the top ability of the ALTEM MAGES to create a black mana during the day, and then take that black mana token with you down into a TOMB or DUNGEON to cast the stronger effect of a Spell there?

A3: Yes. In general, you *can* gain black mana tokens during the day (say with Skills or card effects)—you just can't use them except in specific circumstances (such as with *Polarization*).

O4:—*PvP*—If you adhere to the alternate interpretation discussed above under Silver Units entry O8, then the fact that there is a shield icon before the black mana ability indicates that this black mana ability could be used during PvP when blocking, perhaps allowing you to use the ALTEM MAGES' black mana ability *before* the opponent gets a chance to wound it.

Cross References: *Bow of Starsdawn* O5; *Sword of Justice* S6; *Puppet Master* S2; *Ghostly Elixir* S1.

AMOTEP FREEZERS

S1:—*Ice Resistance*—The ability that states "Target Enemy does not attack this combat and it gets armor -3" has *no* effect against enemies with Ice Resistance.

O2:—*Timing*—Some players (those who adhere to the *Walkthrough* icon rule—see entry O8 under Silver Units) prohibit the AMOTEP FREEZERS' blue-mana-powered ability from being used during the Ranged-and-Siege-Attack phase. They also prohibit this ability from having any effect during the Attack phase if it wasn't implemented earlier during the Block phase. (Contrast this ability of the AMOTEP FREEZERS with the very similar effect of the *Chill* spell.) I, though, permit both the AMOTEP FREEZERS and *Chill* to be played with wide latitude.

Cross References: Combat S33; *Chill* O2; Silver Units S6, O8.

AMOTEP GUNNERS

Cross References: Combat S4, *Ice Shield* S1.

CATAPULTS

Cross References: *Leadership* S2.

DELPHANA MASTERS

S1:—*Recruiting*—From the *Lost Legion* rulebook, p. 5: "The only way to gain the DELPHANA MASTERS is through Interaction (in a CITY or a REFUGEE CAMP). They cannot be recruited by the *Call to Glory* spell, the stronger effect of the *Banner of Command* artifact, or chosen as a combat reward. Also, they cannot be a target of the *Call to Arms* Spell." (But they can be recruited through *Bonds of Loyalty*, and if they are, then the Influence discount *will* apply.)

S2:—Multiple Uses—You have the entire combat phase during which you activate the DELPHANA MASTERS to use as many of their abilities as you wish.

S3:—Multiple Uses—Each time you use an ability, you can target the same enemy or a different enemy. (*Lost Legion*, p. 5.)

S4:—Arcane Immunity—Enemies with Arcane Immunity will *not* be affected by any of the abilities of this Unit.

S5:—Red-Mana Ability—It's probably obvious, but the red-mana powered effect will only destroy an enemy if that enemy is successfully Blocked, and that means that if it has Multiple Attacks, *all* of those Attacks must be successfully Blocked.

S6:—White-Mana Ability—Arcane Immunity is *not* a Resistance, so the white mana ability can't cancel it. See entry S4 above.

S7:—Enemies with Fire/Ice Resistance—Enemy tokens with Ice Resistance are unaffected by the blue-mana ability; enemy tokens with Fire Resistance are unaffected by the red-mana ability.

Cross References: Combat S33; Miscellaneous S11; *Cold Toughness* S1; *Call to Arms* S9; *Call to Glory* S4; *Sacrifice* S4; *Banner of Fear* S3; Silver Units S6; MAGIC FAMILIARS S1, S2.

FIRE MAGES

Cross References: *Disintegrate* S1 (Enemy Token).

HEROES

S1:—VOLKARE—If you attack VOLKARE, this is considered an assault and HEROES Units must be paid Influence to participate (*Lost Legion* p. 7). If, however, VOLKARE attacks a Mage Knight, this is *not* considered an assault and HEROES *don't* need to be paid Influence to participate.

S2:—During Assaults—If while assaulting a KEEP or MAGE TOWER or CITY, you are also fighting rampaging enemies, and if you use a HEROES Unit to fight those rampaging enemies and fight only them, you still must pay the HEROES 2 Influence points.

S3:—Reputation Adjustments—If you defeat enemy HEROES and THUGS in the same turn, you apply the resulting Reputation adjustments in the same order in which you defeat them. If the enemies were part of the same enemy group, then you get to choose the order in which you score their Reputation adjustments. (This can matter if you're currently on the highest or lowest Reputation spots.)

