

Legions of Will Comprehensive Rules

These rules are effective as of September 11th, 2023.

Introduction

This document is the ultimate authority for Legions of Will competitive game play. It consists of a series of numbered rules followed by a glossary. Many of the numbered rules are divided into subrules, and each separate rule and subrule of the game has its own number. (Note that subrules skip the letters “l” and “o” due to potential confusion with the numbers “1” and “0”; subrule 624.6k is followed by 624.6m, then 624.6n, then 624.6p, for example.)

Changes may have been made to this document since its publication. You can download the most recent version from the Legions of Will website. If you have questions, you can get the answers from us at [Legions of Will Support](#).

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1. Game Concepts

100. General

100.1. These rules apply to any *Legions of Will* game with two or more players, including two-player games and multiplayer games

100.1a A two-player game is a game that begins with only two players.

100.1b A multiplayer game is a game that begins with more than two players. See section 8, “Multiplayer Rules.”

100.2. To play, each player needs their own deck of traditional *Legions of Will* cards, small items to represent counters, and a way to clearly track life totals.

100.2a In constructed play (in which each player creates their own deck ahead of time), each deck has a minimum deck size of 40 cards and exactly 3 base cards. A constructed deck may contain no more than four of any card with a particular card name, except upgrades and legendary card types that must be limited to no more than one with a particular card name. A constructed deck may contain no more than one of any base cards with a particular name.

100.2b In limited play (in which each player gets the same quantity of unopened *Legions of Will* products such as booster packs and creates their own deck using only this product), each deck has a minimum deck size of 40 cards. A limited deck may contain any number of duplicate cards as are included with the product.

100.2c Singleton decks are subject to additional deckbuilding restrictions and requirements. See rule 902, “Singleton,” for details.

100.3. Each player may also have a *sideboard*, which is a group of additional cards the player may use to modify their deck between games of a match. Each player has their own sideboard; cards may not be transferred between players.

100.3a In constructed play, a sideboard may contain no more than ten cards and no more than one additional base card. The card limits (see rule 100.2a) applies to the combined deck and sideboard.

100.3b In limited play, all cards in a player’s card pool not included in their deck are in that player’s sideboard.

100.4. If a deck must contain at least a certain number of cards, that number is referred to as a minimum deck size. There is no maximum deck size for non-Singleton decks.

100.5. Most *Legions of Will* tournaments (organized play activities where players compete against other players to win prizes) have additional rules. These rules may limit the use of certain cards, including barring all cards from some older sets.

100.5a Tournaments usually consist of a series of matches. A two-player match usually involves playing until one player has won two games. A multiplayer match usually consists of only one game.

100.6. Whenever a card’s text directly contradicts these rules, the card takes precedence. The card overrides only the rule that applies to that specific situation. The only exception is that a player can concede the game at any time (see rule 103.3a).

100.7. When a rule or effect allows or directs something to happen, and another effect states that it can’t happen, the “can’t” effect takes precedence.

Example: If one effect reads “Draw a card” and another reads “You can’t draw a card this turn,” the effect that precludes you from drawing cards wins.

100.7a Adding abilities to objects and removing abilities from objects don’t fall under this rule. (See rule 109.8.)

100.8. Any part of an instruction that’s impossible to perform is ignored. (In many cases the card will specify consequences for this; if it doesn’t, there’s no effect.)

100.9. If multiple players would make choices and/or take actions at the same time, the active player (the player whose turn it is) makes any choices required, then the next player in turn order (usually the player seated to the active player’s left) makes any choices required, followed by the remaining nonactive players in turn order. Then the actions happen simultaneously. This rule is often referred to as the “Active Player, Nonactive Player (APNAP) order” rule.

100.9a If an effect has each player choose a card in a hidden zone, such as their hand or deck, those cards may remain face down as they’re chosen. However, each player must clearly indicate which face-down card they are choosing.

100.9b A player knows the choices made by the previous players when making their choice, except as specified in 100.9a.

100.9c If a player would make more than one choice at the same time, the player makes the choices in the order specified. If no order is specified, the player chooses the order.

100.9d If a choice made by a nonactive player causes the active player, or a different nonactive player earlier in the turn order, to have to make a choice, APNAP order is restarted for all outstanding choices.

100.9e If a choice made by a nonactive player causes the active player, or a different nonactive player earlier in the turn order, to have to make a choice, APNAP order is restarted for all outstanding choices.

100.9f If multiple players would make choices or take actions while starting the game, the starting player is considered the active player and each other player is considered a nonactive player.

101. Players

101.1. A player is one of the people in the game. The active player is the player whose turn it is. The other players are nonactive players.

101.2. In a two-player game, a player's opponent is the other player.

101.3. In a multiplayer game between teams, a player's teammates are the other players on their team, and the player's opponents are all players not on their team.

102. Starting the Game

102.1. At the start of a game, the players determine which one of them will choose who takes the first turn. In the first game of a match (including a single-game match), the players may use any mutually agreeable method (flipping a coin, rolling dice, etc.) to do so. In a match of several games, the loser of the previous game chooses who takes the first turn. If the previous game was a draw, the player who made the choice in that game makes the choice in this game. The player chosen to take the first turn is the starting player. The game's default turn order begins with the starting player and proceeds clockwise.

102.1a In a game using the shared team turns option, there is a starting team rather than a starting player.

102.1b If any players are using sideboards (see rule 100.3), those cards are set aside. After this happens, each player's deck is considered their starting deck.

102.2. After the starting player has been determined and any additional steps performed, each player shuffles their deck so that the cards are in a random order. Each player may then shuffle or cut their opponents' decks.

102.3. Each player begins the game with a non-legendary base faceup. Some variant games have different starting base rules.

102.4. Each player draws a number of cards equal to their starting hand size, which is normally two. A player who is dissatisfied with their initial hand may take a mulligan. First, the starting player declares whether they will take a mulligan. Then each other player in turn order does the same. Once each player has made a declaration, all players who decided to take mulligans do so at the same time. To take a mulligan, a player shuffles any number of cards in their hand back into their deck, draws a new hand of cards equal to the difference. Once a player chooses not to take a mulligan, the remaining cards become that player's opening hand, and that player may not take any further mulligans. This process is then repeated until no player takes a mulligan. A player can take mulligans up to two times, after which they may not take further mulligans.

102.5. Some cards allow a player to take actions with them from their opening hand. Once the mulligan process (see rule 102.4) is complete, the starting player may take any such actions in any order. Then each other player in turn order may do the same.

102.5a If a card allows a player to begin the game with that card on the battlefield, the player taking this action puts that card onto the battlefield.

102.5b If a card allows a player to reveal it from their opening hand, the player taking this action does so. The card remains revealed until the first turn begins. Each card may be revealed this way only once.

102.6. The starting player takes their first turn.

102.6a The player who plays first skips the battle phase (see rule 506, "Battle Phase") of their first turn.

103. Ending the Game

103.1. A game ends immediately when a player wins or when the game is a draw.

103.2. There are several ways to win the game.

103.2a A player still in the game wins the game if that player's opponents have all left the game. This happens immediately and overrides all effects that would preclude that player from winning the game.

103.2b An effect may state that a player wins the game.

103.2c In a multiplayer game between teams, a team with at least one player still in the game wins the game if all other teams have left the game. Each player on the winning team wins the game, even if one or more of those players had previously lost that game.

103.3. There are several ways to lose the game.

103.3a A player can concede the game at any time. A player who concedes leaves the game immediately. That player loses the game.

103.3b If all three of a player's base cards are face-down, that player loses the game immediately.

103.3c An effect may state that a player loses the game.

103.3d If a player would both win and lose the game simultaneously, that player loses the game.

103.3e In a multiplayer game between teams, a team loses the game if all players on that team have lost the game.

103.4. There are several ways for the game to be a draw.

103.4a If all the players remaining in a game lose simultaneously, the game is a draw.

103.4b If a game somehow enters a “loop” of mandatory actions, repeating a sequence of events with no way to stop, the game is a draw. Loops that contain an optional action don’t result in a draw.

103.4c An effect may state that the game is a draw.

103.4d In a multiplayer game between teams, the game is a draw if all remaining teams lose simultaneously.

103.4e In a multiplayer game between teams, if the game somehow enters a “loop” of mandatory actions, repeating a sequence of events with no way to stop, the game is a draw for each player that’s involved in that loop. Only those players leave the game; the game continues for all other players.

103.4f In a multiplayer game between teams, the game is a draw for a team if the game is a draw for all remaining players on that team.

103.4g In a tournament, all players in the game may agree to an intentional draw. See rule 100.5

103.5. If a player loses the game, that player leaves the game. If the game is a draw for a player, that player leaves the game. The multiplayer rules handle what happens when a player leaves the game; see rule 800.3.

104. Resource

104.1. Resource is the primary resource in the game. Players spend resource to pay costs, usually when playing cards and activating abilities.

104.2. Resource is produced by the effects of abilities. It may also be produced by the effects of actions. An action or ability that produces resource instructs a player to add that resource to their reserve. If resource is produced by an action, the source of that resource is that action. If resource is produced by an ability, the source of that resource is the source of that ability.

104.3. When an effect instructs a player to add resource, that resource goes into a player’s reserve. From there, it can be used to pay costs immediately, or it can stay in the player’s reserve. Each player’s reserve remains at the end of each step and phase, and the player does not lose resource.

104.4. Players begin the game with zero resource in their reserve.

104.5. The maximum resource a player can have in their reserve is twenty.

105. Numbers

105.1. The only numbers the *Legions of Will* game uses are integers.

105.1a You can't choose a fractional number, deal fractional damage, gain fractional life, and so on. If an action or ability could generate a fractional number, the action or ability will tell you whether to round up or down.

105.1b The *Legions of Will* game uses only positive numbers and zero. You can't choose a negative number, deal negative damage, and so on. However, it's possible for a game value, such as a unit's will, to be less than zero. If a calculation needs to use a negative value, it does so. If a calculation that would determine the result of an effect yields a negative number, zero is used instead, unless that effect doubles or sets to a specific value of the will of a unit or unit card.

Example: *A unit has 1 will. An effect gives it -3 will. Its will becomes -2. If an effect would give it +3 will, it would raise its will to 1.*

Example: *If a unit with -3 will gains will equal to its will, its will remains at -3.*

Example: *A unit has -3 will. An effect gives it power equal to its will. The effect gives it zero power.*

105.1c If a rule or ability instructs a player to choose "any number," that player may choose any positive number or zero.

105.2. If anything needs to use a number that can't be determined, either as a result or in a calculation, it uses 0 instead.

105.3. Cards and permanents will oftentimes use the letter X as a placeholder for a number that needs to be determined. Some cards and/or permanents have abilities that define the value of X; others allow their controller to choose the value of X.

105.3a If a card or activated ability has an alternative cost, additional cost, and/or activation cost with an X in it, and the value of X isn't defined by the text of that card or ability, the controller of that card or ability chooses and announces the value of X as part of playing the card or activating the ability. (See rule 601, "Playing Cards.") While a card is on the chain of events, any X in its resource cost or in any alternative cost or additional cost it has equals the announced value. While an activated ability is on the chain of events, any X in its activation cost equals the announced value.

105.3b If a card or ability refers to the X in the resource cost, alternative cost, additional cost, or activation cost of another object, any X in that card or ability's text uses the value of X chosen or defined for the other object.

105.3c If a card or ability refers to the X in the resource cost, alternative cost, additional cost, or activation cost of another object, any X in that card or ability's text uses the value of X chosen or defined for the other object.

105.3d Sometimes X appears in the text of a card or ability but not in a resource cost, alternative cost, additional cost, or activation cost. If the value of X isn't defined, the controller of the card or

ability chooses the value of X at the appropriate time (either as it's put on the chain of events or as it resolves).

105.3e If a card in any zone other than the chain of events has an X in its resource cost, the value of X is treated as 0, even if the value of X is defined somewhere within its text.

105.3f If an effect instructs a player to pay an object's resource cost that includes X, the value of X is treated as 0 unless the object is a card on the chain of events. In that case, the value of X is the value chosen or determined for it as the card was played.

106. Cards

106.1. Use the most recent card references when determining a card's wording.

106.2. When a rule or text on a card refers to a "card," it means only a *Legions of Will* card or an object represented by a *Legions of Will* card.

106.3 *Legions of Will* games use only traditional *Legions of Will* cards, which measure approximately 2.5 inches (6.3 cm) by 3.5 inches (8.8 cm). *Legions of Will* cards are included in players' decks.

106.4. The owner of a card in the game is the player who started the game with it in their deck. Base cards that are put onto the battlefield at the start of the game, are owned by the player who put that card onto the battlefield to start the game. Legal ownership of a card in the game is irrelevant to the game rules.

106.5. A card doesn't have a controller unless that card represents a permanent or card being played; in those cases, its controller is determined by the rules for permanents or cards being played. See rules 108.2 and 108.2.

106.6. If anything asks for the controller of a card that doesn't have one (because it's not a permanent or card being played), use its owner instead.

107. Objects

107.1. An object is an ability on the chain of events, a card, a copy of a card, a card being played, or a permanent.

107.2. If a card or ability uses a description of an object that includes a card type or subtype, but doesn't include the word "card," or "source," it means a permanent of that card type or subtype on the battlefield.

107.2a If a card or ability uses a description of an object that includes the word "card" and the name of a zone, it means a card matching that description in the stated zone.

107.2b If a card or ability uses a description of an object that includes the word "card," it means a card matching that description on the chain of events.

107.2c If a card or ability uses a description of an object that includes the word "source," it means a source matching that description—a source of an ability, of damage, or of resource—in any zone. See rules 606.7.

107.3. An object's characteristics are name, resource cost, card type, subtype, supertype, rules text, abilities, will, power, defense, capacity and resource production. Objects can have some or all of these characteristics. Any other information about an object isn't a characteristic. For example, characteristics don't include whether a permanent is rested, a card's target, an object's owner or controller, and so on.

107.4. Only objects on the chain of events or on the battlefield have a controller. Objects that are neither on the chain of events nor on the battlefield aren't controlled by any player. See rule 109.4. There is one exception to this rule:

107.4a A triggered ability that has triggered but is waiting to be placed on the chain of events is controlled by the player who controlled its source at the time it triggered, unless it's a delayed triggered ability. To determine the controller of a delayed triggered ability, see rules 603.6d–f. See also rule 603, "Handling Triggered Abilities."