S4:—Bonds of Loyalty—Even if you're making an assault with HEROES that are under the *Bonds of Loyalty* command token, you still must pay 2 Influence points.

Cross References: Combat Q16 (Enemy Token); Influence O3; Scenarios S1; *Ruthless Coercion* S3; *Diplomacy* S4; *Maximal Effect* S8.

ICE MAGES

Cross References: Combat S4.

SORCERERS

S1:—*Arcane Immunity*—Enemies with Arcane Immunity will *not* lose fortifications. (See entry S1 under *Expose*.)

S2:—*Cannot Delay Ranged Attacks*—If you activate a SORCERERS unit (with a white mana) so that an enemy token loses all fortifications, you also gain Ranged Attack 3 as part of the same ability. But since you have used this SORCERERS ability during the Ranged-and-Siege-Attack phase (the only phase in which it makes sense to remove an enemy token's fortifications), the Ranged Attack 3 also gets activated then and must be used immediately. You need not use the Ranged Attack 3 against the *same* enemy token that you affected with the "loses all fortifications" ability, but if you are to use the Ranged Attack 3, it must be used during *this* Ranged-and-Siege-Attack phase. (Attack and Block points generally have to be used immediately when played [see *Lost Legion* pp. 9-10] unless the wording of the effect gives explicit allowances for them to be used during a later phase.)

Cross References: PvP O10; Arcane Immunity S1 (Enemy Token), S2 (Enemy Token).

Tactic Cards

Long Night

Q1:—*Timing*—Can this Tactic be used at any time?

A1: Yes. You can use it whenever your deck is empty, even during the middle of drawing cards.

Q2:—*Timing*—Can you use this Tactic during the middle of discarding cards? (E.g., if you want to put some of your discarded cards into the potential draw stack, but not others?)

A2: No, because the end-of-turn rules say, "*Put all cards played this turn into your discard pile*"—it isn't done individually, one card at a time, so it can't be broken down into sub-parts: it's a single composite action.

Mana Search

S:—*Rerolling Dice*—You must choose how many dice you will re-roll *before* you re-roll any dice.

Mana Steal

Q:—*Mana Dice*—When you use the mana die from the *Mana Steal* tactic card, does it count as using a die from the SOURCE?

A: No, as it is no longer in the SOURCE after you have stolen it and placed it on the Tactic card.

Midnight Meditation

S:—*Timing*—You could play this tactic after a player announces he is using the *Mind Read/Mind Steal* Spell, but before he announces which color he is choosing. (*Lost Legion*, p. 10.)

Cross References: Turn Start S1; *Mind Read* S2.

Planning

Q1:—*Wound Cards*—Do wound cards count toward the "two cards in hand" requirement that must be met in order to draw as if your hand limit is 1 higher, using the *Planning* Tactic?

A1: Yes.

S2:—*Hand Limit*—The *Planning* Tactic essentially increases your hand limit by one.

S3:—*End of Round*—The *Planning* Tactic does *not* increase your card draws during the first turn of the ensuing round.

S4:—*Cumulative Draw Benefit*—The *Planning* Tactic draw benefit *does* stack with other card-draw bonuses from KEEPS or CITIES and other sources.

Preparation

S1:—*Wound Cards*—You *are* allowed to select a wound card.

S2:—*Timing*—The effect of the *Preparation* Tactic is used only once: at the moment that you draw it. For the rest of the round it does nothing.

The Right Moment

S1:—*Timing*—You must make the choice of taking another turn *before* you begin your end-of-turn sequence. (See entry S5 under the End of Turn section.)

S2:—*Cooperative Assaults*—If you play *The Right Moment* while participating in a cooperative assault, the (only) effect will be that your turn order token is immediately flipped back up again, so that when it is once again your chance to take your turn, you'll be able to take a normal turn instead of just flipping your turn order token up at that time.

Cross References: *Mana Suppression* S2.

Sparring Power

S1:—*Timing*—You *can* use the Tactic *Sparring Power* to draw extra cards when attacked by another player (whether you're fully attending or not), or when attacked by VOLKARE.

S2:—*First Use*—You choose one of this Tactic's two effects before the start of *every* turn until it is flipped, and this includes even your first turn of the round.

Cross References: Turn Start S1.

Enemy Tokens**CRYPT WORM**

Cross References: CITIES Q2; Combat S13.

CRYSTAL SPRITES

Cross References: Combat S26, S27.

DRAGON SUMMONERS

Cross References: Combat S23; Arcane Immunity S2; *Cold Toughness* O4; *Counterattack* S4; *Banner of Fear* Q7; *Know Your Prey* Q4; *Nature's Vengeance* S2; *Puppet Master* S2; ILLUSIONISTS Q1.

ELVEN PROTECTORS

Cross References: Combat S27.

FIRE MAGES

Cross References: *Disintegrate* S1.

FREEZERS

Cross References: *Veil of Mists* S5.

HEROES

Cross References: Combat Q16.

HIGH DRAGON

Cross References: *Cold Toughness* S1.

HYDRA

Cross References: *Burning Shield* Q1; *Puppet Master* S2.

ILLUSIONISTS

Cross References: Combat S23.

IRONCLADS

Cross References: Combat S34.

MAGIC FAMILIARS

Cross References: *Possess* Q2.

MEDUSA

Cross References: UTEM SWORDSMEN S2.

ORC SUMMONERS

Cross References: Combat S23.

SHADOW

Cross References: Arcane Immunity S1.

SHROUDED NECROMANCER

S1:—*Summoning*—When drawing Summoned MONSTERS, remember the special rules on *Tezla* p. 2: “*An enemy token with the Summon ability summons tokens from the same faction as itself.*”

SORCERERS

Cross References: Arcane Immunity S1, S2.

THUGS

Cross References: Combat Q16.

ZOMBIE HORDE

Cross References: Combat S25.

Index of Topics

Advanced Action Offer

Cross References: CITIES S20; Miscellaneous S7, S8; *Blood of Ancients* S2; *Training* S1.

Adventure Site

Cross References: Movement S8; Combat Q1, S18; *Call to Glory* S1; *Forward March* Q1.

ANCIENT RUINS

Cross References: Mana S4; Movement S8, O9; Combat S18; End of Round S6; Miscellaneous S6, S8, S11; Scenarios S6, S20; *Endless Bag of Gold* Q1.

Assassinate

Cross References: *Cold Toughness* S1; *Chilling Stare* S2; *Possess* Q2.

Brutal

Cross References: CITIES S5, S6, S34; *Cold Toughness* S1; *Dodge and Weave* S3; *Chilling Stare* S2; *Possess* Q2; *Veils of Mists* S2; *Banner of Fortitude* S2; *Battle Hardened* Q1, Q2; *Elemental Resistance* Q1; *Know Your Prey* Q1.

Cold Fire

Cross References: Combat S4, S5; CITIES S5; *Cold Toughness* S1; *Concentration* S2, S3; *Will Focus* S3; *Maximal Effect* S31; *Chilling Stare* S2; *Sword of Justice* S6; *Elemental Resistance* S2; *Forked Lightning* S1, Q3; *Know Your Prey* Q4; *Puppet Master* S2, S5; *Fire Gem* S1; *Ice Shard* S1; ILLUSIONISTS S2.

Common Skill Offer

Cross References: Dummy Player S2; Variants S2; VOLKARE S17; *Circlet of Proficiency* Q12; Skill Tokens S3; *Tome of Relearning*, S1.

Cumbersome

Cross References: Combat S1, S25; Miscellaneous S9; *Cold Toughness* S1; *Agility* S1; *Maximal Effect* S8; *Chilling Stare* S2; *Know Your Prey* Q1; *Nature's Vengeance* Q2, S3.

Defend (the enemy token ability)

Cross References: Combat S12, S26, S27, S28, Q29; Arcane Immunity S3; Scenarios S1.

Desert

Cross References: VOLKARE S1.

DUNGEON & TOMB

Cross References: Mana S3, S5, Q7; Combat Q1, Q2, S15; Miscellaneous S10; Scenarios Q16, Q17, S22; *Call to Arms* S2; *Call to Glory* S1; *Energy Steal* Q1; *Rebirth* Q1; *Time Bending* S4; *Endless Bag of Gold* S3; *Bonds of Loyalty* Q1; *Bright Negotiation* S1; *Dark Fire Magic* Q1; *Dark Negotiation* S1; *Day Sharpshooting* S1; *Forward March* Q1; *Invocation* S1; *Night Sharpshooting* S1; *Puppet Master* S6; ALTEM MAGES Q3.