107.5. The words "you" and "your" on an object refer to the object's controller, its would-be controller (if a player is attempting to play, or activate it), or its owner (if it has no controller). For a static ability, this is the current controller of the object it's on. For an activated ability, this is the player who activated the ability. For a triggered ability, this is the controller of the object when the ability triggered, unless it's a delayed triggered ability. To determine the controller of a delayed triggered ability, see rules 603.6d–f.

108. Permanents

108.1. A *permanent* is a card or copy of a card on the battlefield. A permanent remains on the battlefield indefinitely. A card becomes a permanent as it enters the battlefield and it stops being a permanent as it's moved to another zone by an effect or rule.

108.2. A permanent's owner is the same as the owner of the card that represents it. A permanent's controller is, by default, the player under whose control it entered the battlefield. Every permanent has a controller.

108.2a If an effect instructs a player to put a card onto the battlefield, that card enters the battlefield under that player's control unless the effect states otherwise.

108.2b If an effect causes a player to gain control of another player's permanent, the permanent's new controller chooses which base they control with available capacity and puts that permanent in that base. If there is no available capacity among bases its controller controls, the effect does not resolve and that permanent remains in its previous zone instead.

108.2c If the number of permanents within a base exceeds that base's capacity, its controller chooses any number of permanents equal to the difference and puts them into its owner's graveyard. (This is a state-based action. See rule 704.)

108.3. There are four permanent types: base, upgrade, trap, and unit. Actions can't enter the battlefield and thus can't be permanents. See section 3, "Card Types."

108.3a The term "permanent card" is used to refer to a card that could be put onto the battlefield. Specifically, it means an upgrade, trap, or unit card.

108.3b If a permanent somehow loses all of its permanent types, it remains on the battlefield. It's still a permanent.

108.4. A permanent's status is its physical state. There are two status categories, each of which has two possible values: rested/reset and face up/face down. Each permanent always has one of these values for each of these categories.

108.4a Status is not a characteristic, though it may affect a permanent's characteristics

108.4b Permanents enter the battlefield reset, face up, unless it is a trap, or an action or ability says otherwise.

108.4c A permanent retains its status until an action, ability, or turn-based action changes it, even if that status is not relevant to it.

108.4d Only permanents have status. Cards not on the battlefield do not. Although a card expelled may be face down, this has no correlation to the face-down status of a permanent. Similarly, cards not on the battlefield are neither rested nor reset, regardless of their physical state.

109. Abilities

109.1. An ability can be one of three things:

109.1a An ability can be a characteristic an object has that lets it affect the game. an object's abilities are defined by its rules text or by the effect that created it. Abilities can also be granted to cards and/or permanents by rules or effects. (Effects that grant abilities usually use the words "has," "have," "gains," or "gain.") Abilities generate effects. (See rule 606, "Effects.")

109.1b An ability can be something that a player has that changes how the game affects the player. A player normally has no abilities unless granted to that player by effects.

109.1c An ability can be an activated or triggered ability on the chain of events. (See section 6, "Actions, Abilities, and Effects.")

109.2. Abilities can affect the cards and/or permanents they're on. They can also affect other cards and/or permanents and/or players.

109.2a Abilities can be beneficial or detrimental.

Example: "[This unit] can't attack" is an ability.

109.2b An additional cost or alternative cost to play a card is an ability of the card.

109.2c An object may have multiple abilities. Each paragraph break in a card's text marks a separate ability. an object may also be granted additional abilities by an action or ability. If an object has multiple instances of the same ability, each instance functions independently. This may or may not produce more effects than a single instance; refer to the specific ability for more information.

109.2d Abilities can generate one-time effects or continuous effects. Some continuous effects are replacement effects or prevention effects. See rule 606, “Effects.”

109.3. There are four general categories of abilities:

109.3a *Action abilities* are abilities that are followed as instructions while an action is resolving. Any text on an action is an action ability unless it’s an activated ability, a triggered ability, or a static ability that fits the criteria described in rule 109.4.

109.3b *Activated abilities* have a cost and an effect. They are written as “[Cost]: [Effect.] [Activation instructions (if any).]” A player may activate such an ability whenever they have priority. Doing so puts it on the chain of events, where it remains until it resolves, is prevented from resolving, or otherwise leaves the chain of events. See rule 602, “Activating Activated Abilities.”

109.3c *Triggered abilities* have a trigger condition and an effect. They are written as “[Trigger condition], [effect],” and include (and usually begin with) the word “when,” “whenever,” or “at.” Whenever the trigger event occurs, the ability is put on the chain of events the next time a player would receive priority and stays there until it resolves, is prevented from resolving, or otherwise leaves the chain of events. See rule 603, “Handling Triggered Abilities.”

109.3d *Static abilities* are written as statements. Static abilities create continuous effects which are active while the permanent with the ability is on the battlefield and has the ability, or while the object with the ability is in the appropriate zone. See rule 604, “Handling Static Abilities.”

109.4. Abilities of an action usually function only while it is on the chain of events. Abilities of all other cards and/or permanents usually function only while that object is on the battlefield. The exceptions are as follows:

109.4a Characteristic-defining abilities function everywhere, even outside the game and before the game begins. (See rule 604.3.)

109.4b An ability that states which zones it functions in functions only from those zones.

109.4c An ability that states which zones it doesn’t function in functions everywhere except for the specified zones, even outside the game and before the game begins.

109.4d An object’s ability that restricts or modifies how that particular object can be played in any zone from which it could be played and also on the chain of events. an object’s ability that grants it another ability that restricts or modifies how that particular object can be played from or functions only on the chain of events.

109.4e An object’s ability that restricts or modifies what zones that particular object can be played from or functions everywhere, even outside the game.

109.4f An object’s ability that states player’s can’t respond to it being played or can’t be copied functions on the chain of events.

109.4g An object's ability that states counters can't be put on that object functions as that object is entering the battlefield in addition to functioning while that object is on the battlefield.

109.4h An object's activated ability that has a cost that can't be paid while the object is on the battlefield functions from any zone in which its cost can be paid

109.4i A trigger condition that can't trigger from the battlefield functions in all zones it can trigger from. Other trigger conditions of the same triggered ability may function in different zones.

Example: Ancient Black Dragon says "You may play Ancient Black Dragon from your graveyard."

109.4j An ability whose cost or effect specifies that it moves the object it's on out of a particular zone functions only in that zone, unless its trigger condition or a previous part of its cost or effect specifies that the object is put into that zone or, if the object is a permanent, that the object it refers to leaves the battlefield. The same is true if the effect of that ability creates a delayed triggered ability whose effect moves the object out of a particular zone.

109.4k An ability that modifies the rules for deck construction functions before the game begins. Such an ability modifies not just the Comprehensive Rules, but also the *Legions of Will* Tournament Rules and any other documents that set the deck construction rules for a specific format. However, such an ability can't affect the format legality of a card, including whether it's banned or restricted.

109.5. The source of an ability is the object that generated it. The source of an activated ability on the chain of events is the object whose ability was activated. The source of a triggered ability (other than a delayed triggered ability) on the chain of events, or one that has triggered and is waiting to be put on the chain of events, is the object whose ability triggered. To determine the source of a delayed triggered ability, see rules 603.6d–f.

109.5a Once activated or triggered, an ability exists on the chain of events independently of its source. Destruction or removal of the source after that time won't affect the ability. Note that some abilities cause a source to do something (for example, "Vardessa, Unleashed deals 1 damage to target unit") rather than the ability doing anything directly. In these cases, any activated or triggered ability that references information about the source for use while announcing an activated ability or putting a triggered ability on the chain of events checks that information when the ability is put onto the chain of events. Otherwise, it will check that information when it resolves. In both instances, if the source is no longer in the zone it's expected to be in at that time, its last known information is used. The source can still perform the action even though it no longer exists.

109.6. The controller of an activated ability on the chain of events is the player who activated it. The controller of a triggered ability on the chain of events (other than a delayed triggered ability) is the player who controlled the ability's source when it triggered, or, if it had no controller, the player who owned the ability's source when it triggered. To determine the controller of a delayed triggered ability, see rules 603.6d–f.

109.7. Activated and triggered abilities on the chain of events aren't cards being played, and therefore can't be prevented from resolving by anything that prevents cards being played from resolving. Activated and

triggered abilities on the chain of events can be prevented by effects that specifically prevent abilities from resolving. Static abilities don't use the chain of events and thus can't be prevented at all.

109.8. Effects can add or remove abilities of cards and/or permanents. An effect that adds an ability will state that the object "gains" or "has" that ability, or similar. An effect that removes an ability will state that the object "loses" that ability.

109.8a An effect that adds an activated ability may include activation instructions for that ability. These instructions become part of the ability that's added to the object.

109.8b Effects that remove an ability remove all instances of it.

109.8c If two or more effects add and remove the same ability, in general the most recent one prevails. See rule 609 for more information about the interaction of continuous effects.

109.9. Effects can stop an object from having a specified ability. These effects say that the object "can't have" that ability. If the object has that ability, it loses it. It's also impossible for an effect to add that ability to the object. If a resolving action or ability creates a continuous effect that would add the specified ability to such an object, that part of that continuous effect does not apply; however, other parts of that continuous effect will still apply, and that resolving card or ability can still create other continuous effects. Continuous effects created by static abilities that would add the specified ability won't apply to that object.

109.10. An effect that sets an object's characteristic, or simply states a quality of that object, is different from an ability granted by an effect. When an object "gains" or "has" an ability, that ability can be removed by another effect. If an effect defines a characteristic of the object ("[permanent] is [characteristic value]"), it's not granting an ability. (See rule 604.3.) Similarly, if an effect states a quality of that object ("[unit] can't be blocked," for example), it's neither granting an ability nor setting a characteristic.

110. Targets

110.1. Some actions and abilities require their controller to choose one or more targets for them. The targets are cards and/or permanents and/or players the action or ability will affect. These targets are declared as part of the process of putting the action or ability on the chain of events. The targets can't be changed except by another action or ability that explicitly says it can do so.

110.1a An action is targeted if its action ability identifies something it will affect by using the phrase "target [something]," where the "something" is a phrase that describes an object and/or player. The target(s) are chosen as the action is played; see rule 601.1c. (If an activated or triggered ability of an action uses the word target, that ability is targeted, but the action is not.)

Example: *An action card has the ability "Expel this card from your graveyard: Destroy target unit with will 4 or greater." This activated ability is targeted, but that doesn't make the card it's on targeted.*

110.1b An activated ability is targeted if it identifies something it will affect by using the phrase "target [something]," where the "something" is a phrase that describes an object and/or player. The target(s) are chosen as the ability is activated; see rule 602.2b.

110.1c A triggered ability is targeted if it identifies something it will affect by using the phrase “target [something],” where the “something” is a phrase that describes an object and/or player. The target(s) are chosen as the ability is put on the chain of events; see rule 603.3d.

110.1d Some keyword abilities, such as merge, cause cards you play to have targets. In those cases, the phrase “target [something]” appears in the rule for that keyword ability rather than in the ability itself. (The keyword’s reminder text will often contain the word “target.”) See rule 702, “Keyword Abilities.”

110.2. Only permanents are legal targets for actions and abilities, unless an action or ability (a) specifies that it can target an object in another zone or a player, or (b) targets an object that can’t exist on the battlefield, such as an action or ability. See also rule 109.4.

110.3. The same target can’t be chosen multiple times for any one instance of the word “target” on an action or ability. If the action or ability uses the word “target” in multiple places, the same object or player can be chosen once for each instance of the word “target” (as long as it fits the targeting criteria). This rule applies both when choosing targets for an action or ability and when changing targets or choosing new targets for an action or ability)

110.4. Some actions and abilities that refer to damage require “any target,” “another target,” “two targets,” or similar rather than “target [something].” These targets may be units, or bases. Other cards and/or permanents, such as upgrades, traps or actions, can’t be chosen.

110.5. An action or ability on the chain of events is an illegal target for itself.

110.6. An action or ability that requires targets may allow zero targets to be chosen. Such an action or ability is still said to require targets, but that action or ability is targeted only if one or more targets have been chosen for it.

110.7. Some effects allow a player to change the target(s) of an action or ability, and other effects allow a player to choose new targets for an action or ability.

110.7a If an effect allows a player to “change the target(s)” of an action or ability, each target can be changed only to another legal target. If a target can’t be changed to another legal target, the original target is unchanged, even if the original target is itself illegal by then. If all the targets aren’t changed to other legal targets, none of them are changed.

110.7b If an effect allows a player to “choose new targets” for an action or ability, the player may leave any number of the targets unchanged, even if those targets would be illegal. If the player chooses to change some or all of the targets, the new targets must be legal and must not cause any unchanged targets to become illegal.

110.7c When changing targets or choosing new targets for an action or ability, only the final set of targets is evaluated to determine whether the change is legal.

110.7d An action or ability may “divide” or “distribute” an effect (such as poison counters) among one or more targets. When changing targets or choosing new targets for that action or ability, the original division can’t be changed.

110.8. Modal actions and abilities may have different targeting requirements for each mode. An effect that allows a player to change the target(s) of a modal action or ability, or to choose new targets for a modal action or ability, doesn't allow that player to change its mode. (See rule 700.2.)

110.9. Some cards and/or permanents check what another action or ability is targeting. Depending on the wording, these may check the current state of the targets, the state of the targets at the time they were selected, or both.

110.9a An object that looks for an “[action or ability] with [a number of] targets” checks the number of times any object or player was chosen as the target of that action or ability when it was put on the chain of events, not the number of its targets that are currently legal. If the same object or player became a target more than once, each of those instances is counted separately.

110.9b An object that looks for an “[action or ability] that targets [something]” checks the current state of that card or ability's targets. If an object it targets is still in the zone it's expected to be in or a player it targets is still in the game, that target's current information is used, even if it's not currently legal for that card or ability. If an object it targets is no longer in the zone it's expected to be in or a player it targets is no longer in the game, that target is ignored; its last known information is not used.

110.9c An object that looks for an “[action or ability] that targets only [something]” checks the number of different cards and/or permanents or players that were chosen as targets of that action or ability when it was put on the chain of events (as modified by effects that changed those targets), not the number of those cards and/or permanents or players that are currently legal targets. If that number is one (even if the action or ability targets that object or player multiple times), the current state of that action or ability's target is checked as described in rule 109.9b.

110.10. Actions and abilities can affect cards and/or permanents and players they don't target. In general, those cards and/or permanents and players aren't chosen until the action or ability resolves. See rule 605, “Resolving Cards and Abilities.”