Elements (the attack and block elements of fire, ice, and cold fire)

Cross References: Combat S4, S5; PVP S11; Arcane Immunity S1; Influence S1; *Into the Heat* S2; *Maximal Effect* S31; *Chilling Stare* S2; *Banner of Fear* Q7; *Elemental Resistance* S2; *Know Your Prey* O2, O3, Q4; *Puppet Master* S1, S5; *Universal Power* S1; *Fire Gem* S1, O2; *Ice Shard* S1.

Elusive

Cross References: Combat S12, S26; CITIES S7; *Cold Toughness* S1; *Banner of Fear* Q1; *Know Your Prey* Q1; *Puppet Master* S1.

Fame

Cross References: Combat S15, Q16, S36; PvP Q1; Arcane Immunity S2; CITIES Q2; End of Turn S3; End of Round S5; Final Scoring Q3; Miscellaneous S8; Variants S2; Scenarios S1, S2, S23; *Noble Manners* S1; *Chivalry* S2; *Heroic Tale* S1; *Exploding Shield* Q2; *Circlet of Proficiency* S9; *Endless Bag of Gold* Q1, Q2; *Golden Grail* S1; *Mysterious Box* S1, S5; *Sword of Justice* S5; *Dueling* S1; *Motivation* S1; *Faction Tokens* S2.

Fire Resistance

Cross References: Combat S4, Q7, Q8, Q24, S33; CITIES S8; *Explosive Bolt* S3; *Blood of Ancients* S2; *Pure Magic* S1; Spell Cards S1; *Chill* O2; *Demolish* Q2; *Disintegrate* S1, S2; *Exploding Shield* S1; *Know Your Prey* Q1; *Puppet Master* S5; DELPHANA MASTERS S7.

Fortified

Cross References: Combat Q1, S4, S9, S10, S11, S12, S13, Q16, S19; CITIES Q2, S4, S6; Influence S5; Forced Withdrawal S1, S2, S3; End of Round S6; Scenarios S1, S28; VOLKARE Q7; *Cold Toughness* S1, Q2; *Demolish* S1, Q2, S3; *Earthquake* S1, Q2, S3, S4; *Expose* S1; *Mass Expose* Q1; *Sacrifice* S4; *Space Bending* S5; *Underground Attack* S1, S3; *Wings of Wind* O3; *Druidic Staff* S2; *Beguile* S1; *Flight* S3; *Know Your Prey* Q1; ILLUSIONISTS S3; SORCERERS S1, S2.

Hills

Cross References: *Mist Form* S1.

Ice Resistance

Cross References: Combat S4, Q7, S12, Q24, S33; *Cold Toughness* S3; *Ice Shield* S1; *Maximal Effect* Q3; *Pure Magic* S1; *Shield Bash* S2, S7; *Chilling Stare* S2, S3, S4; *Chill* S1; *Veil of Mists* S5; *Know Your Prey* Q1; *Puppet Master* S5; Silver Units S6; AMOTEP FREEZERS S1; DELPHANA MASTERS S7.

KEEP

Cross References: Movement S6, S8; Combat Q1, S9, S10, S11, S14; PvP S6; End of Turn S8; Forced Withdrawal S2; Miscellaneous S8, S10; Scenarios S6, S9, S19, S20; VOLKARE S19; *Underground Attack* S2; Silver Units S2; HEROES S2; *Planning* S4.

Knockout

Cross References: Movement S1; Combat S20, S21, Q22; VOLKARE S19; *Rush of Adrenaline* S5, Q6; *Banner of Protection* S2; *Sword of Justice* S2; *Motivation* S2, S4; *Power of Pain* S3; *Vampiric Chalice* S1.

Lake

Cross References: Movement S6; Forced Withdrawal S1; VOLKARE S1; *Frost Bridge* S1, S2; *Path Finding* S1; *Song of Wind* S1, S3; *Temporal Portal* Q1; *Mist Form* O5; *Flight* S3; *Secret Ways* S1.

Level Up

Cross References: PvP S1; End of Turn S3, Q6, S7; End of Round S4, S5; Miscellaneous S8; VOLKARE S17; *Time Bending* S7; *Endless Bag of Gold* Q1; *Bonds of Loyalty* Q7; *Puppet Master* S8.

MAGE TOWER

Cross References: Mana S4; Movement S6, S8; Combat Q1, S9, S10, S14, S36; Forced Withdrawal S2; Miscellaneous S7, S10; Scenarios S6, S20; Silver Units S2; HEROES S2.

MAGICAL GLADE

Cross References: Turn Start S1; PvP Q1; Healing S2, S3; Resting S3, S5; Miscellaneous S10; Scenarios S7, S25; VOLKARE Q5; *Cure* S2, O3; MAGIC FAMILIARS S1.

MAZE & LABYRINTH

Cross References: Movement S1; Combat Q1, S15; *Agility* S3; *Refreshing Walk* S2; *Call to Arms* S2; *Call to Glory* S1; *Bonds of Loyalty* Q1; *Forward March* Q1; *Puppet Master* S6; FORESTERS S1.

MINES

Cross References: Mana S9; Resting S3; Scenarios S11, S12, S13, Q14.

MONASTERY

Cross References: Map Revealing S1, S2; Combat S9, S17; CITIES S20; Influence S1, S5; Resting S5; Miscellaneous S7, S8; Scenarios Q18; *Refreshing Walk* S1; *Call To Arms* S2, S3; *Bonds of Loyalty* Q1; *Puppet Master* S6.

MONSTER

Cross References: Combat Q2, S23; Arcane Immunity S2; CITIES S4; Scenarios S5; *Cold Toughness* O4; *Counterattack* S4; *Ice Shield* S3; *Shield Bash* Q6; *Chilling Stare* S4; *Exploding Shield* Q2; *Possess* S1; *Banner of Fear* Q6; *Soul Harvester* S1; *Sword of Justice* S5; *Dueling* S2; *Howl of the Pack* S2; *Know Your Prey* Q4; *Nature's Vengeance* S2; *Puppet Master* S2; ILLUSIONISTS S2.

MONSTER DEN & SPAWNING GROUND

Cross References: Combat S18; End of Turn Q4.

Mountain

Cross References: Movement S6; Scenarios Q18; *Mountain Lore* S2, O3; *Path Finding* S1; *Temporal Portal* Q1; *Mist Form* S1, O4, O5; *Underground Attack* O5; *Flight* S3; *Secret Ways* S1.

Multiple Attacks

Cross References: PvP Q1; Arcane Immunity S1; Variants S4; *Cold Toughness* S1; *Shield Bash* S4; *Chill* O2; *Disease* S1; *Exploding Shield* S3; *Possess* Q2; *Banner of Fear* Q1, Q2; *Know Your Prey* Q1; *Power of Pain* Q1; *Puppet Master* S3; ILLUSIONISTS Q1; DELPHANA MASTERS S5.

ORC

Cross References: Combat S23; Influence Q6; Scenarios S5; VOLKARE Q9; *Shield Bash* Q6; *Burning Shield* Q1.

Paralyze

Cross References: Combat Q22; CITIES S8; *Cold Toughness* S1; *Chilling Stare* S2; *Rush of Adrenaline* Q7; *Call to Arms* S2, S5; *Possess* Q2; *Veil of Mists* S5; *Banner of Fortitude* S2; *Bonds of Loyalty* Q3; *Know Your Prey* Q1; *Motivation* S4; UTEM SWORDSMEN S2.

Physical Resistance

Cross References: Combat S4, S34; Arcane Immunity S2; *Maximal Effect* S28; *Sword of Justice* S2; THUGS S2.

Poison

Cross References: Combat S20; Arcane Immunity S2; CITIES S5, S6; *Cold Toughness* S1; *Chilling Stare* S2; *Possess* Q2; *Banner of Fortitude* S2; *Banner of Protection* Q1; *Know Your Prey* Q1, O2.

PORTAL

Cross References: Movement S7; Combat S32; Scenarios S27; VOLKARE S1, S3.

Rampaging Enemy

Cross References: Movement Q5, S6; Combat Q1, S11, S14, Q16, S17, Q30, S31, S32, S36; CITIES S3, S4, S12; Forced Withdrawal S3; Variants S3; Scenarios Q18, S25; VOLKARE S14; *Frost Bridge* S2; *Song of Wind* S3; *Temporal Portal* Q3; *Mist Form* S3; *Underground Attack* S2; *Wings of Wind* O3; *Druidic Staff* S2; *Flight* Q1, S3; HEROES S2.

Refresh Unit

Cross References: Movement S1; Combat Q1; Miscellaneous S8; *Peaceful Moment* S1, S2, S3; *Regeneration* S1; *Call to Arms* S3; *Rebirth* S2; FORESTERS S1.