110.10a Just because an object or player is being affected by an action or ability doesn't make that object or player a target of that action or ability. Unless that object or player is identified by the word “target” in the text of that action or ability, or the rule for that keyword ability, it's not a target.

110.10b In particular, the word “you” in an object's text doesn't indicate a target.

111. Timing and Priority

111.1. Unless an action or ability is instructing a player to take an action, which player can take actions at any given time is determined by a system of priority. The player with priority may play cards and activate abilities.

111.1a A player may play an action any time they have priority. A player may play a non-action card during their main phase any time they have priority and the chain of events is empty.

111.1b A player may activate an activated ability any time they have priority.

111.1c A player may activate an activated ability any time they have priority.

111.2. Other kinds of abilities and actions are automatically generated or performed by the game rules, or are performed by players without receiving priority.

111.1a Triggered abilities can trigger at any time, including while a card is being played, an ability is being activated, or an action or ability is resolving. (See rule 603, “Handling Triggered Abilities.”) However, nothing actually happens at the time an ability triggers. Each time a player would receive priority, each ability that has triggered but hasn’t yet been put on the chain of events is put on the chain of events. See rule 111.5.

111.1b Static abilities continuously affect the game. Priority doesn’t apply to them. (See rule 604, “Handling Static Abilities,” and rule 608, “Continuous Effects.”)

111.1c Turn-based actions happen automatically when certain steps or phases begin. They’re dealt with before a player would receive priority. See rule 111.3a. Turn-based actions also happen automatically when each step and phase ends; no player receives priority afterward. See rule 703, “Turn-Based Actions.”

111.1d State-based actions happen automatically when certain conditions are met. See rule 704. They’re dealt with before a player would receive priority. See rule 111.5.

111.1d Resolving cards and abilities may instruct players to make choices or take actions. Even if a player is doing so, no player has priority while a card or ability is resolving. See rule 605, “Resolving Cards and Abilities.”

111.3. Which player has priority is determined by the following rules:

111.3a The active player receives priority at the beginning of most steps and phases, after any turn-based actions have been dealt with and abilities that trigger at the beginning of that phase or step have been put on the chain of events. No player receives priority during the reset step. Players usually don’t get priority during the cleanup step (see rule 514.3).

111.3b The active player receives priority after a card or ability resolves.

111.3c If a player has priority when they play a card, or activate an ability, that player receives priority afterward.

111.3d If a player has priority and chooses not to take any actions, that player passes. Then the next player in turn order receives priority.

111.4. If all players pass in succession (that is, if all players pass without taking any actions in between passing), the card or ability on top of the chain of events resolves or, if the chain of events is empty, the phase or step ends.

111.5. Each time a player would get priority, the game first performs all applicable state-based actions as a single event (see rule 704, “State-Based Actions”), then repeats this process until no state-based actions are performed. Then triggered abilities are put on the chain of events (see rule 603, “Handling Triggered

Abilities”). These steps repeat in order until no further state-based actions are performed and no abilities trigger. Then the player who would have received priority does so.

111.6. In a multiplayer game using the shared team turns option, teams rather than individual players have priority. See rule 802, “Shared Team Turns Option.”

111.7. If a player with priority plays a card or activates an activated ability while another card or ability is already on the chain of events, the new card or ability has been played or activated “in response to” the earlier card or ability. The new card or ability will resolve first. See rule 605, “Resolving Cards and Abilities.”

112. Costs

112.1. A cost is an action or payment necessary to take another action or to stop another action from taking place. To pay a cost, a player carries out the instructions specified by the card, ability, or effect that contains that cost.

112.2. If a cost includes a resource payment, the player paying the cost has a chance to produce resource. Paying the cost to play a card or activate an activated ability follows the steps in rules 601.1f–g.

112.3. A player can’t pay a cost without having the necessary resources to pay it fully. For example, a player with only 1 resource can’t pay a cost of 2 resource, and a permanent that’s already rested can’t be rested to pay a cost. See rule 602, “Activating Activated Abilities.”

112.3a Paying resource is done by removing the indicated resource from a player’s reserve.
(Players can always pay 0 resource.)

112.4. Some costs include an X. See rule 105.3.

112.5. Some costs are represented by 0, or are reduced to 0. The action necessary for a player to pay such a cost is the player’s acknowledgment that they are paying it. Even though such a cost requires no resources, it’s not automatically paid.

112.5a A card whose resource cost is 0 must still be played the same way as one with a cost greater than zero; it won’t play itself automatically. The same is true for an activated ability whose cost is 0.

112.6. What a player actually needs to do to pay a cost may be changed or reduced by effects. If the resource component of a cost is reduced to nothing by cost reduction effects, it’s considered to be 0. Paying a cost changed or reduced by an effect counts as paying the original cost.

112.7. Some cards and abilities have additional costs. An additional cost is a cost listed in a card’s rules text, or applied to a card or ability from another effect, that its controller must pay at the same time they pay the card’s resource cost or the ability’s activation cost. Note that some additional costs are listed in keywords; see rule 701.

112.7a Any number of additional costs may be applied to a card as it’s being played or to an ability as it’s being activated. The controller of the card or ability announces their intentions to pay any or all of those costs as described in rule 601.1b.

112.7b Some additional costs are optional.

112.7c If an effect instructs a player to play a card “if able,” and that card has a mandatory additional cost that includes actions involving cards with a stated quality in a hidden zone, the player isn’t required to play that card, even if those cards are present in that zone.

112.7d Additional costs don’t change a card’s resource cost, only what its controller has to pay to play it. Cards and abilities that ask for that card’s resource cost still see the original value.

112.8. Some cards have alternative costs. An alternative cost is a cost listed in a card’s text, or applied to it from another effect, that its controller may pay rather than paying the card’s resource cost. Alternative costs are usually phrased, “You may [action] rather than pay [this card’s resource] cost,” or “You may play [this card] without paying its [resource] cost.”

112.8a Only one alternative cost can be applied to any card as it’s being played. The controller of the card announces their intentions to pay that cost.

112.8b Alternative costs are generally optional. An effect that allows you to play a card may require a certain alternative cost to be paid.

112.8c An alternative cost doesn’t change a card’s resource cost, only what its controller has to pay to play it. Cards and abilities that ask for that card’s resource cost still see the original value.

112.8d If an alternative cost is being paid to play a card, any additional costs, cost increases, and cost reductions that affect that card are applied to that alternative cost. (See rule 601.1f.)

112.9. Each payment of a cost applies to only one card, ability, or effect. For example, a player can’t sacrifice just one unit to activate the activated abilities of two permanents that each require sacrificing a unit as a cost. Also, the resolution of a card or ability doesn’t pay another card or ability’s cost, even if part of its effect is doing the same thing the other cost asks for.

112.10. The actions performed when paying a cost may be modified by effects. Even if they are, meaning the actions that are performed don’t match the actions that are called for, the cost has still been paid.

112.11. Some cards, activated abilities, and triggered abilities read, “[Do something]. If [a player] [does, doesn’t, or can’t], [effect].” Or “[A player] may [do something]. If [that player] [does, doesn’t, or can’t], [effect].” The action [do something] is a cost, paid when the card or ability resolves. The “If [a player] [does, doesn’t, or can’t]” clause checks whether the player chose to pay an optional cost or started to pay a mandatory cost, regardless of what events actually occurred.

112.11a Some cards, activated abilities, and triggered abilities read, “[Do something] unless [a player does something else].” This means the same thing as “[A player may do something else]. If [that player doesn’t], [do something].”

112.12. Some effects offer a player a choice to search a zone and take additional actions with the cards found in that zone, followed by an “If [a player] does” clause. This clause checks whether the player chose to search, not whether the player took any of the additional actions.

113. Damage

113.1. Cards and/or permanents can deal damage to units and bases. This is generally detrimental to the permanent that receives that damage. An object that deals damage is the source of that damage.

113.1a Damage can't be dealt to a permanent that's not a unit or base.

113.2. Any object can deal damage.

113.2a Damage may be dealt as a result of battle. Each attacking and blocking unit deals battle damage equal to its power during the battle damage step.

113.2b Damage may be dealt as an effect of a card or ability. The card or ability will specify which object deals that damage.

113.3. Damage is processed in a three-part sequence.

113.3a First, damage is dealt, as modified by replacement and prevention effects that interact with damage. (See rule 610, "Replacement Effects," and rule 611, "Prevention Effects.") Abilities that trigger when damage is dealt trigger now and wait to be put on the chain of events.

113.3b Second, damage that's been dealt is processed into its results, as modified by replacement effects that interact with those results (such as counters).

113.3c Finally, the damage event occurs.

113.4. Damage dealt to a unit or base doesn't destroy it. Likewise, the source of that damage doesn't destroy it. Rather, state-based actions may destroy a unit or base or otherwise put a permanent into its owner's graveyard, due to the results of the damage dealt to that permanent. See rule 704.

113.5. Damage marked on a unit remains until the cleanup step, even if that permanent stops being a unit. If the total damage marked on a unit is greater than or equal to its power, that unit has been dealt lethal damage and is destroyed as a state-based action (see rule 704). All damage marked on a permanent is removed during the cleanup step (see rule 514.2).

113.6. The source of damage is the object that dealt it. If an effect requires a player to choose a source of damage, they may choose a permanent; a card on the chain of events (including a permanent card); any object referred to by an object on the chain of events, by a prevention or replacement effect that's waiting to apply, or by a delayed triggered ability that's waiting to trigger (even if that object is no longer in the zone it used to be in). A source doesn't need to be capable of dealing damage to be a legal choice.

113.7. If a source would deal 0 damage, it does not deal damage at all. That means abilities that trigger on damage being dealt won't trigger. It also means that replacement effects that would increase the damage dealt by that source, or would have that source deal that damage to a different permanent, have no event to replace, so they have no effect.

113.8. If an ability triggers on damage being dealt by a specific source or sources, and the effect refers to the “damage dealt,” it refers only to the damage dealt by the specified sources and not to any damage dealt at the same time by other sources.

114. Counters

114.1. A counter is a marker placed on a permanent that modifies its characteristics and/or interacts with a rule, ability, or effect. Counters are not objects and have no characteristics. Counters with the same name or description are interchangeable.

114.1a An ice counter on a unit creates a replacement effect that stops the permanent from attacking, blocking and moving between bases. That effect is “Units with ice counters can’t attack, block or move between bases. At the beginning of your turn, remove an ice counter from each permanent with an ice counter on it”

114.1b If a unit has poison counters equal to or greater than its power, that unit is destroyed as a state-based action. See rule 704. A unit is “poisoned” if they have one or more poison counters. A unit with a poison counter has the effect, “At the beginning of your turn, put a poison counter each permanent with a poison counter on it”

114.1c A will counter on a unit creates a reduces that unit’s will by 1. That effect is “Units with will counters gain -1 will.”

114.2. Whether counters are retained on a permanent or not when moving from one zone to another is determined by the following rules:

114.2a Counters on a permanent are retained if that permanent moves from one base to another.

114.2b Counters on a permanent are not retained if that permanent moves from any zone to another zone that isn’t a base. The counters are not “removed”; they simply cease to exist. See rule 400.7.

114.3. If a permanent with an ability that says it can’t have more than N counters of a certain kind on it has more than N counters of that kind on it, all but N of those counters are removed from it as a state-based action. See rule 704.

114.4. If an effect says to “move” a counter, it means to remove that counter from the permanent it’s currently on and put it onto a second permanent. If either of these actions isn’t possible, it’s not possible to move a counter, and no counter is removed from or put onto anything. This may occur if the first and second permanent are the same permanent; if the first permanent doesn’t have the appropriate kind of counter on it; if the second permanent can’t have counters put onto it; or if either permanent is no longer in the correct zone.

114.5. Some cards and abilities refer to counters being put on a permanent. This refers to putting counters on that permanent while it’s on the battlefield and also to a permanent that’s given counters as it enters the battlefield.

114.5a If a permanent card enters the battlefield with counters on it, the effect causing the permanent to be given counters may specify which player puts those counters on it. If the effect doesn't specify a player, the permanent's controller puts those counters on it.

114.6. An ability that triggers "When/Whenever the Nth [kind] counter" is put on a permanent triggers when one or more counters of the appropriate kind are put on the permanent such that the permanent had fewer than N counters on it before the counters were put on it and N or more counters on it after.

114.7. If a triggered ability instructs a player to put one permanent's counters on another permanent and that ability's trigger condition or effect checks that the permanent with those counters left the battlefield, the player doesn't move counters from one permanent to the other. Rather, the player puts the same number of each kind of counter the first permanent had onto the second permanent.

115. Special Actions

115.1. Special actions are actions a player may take when they have priority that don't use the chain of events. These are not to be confused with turn-based actions and state-based actions, which the game generates automatically. (See rule 703, "Turn-Based Actions," and rule 704, "State-Based Actions.")

115.2. There are two special actions:

115.2a Turning a face-down base face up is a special action. A player can take this action during their main phase when they have priority.

115.2b A player who has a card with redeem in their hand may discard that card. This is a special action. A player can take this action any time they have priority. See rule 702.3, "Redeem."

115.3. If a player takes a special action, that player receives priority afterward.

2. Parts of a Card

200. General

200.1. The parts of a card are name, resource cost, illustration, type line, expansion symbol, text box, will and power, defense, capacity, resource production, illustration credit, legal text, and collector number. Some cards may have more than one of any or all of these parts.

200.2. Some parts of a card are also characteristics of the object that has them. See rule 107.3.

200.3. Some objects that aren't cards (copies of cards, and copies of cards being played) have some of the parts of a card, but only the ones that are also characteristics.

201. Name

201.1. The name of a card is printed on its upper left corner.

201.2. A card's name is always considered to be the English version of its name, regardless of printed language.

201.3. Text that refers to the object it's on by name means just that particular object and not any other objects with that name, regardless of any name changes caused by game effects.

201.3a Text printed on some cards refers to that card by a shortened version of its name. Instances of a card's shortened name used in this manner are treated as though they used the card's full name.

202. Resource Cost

202.1. A card's resource cost is printed on its upper right corner.

202.1a The resource cost of an object represents what a player must spend from their reserve to play that card.

202.1b Some objects have no resource cost. This normally includes all trap cards. The cost to play all trap cards is 2.

202.2. The resource cost of an object is the number equal to its resource cost.

202.2a The resource cost of an object with no resource cost is 0.

202.2b The resource cost of a face-down permanent is 0.

202.2c When calculating the resource cost of an object with an X in its resource cost, X is treated as 0 while the object is not on the chain of events, and X is treated as the number chosen for it while the object is on the chain of events.

202.3. Any additional cost listed in an object's rules text or imposed by an effect isn't part of the resource cost. (See rule 601, "Playing Cards.") Such costs are paid at the same time as the card's other costs.

203. Type Line

203.1. The type line is printed directly below the card name. It contains the card's card type(s). It also contains the card's subtype(s) and supertype(s), if applicable.

203.1a Some effects set an object's card type. In most such cases, the new card type(s) replaces any existing card types. However, an object with the action card type retains that type. Counters, effects, and damage marked on the object remain with it, even if they are meaningless to the new card type. Similarly, when an effect sets one or more of an object's subtypes, the new subtype(s) replaces any existing subtypes from the appropriate set (unit types or upgrade types) If an object's card type is removed, the subtypes correlated with that card type will remain if they are also the subtypes of a card type the object currently has; otherwise, they are also removed for the entire time the object's card type is removed. Removing an object's subtype doesn't affect its card types at all.

203.1b Some effects change an object's card type, supertype, or subtype but specify that the object retains a prior card type, supertype, or subtype. In such cases, all the object's prior card types,

supertypes, and subtypes are retained. This rule applies to effects that use the phrase “in addition to its types” or that state that something is “still a [type, supertype, or subtype].” Some effects state that an object becomes a “unit”; these effects also allow the object to retain all of its prior card types and subtypes. Some effects state that an object becomes a “[unit type or types] unit”; these effects also allow the object to retain all of its prior card types and subtypes other than unit types, but replace any existing unit types.

Example: *An ability reads, “Traps you control are also units with will and power 1.” The affected traps now have two card types: unit and trap.*

203.2. Card Type

203.2a The card types are base, upgrade, trap, action, and unit. See section 3, “Card Types.”

203.2b Copies of cards have card types even though they aren’t cards.

203.3. Subtypes

203.3a A card can have one or more subtypes printed on its type line.

203.3b Subtypes of each card type are always single words and are listed after a long dash. Each word after the dash is a separate subtype; such objects may have multiple types. All words after the dash are, collectively, a single subtype. Example: “Action — Redeem” means the card is an Action with the subtype Redeem. “Unit — Anoteron Engineer” means the card is a unit with the subtypes Anoteron and Engineer.

203.3c An object can’t gain a subtype that doesn’t correspond to one of that object’s types.

203.3d If an effect instructs a player to choose a subtype, that player must choose one, and only one, existing subtype, and the subtype must be for the appropriate card type.

Example: *When choosing a unit type, “Human” or “Septuorian” is acceptable, but “Human Septuorian” is not. Words like “upgrade,” “opponent,” or “applesauce” can’t be chosen because they aren’t unit types.*

203.3e Many cards were printed with subtypes that are now obsolete. Many cards have retroactively received subtypes. Use the most recent printing of a card’s subtypes. (See rule 106.1.)

203.3f Units have their own unique set of subtypes; these subtypes are called *unit types*. The unit types are Angel, Anoteron, Beast, Biterrian, Bird, Cat, Creature, Crysolite, Deity, Demon, Dog, Dragon, Dweller, Fish, Giant, God, Human, Insect, Merfolk, Nymph, Object, Phoenix, Plant, Reptilian, Septuorian, Serpent, Shadow, Shapeshifter, Spider, Squid, Statue, Titan, Vehicle, Whale, and Wolf.

203.3g Action have their own unique set of subtypes; these subtypes are called *action types*. The action types are Redeem and Recur. Action subtypes represent keyword abilities that perform certain actions. (See rule 702.)

203.4. Supertypes

203.4a An object can have one or more supertypes. A card's supertypes are printed directly before its card types. The supertypes are legendary.

203.4b An object's supertype is independent of its card type and subtype, even though some supertypes are closely identified with specific card types. Changing an object's card types or subtypes won't change its supertypes. Changing an object's supertypes won't change its card types or subtypes. When an object gains or loses a supertype, it retains any other supertypes it had.

Example: An ability reads, "Traps you control are also units with will and power 1." If any of the affected traps were legendary, they are still legendary.

203.4c Any permanent with the supertype "legendary" is subject to the state-based action for legendary permanents, also called the "legend rule" (see rule 704.5e).

203.4d Any card with the supertype "legendary" is subject to a deckbuilding restriction. A deck can't contain more than one of any specific legendary card.

204. Illustration

204.1. The illustration is printed on the front of a card and has no effect on game play.

205. Set Symbol

205.1. The expansion symbol indicates which *Legions of Will* set a card is from. It's a small icon normally printed above the right edge of the text box. It has no effect on game play.

205.2. Players may include cards from any printing in their constructed decks if those cards appear in sets allowed in that format.

206. Text Box

206.1. The text box is printed on the lower half of the card. It usually contains rules text defining the card's abilities.

206.2. The text box may also contain italicized text that has no game function.

206.2a Reminder text is italicized text within parentheses that summarizes a rule that applies to that card. It usually appears on the same line as the ability it's relevant to, but it may appear on its own line if it applies to an aspect of the card other than an ability.

206.2b Flavor text is italicized text that, like the illustration, adds artistic appeal to the game. It usually appears below the rules text.

207. Will/Power

207.1. A unit card has two numbers separated by their own circles printed in its lower right corner. The first number is its will (the requirement to attack which is determined by rolling a 12-sided die); the second is its power (the amount of damage it deals during battle and the amount of damage needed to destroy it). For example, (7)(2) means the object has will 7 and power 2. Will and power can be modified or set to particular values by effects.

207.2. A nonunit permanent has no will or power. A nonunit object not on the battlefield has will or power only if it has a will and power printed on it.

207.3. Some effects refer to a unit's "base will," "base power," or "base will and power."

207.3a Effects that set a unit's will and/or power to specific values may refer to base will and/or power. Other continuous effects may further modify the unit's will and power. See rule 609, "Interaction of Continuous Effects."

207.3b Some effects check a unit's base will and/or power. These effects see that unit's characteristics after applying any characteristic-defining abilities and abilities that set will and/or power, ignoring any effects and counters that modify will and/or power without setting them. See rule 609, "Interaction of Continuous Effects."

207.4. If a unit somehow has no value for its will, its will is 0. The same is true for power.

208. Defense

208.1. Each base card has a defense number printed in its lower left corner. This indicates its defense while on the battlefield.

209. Capacity

209.1. Each base card has a capacity number printed in its lower center of the card. This indicates its capacity while on the battlefield.

210. Resource Production

210.1. Each base card has a resource production number printed in its lower right corner. This indicates its resource production while on the battlefield.

211. Rarity Symbol

211.1. Each card has a rarity symbol printed on the bottom center of the card. The color and shape of the symbol indicates the rarity of the card within its set. A purple starburst symbol indicates the card is legendary rare. A gold star symbol indicates the card is rare. A silver diamond symbol indicates the card is uncommon. A bronze circle symbol indicates the card is common.

212. Information Below the Text Box

212.1. Each card features text printed on the bottom of the card that has no effect on game play.

212.1a Most card sets feature collector numbers. This information is printed in the form [card number]/[total cards in the set] or simply [card number]. Some cards have card numbers that exceed the listed total number of cards.

212.1b A card's rarity is indicated with a single letter following the collector number.

212.1c Some promotional cards include information that indicate it is a promotional card.

212.1d The three-character code represents the set in which a card is printed.

212.1e The illustration credit for a card follows the abbreviation “Illus.”

212.1f Legal text (the fine print at the bottom or bottom-right of the card) lists the trademark and copyright information.

3. Card Types

300. General

300.1. The card types are base, upgrade, trap, action, and unit.

301. Bases

301.1. Base cards remain on the battlefield throughout the game, both while they're face down and while they're face up. Base cards aren't part of a player's deck. They can't be played. Normally, they can only be activated during your main phase (see rule 505). Base cards can't leave the battlefield.

301.1a Base cards are permanents.

301.1b Players can't activate a base they don't own.

301.2. Defense is a characteristic of a base card.

301.2a A base's defense is the amount of damage needed to destroy it.

301.3. Capacity is a characteristic of a base card.

301.3a A base's capacity determines how many permanents can be attached to it.

301.3b If a base has more permanents than its capacity allows, its controller chooses any number of permanents within that base, equal to the difference, and puts them into its owner's graveyard. (This is a state-based action. See rule 704.)

301.4. Resource production is a characteristic of a base card.

301.4a A base's resource production is how much resource it produces during its controller's turn.

301.5. A base card may have any number of static, triggered, and/or activated abilities. As long as a base card is face up, its static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

301.5a Face-down base cards have an activation cost. The activation cost is represented by the number on the back of the base card. A base card's owner may pay the activation cost during their turn to turn the base faceup. This is a special action. (See rule 115, "Special Actions")

301.5b You can't pay the activation cost of a base card owned by other players.

301.6. Bases can be attacked. (See rule 508, "Declare Attackers Step.")

301.7. Damage dealt to a base by a source is marked on that base. If the total damage marked on that base is greater than or equal to its defense, that base has been dealt lethal damage and is destroyed as a state-based action (see rule 704). All damage marked on a base is removed during the cleanup step (see rule 514.2).

301.8. If a base's defense is 0 and it isn't the source of an ability which has triggered but not yet left the chain of events, it's turned face down. (This is a state-based action. See rule 704.)

301.8a Any objects that are in a base when it is turned face-down are sent to its owner's graveyard as a state-based action.

301.9. A base's controller may block units attacking that base with units they control that are in that base. Units controlled by other players can't block those attackers. Units in other bases can't block those attackers.

301.10. The owner of a base card is the player who started the game with it on the battlefield. The controller of a face-up base card is its owner.

301.10a Base cards can't leave their owner's control.

301.11. A face-up base card that's turned face down becomes a new object.

301.12. At any time, you may look at a face-down base card you control. You can't look at facedown base cards owned by other players.

302. Upgrades

302.1. A player who has priority may play an upgrade card from their hand during a main phase of their turn when the chain of events is empty. Playing an upgrade uses the chain of events. (See rule 601, "Playing Cards.")

302.2. When playing an upgrade card resolves, its controller puts it onto the battlefield in a base with available capacity under their control. An upgrade enters the battlefield attached to a base.

302.2a Playing an upgrade card requires a target with available capacity.

302.2b If an upgrade is attached to an illegal object or the base it was attached to no longer exists, the upgrade is put into its owner's graveyard. (This is a state-based action. See rule 704.)

302.2c If an upgrade is entering the battlefield under a player's control by any means other than by resolving as a card being played, and the effect putting it onto the battlefield doesn't specify the

base the upgrade will attach to, that player chooses what it will attach to as the upgrade enters the battlefield. The player must choose a legal object.

302.2d If an upgrade is entering the battlefield and there is no legal object for it to attach to, the upgrade remains in its current zone, unless that zone is the chain of events. In that case, the upgrade is put into its owner's graveyard instead of entering the battlefield.

302.2e If an effect attempts to put an upgrade onto the battlefield attached to an object it can't legally attach to, the upgrade remains in its current zone, unless that zone is the chain of events. In that case, the upgrade is put into its owner's graveyard instead of entering the battlefield.

302.2f If an effect attempts to attach an upgrade on the battlefield to an object it can't legally attach to, the upgrade doesn't move.

302.3. Defense modifier is a characteristic of an upgrade card.

302.3a An upgrade's defense modifier is the amount of defense it adds to the base it is attached to.

302.4. Capacity modifier is a characteristic of an upgrade card.

302.4a An upgrade's capacity modifier is the amount of capacity it adds to the base it is attached to.

302.5. Resource production modifier is a characteristic of an upgrade card.

302.5a An upgrade's resource production modifier is the amount of resource production it adds to the base it is attached to.

303. Traps

303.1. A player who has priority may play a trap card face-down from their hand during a main phase of their turn when the chain of events is empty. Playing a trap card uses the chain of events. (See rule 601, "Playing Cards.")

303.2. When playing a trap card resolves, its controller puts it onto the battlefield in a base with available capacity under their control. A trap enters the battlefield attached to a base.

303.2a Playing a trap card requires a target.

303.2b If a trap is attached to an illegal object or the base it was attached to no longer exists, the trap is put into its owner's graveyard. (This is a state-based action. See rule 704.)

303.2c If a trap is entering the battlefield under a player's control by any means other than by resolving as a card being played, and the effect of putting it onto the battlefield doesn't specify the base the trap will attach to, that player chooses what it will attach to as the trap enters the battlefield. The player must choose a legal object.

303.2d If a trap is entering the battlefield and there is no legal object for it to attach to, the trap remains in its current zone, unless that zone is the chain of events. In that case, the trap is put into its owner's graveyard instead of entering the battlefield.

303.2e If an effect attempts to put a trap onto the battlefield attached to an object it can't legally attach to, the trap remains in its current zone, unless that zone is the chain of events. In that case, the trap is put into its owner's graveyard instead of entering the battlefield.

303.2f If an effect attempts to attach a trap on the battlefield to an object it can't legally attach to, the trap doesn't move.

303.3. At any time, you may look at a face-down trap card you control. You can't look at face-down trap cards owned by other players.

303.4. The cost to activate a trap's ability is stated within its text. When a trap's ability is activated, it is turned face-up and its ability is then put onto the chain of events.

303.5 Players may only activate a trap's ability when the base it is attached to is being attacked, targeted, or destroyed and its controller has priority. Once a trap has been activated and its effect leaves the chain of events, that card is put into its owner's graveyard.

303.6 Players can't activate a trap they don't control.

304. Actions

304.1. A player who has priority may play an action card from their hand. Playing an action card uses the chain of events. (See rule 601, "Playing Cards.")

304.2. When playing an action card resolves, the actions stated in its rules text are followed. Then it's put into its owner's graveyard.

304.3. Action subtypes are always a single word and are listed after a long dash: "Action — Redeem."

304.4. Actions can't enter the battlefield. If an action would enter the battlefield, it remains in its previous zone instead.

304.5. If text states that a player may do something "any time they could play an action (card)" it means only that the player must have priority. The player doesn't need to have an action card they could play. Effects that would preclude that player from playing an action card don't affect the player's capability to perform that action (unless the action is actually playing an action card).

305. Units

305.1. A player who has priority may play a unit card from their hand during a main phase of their turn when the chain of events is empty. Playing a unit card uses the chain of events. (See rule 601, "Playing Cards.")

305.2. When playing a unit card resolves, its controller puts it onto the battlefield in a base with available capacity under their control.