Reputation

Cross References: Movement S4; Combat S15, Q16, S36; CITIES S20; Influence S1, S2, O3, S5, Q6; Scenarios S1, S23, O26; *Noble Manners* S1; *Ruthless Coercion* S2; *Chivalry* S2; *Heroic Tale* S1; *Learning* S1; *Maximal Effect* S25; *Peaceful Moment* S3; *Arcane Disguise* S1; MAGIC FAMILIARS S1; THUGS S1, O3; HEROES S3.

Round Order

Cross References: Turn Start S1; CITIES S12, S15, S16; Scenarios S2; *Time Bending* Q8.

Sideways Card

Cross References: Movement S1; Resting S3; Minimum Turn S2; Agility S3; *Ambush* S2; *Diplomacy* S4; *Maximal Effect* S2; *Circlet of Proficiency* S8, S16; *Deadly Aim* O2, Q3; *I Don't Give a Damn* S2; *Power of Pain* S2; *Ritual of Pain* S1; *Universal Power* S1, S2, S4, S5; *Who Needs Magic* S2; *Wolf's Howl* S1; ALTEM MAGES Q1.

Spell Offer

Cross References: CITIES S20; Miscellaneous S7; Basic Action Cards S5; *Will Focus* S2; *Magic Talent* Q1, Q2; *Maximal Effect* S19, S21; *Spell Forge* S2; *Time Bending* S5; *Tome of All Spells* S2.

SUMMONER

Cross References: Combat S23; Arcane Immunity S2; CITIES S4; *Cold Toughness* O4; *Counterattack* S4; *Ice Shield* S3; *Shield Bash* Q6; *Chilling Stare* S4; *Burning Shield* Q1; *Exploding Shield* Q2; *Flame Wave* Q4; *Possess* S1; *Banner of Fear* Q5, Q6, Q7; *Dueling* S2; *Howl of the Pack* S2; *Know Your Prey* Q4; *Nature's Vengeance* S2; *Puppet Master* S2; ILLUSIONISTS Q1, S2; SHROUDED NECROMANCER S1.

Swamp

Cross References: Scenarios Q18; *Underground Attack* S4; *Prayer of Weather* S2.

Swiftness (the enemy token ability, not the basic action deed card)

Cross References: Combat S25; Arcane Immunity S5; CITIES S8; *Dodge and Weave* S3; *Shield Bash* Q1, S2, S3, S5; *Chilling Stare* S2; *Leadership* S4.

Tactic Cards

Cross References: Turn Start S1; End of Round S6; Miscellaneous S8; Scenarios Q8; *Mind Read* S2; *Time Bending* S6; *Mana Suppression* S2; *Master of Chaos* S1; *Motivation* S6; SOURCE Freeze S3; MAGIC FAMILIARS Q4; Tactic Cards all entries.

Throw Away

Cross References: Healing S2; Resting Q2; Miscellaneous S1; Basic Action Cards S5; *Crystal Joy* S1; *Maximal Effect* S1, S13, S14, S19, S24, S29; *Ritual Attack* S1; *Training* S1, S2; *Rush of Adrenaline* Q4; *Cure* S2, O3; *Time Bending* S7; Artifact Cards S1; *Banner of Protection* Q1; Skill Tokens S2; *Regenerate* S1; *Ritual of Pain* S1.

Unit Offer

Cross References: Setup S1; Dummy Player S1; Map Revealing S1, S2; CITIES S20; Influence O3; Miscellaneous S7, S8, S11; VOLKARE S2, Q20; *Call to Arms* Q6, S10; *Circlet of Proficiency* O4; *Bonds of Loyalty* Q2, S8; Silver Units S1.

Vampiric

Cross References: *Cold Toughness* S1; *Chilling Stare* S2; *Possess* Q2; *Banner of Fortitude* S1; *Know Your Prey* Q1; *Vampiric Chalice* S1.

VILLAGE

Cross References: Turn Start S1; Movement S6; Combat Q22; Influence S5; Resting S4; Miscellaneous S5; Scenarios S10; *Time Bending* Q6; Silver Units S2.

WALL

Cross References: Combat S4, S11, Q24, S31; *Song of Wind* S2; *Temporal Portal* Q3; *Demolish* S1; *Secret Ways* S2.

Wasteland

Cross References: *Forced March* S2.