305.3. When playing a unit card resolves, its controller puts it onto the battlefield in a base under their control. A unit enters the battlefield attached to a base.

305.3a Playing a unit card requires a target.

305.3b If a unit is attached to an illegal object or the base it was attached to no longer exists, the unit is put into its owner's graveyard. (This is a state-based action. See rule 704.)

305.3c If a unit is entering the battlefield under a player's control by any means other than by resolving as a card being played, and the effect of putting it onto the battlefield doesn't specify the base the unit will attach to, that player chooses what it will attach to as the unit enters the battlefield. The player must choose a legal object.

305.3d If a unit is entering the battlefield and there is no legal object for it to attach to, the unit remains in its current zone, unless that zone is the chain of events. In that case, the unit is put into its owner's graveyard instead of entering the battlefield.

305.3e If an effect attempts to put a unit onto the battlefield attached to an object it can't legally attach to, the unit remains in its current zone, unless that zone is the chain of events. In that case, the unit is put into its owner's graveyard instead of entering the battlefield.

305.3f If an effect attempts to attach a unit on the battlefield to an object it can't legally attach to, the unit doesn't move.

305.4. Unit subtypes are always a single word and are listed after a long dash: "Unit — Human Septuorian," "Unit — Biterrian," and so on. Unit subtypes are also called unit types. Units may have multiple subtypes. See rule 203.3f for the complete list of unit types. Example: "Unit — Human Septuorian" means the card is a unit with the subtypes Human and Septuorian.

305.5. Will and power are characteristics only units have.

305.5a A unit's will is its requirement to attack which is determined by rolling a 12-sided die during battle.

305.5b A unit's power is the amount of damage it deals during battle and the amount of damage needed to destroy it.

305.5c To determine a unit's will and power, start with the numbers printed in its lower right corner, then apply any applicable continuous effects. (See rule 609, "Interaction of Continuous Effects.")

305.6. Units can attack and block. (See rule 508, "Declare Attackers Step," and rule 509, "Declare Blockers Step.")

305.7. Damage dealt to a unit by a source is marked on that unit. If the total damage marked on that unit is greater than or equal to its power, that unit has been dealt lethal damage and is destroyed as a state-based action (see rule 704). All damage marked on a unit is removed during the cleanup step (see rule 514.2).

4. Zones

400. General

400.1. A zone is a place where objects can be during a game. There are normally seven zones: deck, hand, battlefield, base, graveyard, chain of events, and expel. Each player has their own deck, hand, base and graveyard. The other zones are shared by all players.

400.2. Public zones are zones in which all players can see the cards' faces, except for those cards that some rule or effect specifically allows to be face down. Graveyard, battlefield, base, chain of events, and expel. Hidden zones are zones in which not all players can be expected to see the cards' faces. Deck, and hand are hidden zones, even if all the cards in one such zone happen to be revealed.

400.3. If an object would go to any deck, graveyard, or hand other than its owner's, it goes to its owner's corresponding zone.

400.4. Cards with certain card types can't enter certain zones.

400.4a If an action card would enter the battlefield, it remains in its previous zone.

400.5. The order of objects in a deck, in a graveyard, or on the chain of events can't be changed except when effects or rules allow it. The same is true for objects arranged in face-down piles in other zones. Other objects in other zones can be arranged however their owners wish, although who controls those objects, whether they're rested or flipped, and what other objects are attached to them must remain clear to all players.

400.6. If an object would move from one zone to another, determine what event is moving the object. If the object is moving to a public zone and its owner will be able to look at it in that zone, its owner looks at it to see if it has any abilities that would affect the move. If the object is moving to the battlefield, each other player who will be able to look at it in that zone does so. Then any appropriate replacement effects, whether they come from that object or from elsewhere, are applied to that event. If any effects or rules try to do two or more contradictory or mutually exclusive things to a particular object, that object's controller—or its owner if it has no controller—chooses which effect to apply, and what that effect does. (Note that multiple instances of the same thing may be mutually exclusive; for example, two simultaneous "destroy" effects.) Then the event moves the object.

400.7. An object that moves from one zone to another becomes a new object with no memory of, or relation to, its previous existence. This rule has the following exceptions

400.7a Effects from objects, activated abilities, and triggered abilities that change the characteristics or controller of a permanent card on the chain of events continue to apply to the permanent that card becomes.

400.7b Effects from static abilities that grant an ability to a permanent card on the chain of events that functions on the battlefield continue to apply to the permanent that card becomes (see rule 608.3d).

400.7c Prevention effects that apply to damage from a permanent card on the chain of events continue to apply to damage from the permanent that card becomes.

400.7d An ability of a permanent can reference information about the card being played that became that permanent as it resolved, including what costs were paid to play that card.

400.7e Abilities that trigger when an object moves from one zone to another (for example, “When (Samsara) is sent to the graveyard, return it to the base it was stationed in.”) can find the new object that it became in the zone it moved to when the ability triggered.

400.7f If an effect grants a card an ability that allows it to be played, that ability will continue to apply to the new object that card became after it moved to the chain of events as a result of being played this way.

400.7g If an effect allows a card to be played, other parts of that effect can find the new object that card becomes after it moves to the chain of events as a result of being played this way.

400.7h If an effect causes an object to move to a public zone, other parts of that effect can find that object. If the cost of a card being played or ability causes an object to move to a public zone, that card being played or ability’s effects can find that object.

400.8. If an object expelled is expelled, it doesn’t change zones, but it becomes a new object that has just been expelled.

400.9. An object is outside the game if it isn’t in any of the game’s zones. Outside the game is not a zone.

400.9a Cards in a player’s sideboard are outside the game. See rule 100.3.

400.9b Some effects bring cards into a game from outside the game. Those cards remain in the game until the game ends, their owner leaves the game, or a rule or effect expels them, whichever comes first.

400.9b Cards outside the game can’t be affected by cards or abilities, except for characteristic-defining abilities printed on them (see rule 604.3) and cards and abilities that allow those cards to be brought into the game.

400.10. Some effects instruct a player to do something to a zone (such as “Shuffle your hand into your deck”). That action is performed on all cards in that zone. The zone itself is not affected.

401. Deck

401.1. When a game begins, each player’s deck becomes their deck.

401.2. Each deck must be kept in a single face-down pile. Players can’t look at or change the order of cards in a deck.

401.3. Any player may count the number of cards remaining in any player’s deck at any time.

401.4. If an effect puts two or more cards in a specific position in a deck at the same time, the owner of those cards may arrange them in any order. That deck's owner doesn't reveal the order in which the cards go into the deck.

401.5. Some effects tell a player to play with the top card of their deck revealed, or say that a player may look at the top card of their deck. If the top card of the player's deck changes while a card is being played, the new top card won't be revealed and can't be looked at until the card being played resolves (see rule 601.1h). The same is true with relation to an ability being activated.

401.6. If an effect causes a player to play with the top card of their deck revealed, and that particular card stops being revealed for any length of time before being revealed again, it becomes a new object.

401.7. If an effect causes a player to put a card into a deck "Nth from the top," and that deck has fewer than N cards in it, the player puts that card on the bottom of that deck.

402. Hand

402.1. The hand is where a player holds cards that have been drawn. Cards can be put into a player's hand by other effects as well. At the beginning of the game, each player draws a number of cards equal to that player's starting hand size, normally two. (See rule 102, "Starting the Game.")

402.2. Each player has a *maximum* hand size, which is normally two cards. A player may have any number of cards in their hand, but as part of their cleanup step, the player must discard excess cards down to the maximum hand size.

402.2a If a player has less cards in hand than their maximum hand size, that player draws cards equal to the difference. This is a state-based action. (See also rule 704, "State-Based Actions and rule 704.5h)

402.3. A player may arrange their hand in any convenient fashion and look at it at any time. A player can't look at the cards in another player's hand but may count those cards at any time.

403. Battlefield

403.1. Most of the area between the players represents the battlefield. The battlefield starts out with each player's three bases face down. Permanents a player controls are normally kept in front of them on the battlefield.

403.2. A card or ability affects and checks the battlefield unless it specifically mentions another zone.

403.3. Permanents exist only on the battlefield. Every object on the battlefield is a permanent. See rule 108, "Permanents."

403.4. Whenever a permanent enters the battlefield, it becomes a new object and has no relationship to any previous permanent represented by the same card, except for the cases listed in rule 400.7. (This is also true for any objects entering any zone.)

404. Base

404.1. Base cards begin face down on the battlefield at the start of a game. At the beginning of a game, each player starts with three base cards face down. A player may arrange their bases in any convenient fashion. Base cards only exist on the battlefield and can't leave the battlefield.

404.2. A base is where a player attaches their permanent cards that have been played.

404.2a A player can only attach or move a permanent to a base they control as long as that base has the available capacity.

404.2b Permanent cards being played must have a legal target to attach that permanent to a base you control. Permanent cards being moved from one base to another must have a legal target to attach that permanent to the other base.

404.2c If a permanent is attached to an illegal object, the base it was attached to is face down or, the base it was attached to no longer exists, that permanent is put into its owner's graveyard. (This is a state-based action. See rule 704.)

404.2d If multiple permanents are attached to an illegal object, that permanents controller chooses which permanents would be put into its owner's graveyard. (This is a state-based action. See rule 704.)

***Example:** Kuraka is a base with 3 capacity. Orpiment Pillar is an upgrade that modifies a base's capacity by adding 3 capacity to that base. A player plays Orpiment Pillar and attaches it to Kuraka. That base's capacity is now 6. Six permanents, including Orpiment Pillar, are attached to Kuraka. A player plays Unauthorized Access which has an ability that reads, "Destroy target upgrade." targeting Orpiment Pillar. Kuraka now has 3 capacity and five permanents attached to that base. A state-based action occurs and that base's controller must choose two permanents that would be put into its owner's graveyard.*

404.2e If a permanent is entering a base and there is no legal object for it to attach to, the permanent remains in its current zone.

404.2f Some permanents may be moved between bases by cards and/or abilities. If there is no available capacity in the base that permanent is being moved to, it becomes an illegal target and that permanent does not leave its current zone.

404.2g Multiple permanents may be moved simultaneously between bases by cards and/or abilities. If the available capacity in the base is less than the total number of permanents being moved into that base, it becomes an illegal target and none of those permanents leave their current zone. (See rule 710, "Handling Illegal Actions")

***Example:** Omnipresence is an action card that reads, "Choose up to three target units. [Move] those units into [target] base their owner controls. Those units may attack during that player's turn." If three units are targeted and the base being targeted has 2 capacity, then it becomes an illegal action as the effect resolves. Therefore, the effect doesn't resolve, the units don't move and the game reverts back to the state it was in when Omnipresence was added to the chain of events.*

404.3. Non-base permanents exist only on the battlefield attached to a base. Every object on the battlefield is a permanent. See rule 108, "Permanents."

402.4. A player may look at their bases at any time. A player can't look at a face down base another player owns.

404.5. Whenever a permanent enters the battlefield, it must enter a base. Whenever a permanent enters a base, except when it was played, it does not count as entering the battlefield.

405. Graveyard

405.1. A player's graveyard is their discard pile. Any object that does not resolve, is discarded, destroyed, or sacrificed is put on top of its owner's graveyard, as is any action card that's finished resolving. Each player's graveyard starts out empty.

405.2. Each graveyard is kept in a single face-up pile. A player can examine the cards in any graveyard at any time but normally can't change their order.

405.3. If an effect or rule puts two or more cards into the same graveyard at the same time, the owner of those cards may arrange them in any order.

406. Chain of Events

406.1. When a card is played, the physical card is put on the chain of events (see rule 601.1a). When an ability is activated or triggers, it goes on top of the chain of events without any card associated with it (see rules 602.2a and 603.3).

406.2. The chain of events keeps track of the order that cards and/or abilities were added to it. Each time an object is put on the chain of events, it's put on top of all objects already there.

406.3. If an effect puts two or more objects on the chain of events at the same time, those controlled by the active player are put on lowest, followed by each other player's objects in APNAP order (see rule 100.9). If a player controls more than one of these objects, that player chooses their relative order on the chain of events.

406.4. Each card being played has all the characteristics of the card associated with it. Each activated or triggered ability that's on the chain of events has the text of the ability that created it and no other characteristics. The controller of a card being played is the person who played it. The controller of an activated ability is the player who activated it. The controller of a triggered ability is the player who controlled the ability's source when it triggered, unless it's a delayed triggered ability. To determine the controller of a delayed triggered ability, see rules 603.6d–f.

406.5. When all players pass in succession, the top (last-added) card being played or ability on the chain of events resolves. If the chain of events is empty when all players pass, the current step or phase ends and the next begins.

406.6. Some things that happen during the game don't use the chain of events.

406.6a Effects don't go on the chain of events; they're the result of cards being played and abilities resolving. Effects may create delayed triggered abilities, however, and these may go on the chain of events when they trigger (see rule 603.6).

406.6b Static abilities continuously generate effects and don't go on the chain of events. (See rule 604, "Handling Static Abilities.") This includes characteristic-defining abilities such as "[This unit] is a Shadow" (see rule 604.3).

406.6c Resource abilities resolve immediately. If a resource ability both produces resource and has another effect, the resource is produced and the other effect happens immediately. If a player had priority before a resource ability was activated, that player gets priority after it resolves.

406.6d Turn-based actions don't use the chain of events; they happen automatically when certain steps or phases begin. They're dealt with before a player would receive priority (see rule 111.3a). Turn-based actions also happen automatically when each step and phase ends; no player receives priority afterward. See rule 703.

406.6e State-based actions don't use the chain of events; they happen automatically when certain conditions are met. See rule 704. They are dealt with before a player would receive priority. See rule 111.5.

406.6f A player may concede the game at any time. That player leaves the game immediately. See rule 103.3a.

406.6g If a player leaves a multiplayer game, objects may leave the game, cease to exist, change control, or be expelled as a result. These actions happen immediately. See rule 800.3a.

407. Expelled

407.1. The expelled zone is essentially a holding area for objects that exist within a game. Some cards and abilities expel an object without any way to return that object to another zone. Other cards and abilities expel an object only temporarily.

407.2. To expel an object is to put it into the expelled zone from whatever zone it's currently in. A card that is expelled is a card that's been put into the expelled zone.

407.3. Cards expelled are, by default, kept face up and may be examined by any player at any time. Cards "expelled face down" can't be examined by any player except when instructions allow it. However, if a player is instructed to look at a card and then expel it face down, or once a player is allowed to look at a card expelled face down, that player may continue to look at that card until it leaves the expelled zone or is part of a pile of cards that are shuffled, even if the instruction allowing the player to do so no longer applies.

407.3a A card expelled face down has no characteristics, but the card or ability that expelled it may allow it to be played. Unless that card is being played face down, the card is turned face up just before the player announces that they are playing the card (see rule 601.1).

407.3b Some cards and abilities allow a player to play cards with certain qualities from among face-down cards that have been expelled. A player may play such a card only if they are allowed to look at the face-down card that has been expelled and if the resulting card has the specified qualities.

407.4. Face-down cards that have been expelled should be kept in separate piles based on when they were expelled and how they were expelled. If a player is instructed to choose a card expelled, the player may choose a specific face-down card only if the player is allowed to look at that card. Otherwise, they may choose a pile of face-down cards expelled, and then a card is chosen at random from within that pile. If choosing such a card is part of playing a card or activating an ability, the chosen card isn't revealed until after that cost is fully paid. (See rule 601.1h.)

407.4. Cards expelled that might return to the battlefield or any other zone should be kept in separate piles to keep track of their respective ways of returning. Cards expelled that may have an impact on the game due to their own abilities or the abilities of the cards that expelled them should likewise be kept in separate piles.

407.5. An object may have one ability printed on it that causes one or more cards to be expelled, and another ability that refers either to the "cards expelled" or to cards "expelled with [this object]." These abilities are linked: the second refers only to cards that have been expelled due to the first.

407.6. If an object that has been expelled becomes expelled, it doesn't change zones, but it becomes a new object that has just been expelled.

406.7. Previously, the expelled zone was called the "removed-from-the-game zone." Cards that were printed with text that "removes [an object] from the game" expels that object.

5. Turn Structure

500. General

500.1. A turn consists of five phases, in this order: beginning, prebattle main, battle, postbattle main, and ending. Each of these phases takes place every turn, even if nothing happens during the phase. The beginning, battle, and ending phases are further broken down into steps, which proceed in order.

500.2. A phase or step in which players receive priority ends when the chain of events is empty and all players pass in succession. Simply having the chain of events become empty doesn't cause such a phase or step to end; all players have to pass in succession with the chain of events empty. Because of this, each player gets a chance to add new things to the chain of events before that phase or step ends.

500.3. A step in which no players receive priority ends when all specified actions that take place during that step are completed. The only such steps are the reset step (see rule 502) and certain cleanup steps (see rule 514).

500.4. When a phase or step ends, any effects scheduled to last "until end of" that phase or step expire. When a phase or step begins, any effects scheduled to last "until" that phase or step expire. Effects that last "until end of battle" expire at the end of the battle phase, not at the beginning of the end of battle step. Effects that last "until end of turn" are subject to special rules; see rule 514.2.

500.5. When a phase or step begins, any effects or abilities that trigger "at the beginning of" that phase or step trigger. They are put on the chain of events the next time a player would receive priority. (See rule 111, "Timing and Priority.")

500.6. Some effects can give a player extra turns. They do this by adding the turns directly after the specified turn. If a player is given multiple extra turns, the extra turns are added one at a time. If multiple players are given extra turns, the extra turns are added one at a time, in APNAP order (see rule 100.9). The most recently created turn will be taken first.

500.7. Some effects can add phases to a turn. They do this by adding the phases directly after the specified phase. If multiple extra phases are created after the same phase, the most recently created phase will occur first.

500.8. Some effects can add steps to a phase. They do this by adding the steps directly after a specified step or directly before a specified step. If multiple extra steps are created after the same step, the most recently created step will occur first.

500.9. Some effects can cause a step, **phase, or turn to be skipped. To skip a step, phase, or turn is to proceed past it as though it didn't exist. See rule 610.8.**

500.10. No game events can occur between turns, phases, or steps.

501. Begin Phase

501.10. The beginning phase (sometimes referred to as the “begin phase”) consists of three steps, in this order: reset, effect, and resource.

502. Reset Step

502.1. First, the active player determines which permanents they control will reset. Then they reset them all simultaneously. This turn-based action doesn't use the chain of events. Normally, all of a player's permanents reset, but effects can keep one or more of a player's permanents from resetting.

502.2. No player receives priority during the reset step, so no cards can be played or resolve and no abilities can be activated or resolve. Any ability that triggers during this step will be held until the next time a player would receive priority, which is usually during the effect step. (See rule 503, “Effect Step.”)

503. Effect Step

503.1. The effect step has no turn-based actions. Once it begins, the active player gets priority. (See rule 111, “Timing and Priority.”)

503.1a Any abilities that triggered during the reset step and any abilities that triggered at the beginning of the effect step are put onto the chain of events before the active player gets priority; the order in which they triggered doesn't matter. (See rule 603, “Handling Triggered Abilities.”)

503.2. If a card states that it may be played only “after [a player's] effect step,” and the turn has multiple effect steps, that card may be played any time after the first effect step ends.

504. Resource Step

504.1. First, the active player gains resource equal to the amount of resource that player's bases can produce. This turn-based action doesn't use the chain of events.

504.2. Second, the active player gets priority. (See rule 111, “Timing and Priority.”)

505. Main Phase

505.1. There are two main phases in a turn. In each turn, the first main phase (also known as the prebattle main phase) and the second main phase (also known as the postbattle main phase) are separated by the battle phase (see rule 506, “Battle Phase”). The prebattle and postbattle main phases are individually and collectively known as the main phase.

505.1a Only the first main phase of the turn is a prebattle main phase. All other main phases are postbattle main phases. This includes the second main phase of a turn in which the battle phase has been skipped. It is also true of a turn in which an effect has caused an additional battle phase and an additional main phase to be created.

505.2. The main phase has no steps, so a main phase ends when all players pass in succession while the chain of events is empty. (See rule 500.2.)

505.3. First, the active player gets priority. (See rule 111, “Timing and Priority.”)

505.3a The main phase is the only phase in which a player can normally activate a base, play unit, upgrade, and trap cards. The active player may play these cards and activate a base.

505.3b During either main phase, the active player may activate a base they own if the chain of events is empty and if the player has priority. This action doesn’t use the chain of events. Neither the base nor the action of activating the base is a card being played or ability, so it can’t be prevented, and players can’t respond to it with actions or activated abilities.

505.3c During either main phase, the active player may move a unit they control from one base they own to another, if that unit card was not played this turn, if that unit did not move that turn, if the chosen base has available capacity, if the chain of events is empty and if the player has priority. This action doesn’t use the chain of events. The action of moving the unit is not a card being played or ability, so it can’t be prevented, and players can’t respond to it with actions or activated abilities. (See also rule 404.2b)

506. Battle Phase

506.1. The battle phase has five steps, which proceed in order: beginning of battle, declare attackers, declare blockers, battle damage, and end of battle. The declare blockers and battle damage steps are skipped if no units are declared as attackers. (see rule 508.8).

506.2. During the battle phase, the active player is the attacking player; units that player controls may attack. During the battle phase of a two-player game, the nonactive player is the defending player; the bases they protect may be attacked.

506.2a During the battle phase of a multiplayer game, there may be one or more defending players, depending on the variant being played and the options chosen for it. See rule 801, “Attack Multiple Players Option”.

506.2b In multiplayer games using the shared team turns option, the active team is the attacking team and the nonactive team is the defending team. See rule 802, “Shared Team Turns Option.”

506.3. Only a unit can attack or block. Only a base can be attacked.

506.3a If an effect would put a nonunit permanent onto the battlefield attacking or blocking, the permanent does enter the battlefield but it’s never considered to be an attacking or blocking permanent.

506.3b If an effect would put a unit onto the battlefield attacking under the control of any player except an attacking player, that unit does enter the battlefield, but it’s never considered to be an attacking unit.

506.3c If an effect would put a unit onto the battlefield attacking a permanent that’s no longer on the battlefield, that unit does enter the battlefield, but it’s never considered to be an attacking unit.

506.3d If an effect would put a unit onto the battlefield blocking but the unit it would block isn’t attacking the entering unit’s base it protects, that unit does enter the battlefield, but it’s never considered to be a blocking unit.

506.4. A permanent is removed from battle if it leaves the battlefield, if its controller changes, if an effect specifically removes it from battle, or if it’s an attacking or blocking unit that stops being a unit. A unit that’s removed from battle stops being an attacking, blocking, blocked, and/or unblocked unit.

506.4a Once a unit has been declared as an attacking or blocking unit, cards or abilities that would have kept that unit from attacking or blocking don’t remove the unit from battle.

506.4b Resting or resetting a unit that’s already been declared as an attacker or blocker doesn’t remove it from battle and doesn’t prevent its battle damage.

506.4c If a unit is attacking a base, removing that base from battle doesn’t remove that unit from battle. It continues to be an attacking unit, although it is not attacking any base. It may be blocked. If it is unblocked, it will deal no battle damage.

506.5. A unit attacks alone if it’s the only unit declared as an attacker during the declare attackers step. A unit is attacking alone if it’s attacking but no other units are. A unit blocks alone if it’s the only unit declared as a blocker during the declare blockers step. A unit is blocking alone if it’s blocking but no other units are.

506.6. Some abilities check to see whether or not a unit “had to attack” during a particular battle phase. A unit had to attack if one or more effects were requiring that unit to attack at the time attackers were declared in that battle. A unit did not “have to attack” if there were no such effects that required it to attack, even if there were no other legal attacks that could have been declared. (See rule 508.)

506.7. Some cards state that they may be played “only [before/after] [a particular point in the battle phase],” in which that point may be “attackers are declared,” “blockers are declared,” “the battle damage step,” “the end of battle step,” “the battle phase,” or “battle.”

506.7a A card being played that states it may be played “only before (or after) attackers are declared” is referring to the turn-based action of declaring attackers. It may be played only before (or after) the declare attackers step begins, regardless of whether any attackers are actually declared. (See rule 508.)

506.7b A card being played that states it may be played “only before (or after) blockers are declared” is referring to the turn-based action of declaring blockers. It may be played only before (or after) the declare blockers step begins, regardless of whether any blockers are actually declared. (See rule 509.)

506.7c Some cards being played state that they may be played only “during battle” or “during a certain player’s battle phase” in addition to the criteria described in rule 506.7. If a turn has multiple battle phases, such cards may be played at an appropriate time during any of them.

506.7d Some cards being played state that they may be played “only before (or after) [a particular point in the battle phase],” but don’t meet the additional criteria described in rule 506.7c. If a turn has multiple battle phases, such cards may be played that turn only before (or after) the stated point of the first battle phase.

506.7e If a card being played states that it may be played “only before [a particular point in the battle phase],” but the stated point doesn’t exist within the relevant battle phase because the declare blockers step and the battle damage step are skipped (see rule 508.8), then the card being played may be played only before the declare attackers step ends. If the stated point doesn’t exist because the relevant battle phase has been skipped, then the card may be played only before the prebattle main phase ends.

506.7f If a card being played states that it may be played “only during battle after blockers are declared,” but the declare blockers step is skipped that battle phase (see rule 508.8), then the card may not be played during that battle phase.

506.7g Rules 506.7 and 506.7a–f apply to abilities that state that they may be activated only at certain times with respect to battle just as they apply to cards being played that state that they may be played only at certain times with respect to battle.

507. Beginning of Battle Step

507.1. First, the active player chooses one of their opponents. That player becomes the defending player. This turn-based action doesn’t use the chain of events. (See rule 506.2.)

507.2. Second, the active player gets priority. (See rule 111, “Timing and Priority.”)

508. Declare Attackers Step

508.1. First, the active player declares attackers. This turn-based action doesn’t use the chain of events. To declare attackers, the active player follows the steps below, in order. If at any point during the declaration of attackers, the active player is unable to comply with any of the steps listed below, the declaration is illegal; the game returns to the moment before the declaration (see rule 710, “Handling Illegal Actions”).

508.1a The active player chooses which unit that they control, if any, will attack. The chosen units must be reset, and each one must not have been moved from one base to another that turn.

508.1b The active player announces which base each of the chosen units is attacking.

508.1c The active player rolls for will (rolling a 12-sided die) for each unit they chose to attack. These actions happen simultaneously. If any unit does not meet this requirement to attack, the declaration of attack is illegal and that unit is removed from battle. (See rule 506.4)

508.1d The active player checks each unit they control to see whether it's affected by any other restrictions (effects that say a unit can't attack, or that it can't attack unless some condition is met). If any restrictions are being disobeyed, the declaration of attackers is illegal.

Example: A player controls two units, each with a restriction that states "[This unit] can't attack alone." It's legal to declare both as attackers.

508.1e The active player checks each unit they control to see whether it's affected by any requirements (effects that say a unit attacks if able, or that it attacks if some condition is met). If the number of requirements that are being obeyed is fewer than the maximum possible number of requirements that could be obeyed without disobeying any restrictions, the declaration of attackers is illegal. If a unit can't attack unless a player pays a cost, that player is not required to pay that cost, even if attacking with that unit would increase the number of requirements being obeyed. If a requirement that says a unit attacks if able during a certain turn refers to a turn with multiple battle phases, the unit attacks if able during each declare attackers step in that turn.

508.1f The active player rests the chosen units. Resting a unit when it's declared as an attacker isn't a cost; attacking simply causes units to become rested.

508.1g If there are any optional costs to attack with the chosen units (expressed as costs a player may pay "as" a unit attacks), the active player chooses which, if any, they will pay.

508.1h If any of the chosen units require paying costs to attack, or if any optional costs to attack were chosen, the active player determines the total cost to attack. Costs may include paying resource, resting permanents, sacrificing permanents, discarding cards, and so on. Once the total cost is determined, it becomes "locked in." If effects would change the total cost after this time, ignore this change.

508.1i Once the player has enough resource in their reserve, they pay all costs in any order. Partial payments are not allowed.

508.1j Each chosen unit still controlled by the active player becomes an attacking unit. It remains an attacking unit until it's removed from battle or the battle phase ends, whichever comes first. See rule 506.4.

508.1k Any abilities that trigger on attackers being declared trigger. Any delayed triggered abilities may resolve. (See rule 603. Handling Triggered Abilities)

Example: Biterrian Soldier has the ability "This unit gains -2 will until end of turn, as long as one or more other units are attacking." A player chooses Biterrian Soldier as an attacker then follows the steps for declaring it as an attacker. That player rolls for will for Biterrian Soldier which creates a delayed triggered ability that triggers at the end of the

declare attackers step. If the result of the die roll is 5, Biterrian Soldier is only declared as a legal attacker if any other unit met their requirement to attack by the end of the declare attackers step. Otherwise, it is illegal and that unit is removed from battle.

508.2. Second, the active player gets priority. (See rule 111, “Timing and Priority.”)

508.2. Abilities that trigger on a unit attacking trigger only at the point the unit is declared as an attacker. They will not trigger if a unit attacks and then that unit’s characteristics change to match the ability’s trigger condition.

Example: *A permanent has the ability “Whenever a Demon attacks, destroy that unit at end of battle.” If a Demon unit attacks and is later turned into an Angel, the ability will not trigger.*

508.2a Any abilities that triggered on attackers being declared or that triggered during the process described in rules 508.1 are put onto the chain of events before the active player gets priority; the order in which they triggered doesn’t matter. (See rule 603, “Handling Triggered Abilities.”)

508.3. Triggered abilities that trigger on attackers being declared may have different trigger conditions.

508.3a An ability that reads “Whenever [a unit] attacks, . . .” triggers if that unit is declared as an attacker. Such abilities won’t trigger if a unit is put onto the battlefield attacking.

508.3b An ability that reads “Whenever [a base] is attacked, . . .” triggers if one or more units are declared as attackers attacking that base. It won’t trigger if a unit is put onto the battlefield attacking that base.

508.3c An ability that reads “Whenever [a player] attacks with [a unit], . . .” triggers if a unit that player controls is declared as an attacker.

508.3d An ability that reads “Whenever [a player] attacks, . . .” triggers if one or more units that player controls are declared as attackers.

508.3e An ability that reads “Whenever [a unit] attacks and isn’t blocked, . . .” triggers during the declare blockers step, not the declare attackers step.

508.4. If a unit is put onto the battlefield attacking, its controller chooses which base it’s attacking as it enters the battlefield (unless the effect that puts it onto the battlefield specifies what it’s attacking or is a copy of a unit attacking a base). Similarly, if an effect states that a unit is attacking, its controller chooses which base it’s attacking (unless the effect has already specified). Such units are “attacking” but, for the purposes of trigger events and effects, they never “attacked.”

508.4a If the effect that puts a unit onto the battlefield attacking specifies it’s attacking a certain base, and that base is no longer in the game when the effect resolves, the unit is put onto the battlefield but is never considered an attacking unit.

508.4b A unit that’s put onto the battlefield attacking or that is stated to be attacking isn’t affected by requirements or restrictions that apply to the declaration of attackers.

508.4c One card (Hemlock) creates two copies of itself with power 2 that are attacking. Those copies enter the battlefield attacking the same base as Hemlock.

508.5. If an ability of an attacking unit refers to a defending player, or a card or ability refers to both an attacking unit and a defending player, then unless otherwise specified, the defending player it's referring to is the protector of the base that unit is attacking. If that unit is no longer attacking, the defending player it's referring to is controller of the base that unit was attacking before it was removed from battle.

508.5a In a multiplayer game, any rule, object, or effect that refers to a "defending player" refers to one specific defending player, not to all of the defending players. If a card or ability could apply to multiple attacking units, the appropriate defending player is individually determined for each of those attacking units. If there are multiple defending players that could be chosen, the controller of the card or ability chooses one.

508.6. A player is "attacking [a player]" if the first player controls a unit that is attacking a base the second player controls. A player has "attacked [a player]" if the first player declared one or more units as attackers attacking a base the second player controls.

508.7. Some cards allow a player to reselect which base a unit is attacking.

508.5a The attacking unit isn't removed from battle and it isn't considered to have attacked a second time. That unit is attacking the reselected base, but it's still considered to have attacked the base chosen as it was declared as an attacker.

508.5b While reselecting which base a unit is attacking, that unit isn't affected by requirements or restrictions that apply to the declaration of attackers.

508.5c The reselected base must be controlled by an opponent of the attacking unit's controller.

508.5d In a multiplayer game not using the attack multiple players option (see rule 801), the reselected base must be a base protected by that player.

508.8. If no units are declared as attackers or put onto the battlefield attacking, skip the declare blockers and battle damage steps.

509. Declare Blockers Step

509.1. First, the defending player declares blockers. This turn-based action doesn't use the chain of events. To declare blockers, the defending player follows the steps below, in order. If at any point during the declaration of blockers, the defending player is unable to comply with any of the steps listed below, the declaration is illegal; the game returns to the moment before the declaration (see rule 710, "Handling Illegal Actions").

509.1a The defending player chooses which units they control, if any, will block. The chosen units must be reset. For each of the chosen units, the defending player chooses one unit for it to block that's attacking a base that unit protects. A unit protects a base it is attached to, or stationed in. Units can't block a base that they are not protecting, or attached to, or stationed in.

509.1b The defending player checks each unit they control to see whether it's affected by any restrictions (effects that say a unit can't block, or that it can't block unless some condition is met). If any restrictions are being disobeyed, the declaration of blockers is illegal. A restriction may be created by an evasion ability (a static ability an attacking unit has that restricts what can block it). If an attacking unit gains or loses an evasion ability after a legal block has been declared, it doesn't affect that block.

509.1c The defending player checks each unit they control to see whether it's affected by any requirements (effects that say a unit must block, or that it must block if some condition is met). If the number of requirements that are being obeyed is fewer than the maximum possible number of requirements that could be obeyed without disobeying any restrictions, the declaration of blockers is illegal. If a unit can't block unless a player pays a cost, that player is not required to pay that cost, even if blocking with that unit would increase the number of requirements being obeyed. If a requirement that says a unit blocks if able during a certain turn refers to a turn with multiple battle phases, the unit blocks if able during each declare blockers step in that turn.

509.1c If any of the chosen units require paying costs to block, the defending player determines the total cost to block. Costs may include paying resource, resting permanents, sacrificing permanents, discarding cards, and so on. Once the total cost is determined, it becomes "locked in." If effects would change the total cost after this time, ignore this change.

509.1d Once the player has enough resource in their reserve, they pay all costs in any order. Partial payments are not allowed.

509.1e Each chosen unit still controlled by the defending player becomes a blocking unit. Each one is blocking the attacking units chosen for it. It remains a blocking unit until it's removed from battle or the battle phase ends, whichever comes first. See rule 506.4.

509.1f An attacking unit with one or more units declared as blockers for it becomes a blocked unit; one with no units declared as blockers for it becomes an unblocked unit. This remains unchanged until the unit is removed from battle, an effect says that it becomes blocked or unblocked, or the battle phase ends, whichever comes first. A unit remains blocked even if all the units blocking it are removed from battle.

509.1g Any abilities that trigger on blockers being declared trigger.

509.2. Second, for each attacking unit that's become blocked, the active player announces that unit's damage assignment order, which consists of the units blocking it in an order of that player's choice. (During the battle damage step, an attacking unit can't assign battle damage to a unit that's blocking it unless each unit ahead of that blocking unit in its order is assigned lethal damage.) This turn-based action doesn't use the chain of events.

Example: Bitterian Warrior is blocked by Gas Creeper, Demon Imp and Demonic Temptress. Bitterian Warrior's controller announces the Bitterian Warrior's damage assignment order as Demonic Temptress, then Gas Creeper, then Demon Imp.

509.2a During the declare blockers step, if a blocking unit is removed from battle or a card or ability causes it to stop blocking an attacking unit, the blocking unit is removed from all relevant damage assignment orders. The relative order among the remaining blocking units is unchanged.

509.3. Third, for each blocking unit, the defending player announces that unit's damage assignment order, which consists of the units it's blocking in an order of that player's choice. (During the battle damage step, a blocking unit can't assign battle damage to a unit it's blocking unless each unit ahead of that blocked unit in its order is assigned lethal damage.) This turn-based action doesn't use the chain of events.

509.3a During the declare blockers step, if an attacking unit is removed from battle or a card or ability causes it to stop being blocked by a blocking unit, the attacking unit is removed from all relevant damage assignment orders. The relative order among the remaining attacking unit is unchanged.

509.4. Fourth, the active player gets priority. (See rule 111, "Timing and Priority.")

509.4a Any abilities that triggered on blockers being declared or that triggered during the process described in rules 509.1–3 are put onto the chain of events before the active player gets priority; the order in which they triggered doesn't matter. (See rule 603, "Handling Triggered Abilities.")

509.5. Triggered abilities that trigger on blockers being declared may have different trigger conditions.

509.4a An ability that reads "Whenever [a unit] blocks, . . ." generally triggers only once each battle for that unit, even if it blocks multiple units. It triggers if the unit is declared as a blocker. It will also trigger if that unit becomes a blocker as the result of an effect, but only if it wasn't a blocking unit at that time. (See rule 509.1f.) It won't trigger if the unit is put onto the battlefield blocking.

509.4b An ability that reads "Whenever [a unit] blocks a unit, . . ." triggers once for each attacking unit the unit with the ability blocks. It triggers if the unit is declared as a blocker. It will also trigger if an effect causes that unit to block an attacking unit, but only if it wasn't already blocking that attacking unit at that time. It won't trigger if the unit is put onto the battlefield blocking.

509.4c An ability that reads "Whenever [a unit] becomes blocked, . . ." generally triggers only once each battle for that unit, even if it's blocked by multiple units. It will trigger if that unit becomes blocked by at least one unit declared as a blocker. It will also trigger if that unit becomes blocked by an effect or by a unit that's put onto the battlefield as a blocker, but only if the attacking unit was an unblocked unit at that time. (See rule 509.1g.)

509.4d An ability that reads "Whenever [a unit] becomes blocked by a unit, . . ." triggers once for each unit that blocks the specified unit. It triggers if a unit is declared as a blocker for the attacking unit. It will also trigger if an effect causes a unit to block the attacking unit, but only if it wasn't already blocking that attacking unit at that time. In addition, it will trigger if a unit is put onto the battlefield blocking that unit. It won't trigger if the unit becomes blocked by an effect rather than a unit.

509.4e If an ability triggers when a unit blocks or becomes blocked by a particular number of units, the ability triggers if the unit blocks or is blocked by that many units when blockers are declared. Effects that add or remove blockers can also cause such abilities to trigger. This applies to abilities that trigger on a unit blocking or being blocked by at least a certain number of units as well.

509.4f If an ability triggers when a unit with certain characteristics blocks, it will trigger only if the unit has those characteristics at the point blockers are declared, or at the point an effect causes it to block. If an ability triggers when a unit with certain characteristics becomes blocked, it will trigger only if the unit has those characteristics at the point it becomes a blocked unit. If an ability triggers when a unit becomes blocked by a unit with certain characteristics, it will trigger only if the latter unit has those characteristics at the point it becomes a blocking unit. None of those abilities will trigger if the relevant unit's characteristics change to match the ability's trigger condition later on.

Example: A unit has the ability "This unit can't be blocked by Shadows." If the unit becomes blocked by a Demon unit that is later turned into a Shadow, the ability will not trigger.

509.4g An ability that reads "Whenever [a unit] attacks and isn't blocked, . . ." triggers if no units are declared as blockers for that unit. It will trigger even if the unit was never declared as an attacker (for example, if it entered the battlefield attacking). It won't trigger if the attacking unit is blocked and then all its blockers are removed from battle.

509.6. If a card or ability causes a unit on the battlefield to block an attacking unit, the active player announces the blocking unit's placement in the attacking unit's damage assignment order. The relative order among the remaining blocking units is unchanged. Then the defending player announces the attacking unit's placement in the blocking unit's damage assignment order. The relative order among the remaining attacking units is unchanged. This is done as part of the blocking effect.

509.7. If a unit is put onto the battlefield blocking, its controller chooses which attacking unit its blocking as long as it's attacking the base its protecting (unless the effect that put it onto the battlefield specifies what it's blocking), then the active player announces the new unit's placement in the blocked unit's damage assignment order. The relative order among the remaining blocking units is unchanged. A unit put onto the battlefield this way is "blocking" but, for the purposes of trigger events and effects, it never "blocked."

509.7a If the effect that puts a unit onto the battlefield blocking specifies it's blocking a certain unit and that unit is no longer attacking, or the attacking unit is attacking a base the blocking unit is not attached to, or stationed in, the unit is put onto the battlefield but is never considered a blocking unit.

509.7b A unit that's put onto the battlefield blocking isn't affected by requirements or restrictions that apply to the declaration of blockers.

510. Battle Damage Step

510.1. First, the active player announces how each attacking unit assigns its battle damage, then the defending player announces how each blocking unit assigns its battle damage. This turn-based action doesn't use the chain of events. A player assigns a unit's battle damage according to the following rules:

510.1a Each attacking unit and each blocking unit assigns battle damage equal to its power. Units that would assign 0 or less damage this way don't assign battle damage at all.

510.1b An unblocked unit assigns its battle damage to the base it's attacking. If it isn't currently attacking anything (if, for example, it was attacking a base that was turned face down), it assigns no battle damage.

510.1c A blocked unit assigns its battle damage to the units blocking it. If no units are currently blocking it (if, for example, they were destroyed or removed from battle), it assigns no battle damage. If exactly one unit is blocking it, it assigns all its battle damage to that unit. If two or more units are blocking it, it assigns its battle damage to those units according to the damage assignment order announced for it. This may allow the blocked unit to divide its battle damage. However, it can't assign battle damage to a unit that's blocking it unless, when battle damage assignments are complete, each unit that precedes that blocking unit in its order is assigned lethal damage. When checking for assigned lethal damage, take into account damage already marked on the unit and damage from other units that's being assigned during the same battle damage step, but not any abilities or effects that might change the amount of damage that's actually dealt. An amount of damage that's greater than a unit's lethal damage may be assigned to it.

Example: The damage assignment order of an attacking Biterrian Warrior (an 8 power unit) is Demonic Temptress (a 4 power unit) then Demon Imp (a 1 power unit). Biterrian Warrior can assign 7 damage to the Demonic Temptress and 1 damage to the Demon Imp, 4 damage to the Demonic Temptress and 4 damage to the Demon Imp, or 8 damage to Demonic Temptress.

510.1d A blocking unit assigns battle damage to the units it's blocking. If it isn't currently blocking any unit (if, for example, they were destroyed or removed from battle), it assigns no battle damage. If it's blocking exactly one unit, it assigns all its battle damage to that unit. If it's blocking two or more units, it assigns its battle damage to those units according to the damage assignment order announced for it. This may allow the blocking unit to divide its battle damage. However, it can't assign battle damage to a unit that it's blocking unless, when battle damage assignments are complete, each unit that precedes that blocked unit is assigned lethal damage. When checking for assigned lethal damage, take into account damage already marked on the unit and damage from other units that's being assigned during the same battle damage step, but not any abilities or effects that might change the amount of damage that's actually dealt. An amount of damage that's greater than a unit's lethal damage may be assigned to it.

510.1e Once a player has assigned battle damage from each attacking or blocking units they control, the total damage assignment (not solely the damage assignment of any individual attacking or blocking unit) is checked to see if it complies with the above rules. If it doesn't, the battle damage assignment is illegal; the game returns to the moment before that player began to assign battle damage. (See rule 710, "Handling Illegal Actions.")

510.2. Second, all battle damage that's been assigned is dealt simultaneously. This turn-based action doesn't use the chain of events. No player has the chance to play cards or activate abilities between the time battle damage is assigned and the time it's dealt.

510.3. Third, the active player gets priority. (See rule 111, "Timing and Priority.")

510.3a Any abilities that triggered on damage being dealt or while state-based actions are performed afterward are put onto the chain of events before the active player gets priority; the order in which they triggered doesn't matter. (See rule 603, "Handling Triggered Abilities.")

511. End of Battle Step

511.1. The end of battle step has no turn-based actions. Once it begins, the active player gets priority. (See rule 111, “Timing and Priority.”)

511.2. Abilities that trigger “at end of battle” trigger as the end of battle step begins. Effects that last “until end of battle” expire at the end of the battle phase.

511.2. As soon as the end of battle step ends, all units are removed from battle. After the end of battle step ends, the battle phase is over and the postbattle main phase begins (see rule 505)

512. Ending Phase

512.1. The ending phase consists of two steps: end and cleanup

513. End Step

513.1. The end step has no turn-based actions. Once it begins, the active player gets priority. (See rule 111, “Timing and Priority.”)

514. Cleanup Step

514.1. First, if the active player’s hand contains more cards than their maximum hand size (normally two), they discard enough cards to reduce their hand size to that number. This turn-based action doesn’t use the chain of events.

514.2. Second, the following actions happen simultaneously: all damage marked on permanents is removed and all “until end of turn” and “this turn” effects end. This turn-based action doesn’t use the chain of events.

514.3. Normally, no player receives priority during the cleanup step, so no cards can be played and no abilities can be activated. However, this rule is subject to the following exception:

514.3a At this point, the game checks to see if any state-based actions would be performed and/or any triggered abilities are waiting to be put onto the chain of events. If so, those state-based actions are performed, then those triggered abilities are put on the chain of events, then the active player gets priority. Players may play cards and activate abilities. Once the chain of events is empty and all players pass in succession, another cleanup step begins.

. yeo6. Actions, Abilities, Effects

600. General

601. Playing Cards

601.1. To play a card is to take it from where it is (usually the hand), put it on the chain of events, and pay its costs, so that it will eventually resolve and have its effect. Playing a card includes proposal of the card (rules 601.1a–d) and determination and payment of costs (rules 601.1f–g). To play a card, a player follows the steps listed below, in order. A player must be legally allowed to play the card to begin this process (see

rule 601.2). If a player is unable to comply with the requirements of a step listed below while performing that step, the playing of the card is illegal; the game returns to the moment before the playing of that card was proposed (see rule 710, “Handling Illegal Actions”).

601.1a To propose the playing of a card, a player first moves that card (or that copy of a card) from where it is to the chain of events. It becomes the topmost object on the chain of events. It has all the characteristics of the card (or the copy of a card) associated with it, and that player becomes its controller. Any continuous effects that modify the characteristics of the card as you start playing it begin as it is put on the chain of events (see rule 608.2e). The card remains on the chain of events until it resolves, it’s prevented from resolving, or a rule or effect moves it elsewhere.

601.1b If the card is modal, the player announces the mode choice (see rule 700.2). If the card has alternative or additional costs that will be paid as it’s being played (see rules 112.7 and 112.8), the player announces their intentions to pay any or all of those costs (see rule 601.1f). A player can’t apply two alternative methods of playing a card or two alternative costs to a single card being played. If the card has a variable cost that will be paid as it’s being played (such as an X in its resource cost), the player announces the value of that variable. If the value of that variable is defined in the text of the card by a choice that player would make later in the announcement or resolution of the card, that player makes that choice at this time instead of that later time.

601.1c The player announces their choice of an appropriate object or player for each target the card requires. A card may require some targets only if an alternative or additional cost or a particular mode was chosen for it; otherwise, the card is played as though it did not require those targets. Similarly, a card may require alternative targets only if an alternative or additional cost was chosen for it. If the card has a variable number of targets, the player announces how many targets they will choose before they announce those targets. In some cases, the number of targets will be defined by the card’s text. Once the number of targets the card has is determined, that number doesn’t change, even if the information used to determine the number of targets does. The same target can’t be chosen multiple times for any one instance of the word “target” on the card. However, if the card uses the word “target” in multiple places, the same object or player can be chosen once for each instance of the word “target” (as long as it fits the targeting criteria). If any effects say that an object or player must be chosen as a target, the player chooses targets so that they obey the maximum possible number of such effects without violating any rules or effects that say that an object or player can’t be chosen as a target. The chosen objects and/or players each become a target of that card. (Any abilities that trigger when those objects and/or players become the target of a card trigger at this point; they’ll wait to be put on the chain of events until the card has finished being played.)

601.1d If the card requires the player to divide or distribute an effect (such as damage or counters) among one or more targets, the player announces the division. Each of these targets must receive at least one of whatever is being divided.

601.1e The game checks to see if the proposed card can legally be played. If the proposed card is illegal, the game returns to the moment before the playing of that card was proposed (see rule 710, “Handling Illegal Actions”).

601.1f The player determines the total cost of the card. Usually this is just the resource cost. Some cards have additional or alternative costs. Some effects may increase or reduce the cost to pay, or may provide other alternative costs. Costs may include paying resource, resting permanents,

sacrificing permanents, discarding cards, and so on. The total cost is the resource cost or alternative cost (as determined in rule 601.1b), plus all additional costs and cost increases, and minus all cost reductions. If multiple cost reductions apply, the player may apply them in any order. If the resource component of the total cost is reduced to nothing by cost reduction effects, it is considered to be 0. It can't be reduced to less than 0. Once the total cost is determined, any effects that directly affect the total cost are applied. Then the resulting total cost becomes "locked in." If effects would change the total cost after this time, they have no effect.

601.1g The player pays the total cost. First, they pay all costs that don't involve random elements or moving objects from the deck to a public zone, in any order. Then they pay all remaining costs in any order. Partial payments are not allowed. Unpayable costs can't be paid.

601.1h Once the steps described in 601.1a–h are completed, effects that modify the characteristics of the card as it's played are applied, then the card becomes played. Any abilities that trigger when a card is played or put onto the chain of events trigger at this time. If the card's controller had priority before playing it, they get priority.

601.2. A player can begin to play a card only if a rule or effect allows that player to play it and no rule or effect prohibits that player from playing it.

601.2a If an effect prohibits a player from playing a card with certain qualities, that player may consider any choices to be made during that card's proposal that may cause those qualities to change. If any such choices could cause that effect to no longer prohibit that player from playing the card, the player may begin to play the card, ignoring the effect.

601.3. While announcing the choices of any modes, alternative costs, and/or additional costs as described in rule 601.1b, some options may be available to a player only if other choices are made that would normally be made later in that rule's instructions. In that case, the card's controller may consider any other choices to be made in that step. If any such choices could allow them to choose a particular mode, alternative cost, or additional cost, they may do so.

601.4. If a player is no longer allowed to play a card after completing its proposal (see rules 601.1a–d), the playing of the card is illegal and the game returns to the moment before the playing of that card was proposed (see rule 710, "Handling Illegal Actions"). It doesn't matter if a rule or effect would make the playing of the card illegal while determining and paying that card's costs (see rules 601.1f–g) or any time after the card has been played.

601.5. Some cards specify that one of their controller's opponents does something the controller would normally do while it's being played, such as choose a mode or choose targets. In these cases, the opponent does so when the card's controller normally would do so.

601.5a If there is more than one opponent who could make such a choice, the card's controller decides which of those opponents will make the choice.

601.5b If the card instructs its controller and another player to do something at the same time as the card is being played, the card's controller goes first, then the other player. This is an exception to rule 100.9

601.6. Playing a card that alters costs won't affect cards and abilities that are already on the chain of events.

602. Activating Activated Abilities

602.1. Activated abilities have a cost and an effect. They are written as “[Cost]: [Effect.] [Activation instructions (if any).]”

602.1a The activation cost is everything before the colon (:). An ability’s activation cost must be paid by the player who is activating it.

Example: The activation cost of an ability that reads “{Pay 2}, {Rest}: You gain 2 resource” is two resource plus resting the permanent that has the ability.

602.1b Some text after the colon of an activated ability states instructions that must be followed while activating that ability. Such text may state which players can activate that ability, may restrict when a player can activate the ability, or may define some aspect of the activation cost. This text is not part of the ability’s effect. It functions at all times. If an activated ability has any activation instructions, they appear last, after the ability’s effect.

602.1c An activated ability is the only kind of ability that can be activated. If an object or rule refers to activating an ability without specifying what kind, it must be referring to an activated ability.

602.2. To activate an ability is to put it onto the chain of events and pay its costs, so that it will eventually resolve and have its effect. Only an object’s controller (or its owner, if it doesn’t have a controller) can activate its activated ability unless the object specifically says otherwise. Activating an ability follows the steps listed below, in order. If, at any point during the activation of an ability, a player is unable to comply with any of those steps, the activation is illegal; the game returns to the moment before that ability started to be activated (see rule 710, “Handling Illegal Actions”). Announcements and payments can’t be altered after they’ve been made.

602.2a The player announces that they are activating the ability. If an activated ability is being activated from a hidden zone, the card that has that ability is revealed. That ability is created on the chain of events as an object that’s not a card. It becomes the topmost object on the chain of events. It has the text of the ability that created it, and no other characteristics. Its controller is the player who activated the ability. The ability remains on the chain of events until it’s prevented resolving, it resolves, or an effect moves it elsewhere.

602.2b The remainder of the process for activating an ability is identical to the process for playing a card listed in rules 601.1b–i. Those rules apply to activating an ability just as they apply to playing a card. An activated ability’s analog to a card’s resource cost (as referenced in rule 601.1f) is its activation cost.

602.3. Some abilities specify that one of their controller’s opponents does something the controller would normally do while it’s being activated, such as choose a mode or choose targets. In these cases, the opponent does so when the ability’s controller normally would do so.

602.3a If there is more than one opponent who could make such a choice, the ability’s controller decides which of those opponents will make the choice.

602.3b If the ability instructs its controller and another player to do something at the same time as the ability is being activated, the ability's controller goes first, then the other player. This is an exception to rule 100.9.

602.4. Activating an ability that alters costs won't affect cards and abilities that are already on the chain of events.

602.5. A player can't begin to activate an ability that's prohibited from being activated.

602.5a If an activated ability has a restriction on its use (for example, "Activate only once each turn"), the restriction continues to apply to that object even if its controller changes.

602.5b If an object acquires an activated ability with a restriction on its use from another object, that restriction applies only to that ability as acquired from that object. It doesn't apply to other, identically worded abilities.

603. Handling Triggered Abilities

603.1. Triggered abilities have a trigger condition and an effect. They are written as "[When/Whenever/At] [trigger condition or event], [effect]. [Instructions (if any).]"

603.1a A triggered ability may include instructions after its effects that limit what the ability may target or state that it can't be prevented from resolving. This text is not part of the ability's effect. It functions while the ability is on the chain of events.

603.2. Whenever a game event or game state matches a triggered ability's trigger event, that ability automatically triggers. The ability doesn't do anything at this point.

603.2a Because they aren't played or activated, triggered abilities can trigger even when it isn't legal to play cards and activate abilities. Effects that preclude abilities from being activated don't affect them.

603.2b When a phase or step begins, all abilities that trigger "at the beginning of" that phase or step trigger.

603.2c An ability triggers only once each time its trigger event occurs. However, it can trigger repeatedly if one event contains multiple occurrences.

603.2d An ability may state that a triggered ability triggers additional times. In this case, rather than simply determining that such an ability has triggered, determine how many times it should trigger, then that ability triggers that many times. An effect that states that an ability triggers additional times doesn't invoke itself repeatedly and doesn't apply to other effects that affect how many times an ability triggers.

603.2e Some effects refer to a triggered ability of an object. Such effects refer only to triggered abilities the object has, not any delayed triggered abilities (see rule 603.6) that may be created by abilities the object has.

603.2f Some trigger events use the word "becomes" (for example, "becomes blocked"). These trigger only at the time the named event happens—they don't trigger if that state already exists or

retrigger if it persists. An ability that triggers when a permanent “becomes rested” or “becomes reset” doesn’t trigger if the permanent enters the battlefield in that state.

603.2g If a triggered ability’s trigger condition is met, but the object with that triggered ability is at no time visible to all players, the ability does not trigger.

603.2h An ability triggers only if its trigger event actually occurs. An event that’s prevented or replaced won’t trigger anything.

Example: An ability that triggers on damage being dealt won’t trigger if all the damage is prevented.

603.2i A triggered ability may have an instruction followed by “Do this only once each turn.” This ability triggers only if its source’s controller has not yet taken the indicated action that turn.

603.3. Once an ability has triggered, its controller puts it on the chain of events as an object that’s not a card the next time a player would receive priority. See rule 111, “Timing and Priority.” The ability becomes the topmost object on the chain of events. It has the text of the ability that created it, and no other characteristics. It remains on the chain of events until it’s prevented from resolving, it resolves, a rule causes it to be removed from the chain of events, or an effect moves it elsewhere

603.3a A triggered ability is controlled by the player who controlled its source at the time it triggered, unless it’s a delayed triggered ability. To determine the controller of a delayed triggered ability, see rules 603.6d–f.

603.3b If multiple abilities have triggered since the last time a player received priority, the abilities are placed on the chain of events in a two-part process. First, each player, in APNAP order, puts each triggered ability they control with a trigger condition that isn’t another ability triggering on the chain of events in any order they choose. (See rule 100.9.) Second, each player, in APNAP order, puts all remaining triggered abilities they control on the chain of events in any order they choose. Then the game once again checks for and performs state-based actions until none are performed, then abilities that triggered during this process go on the chain of events. This process repeats until no new state-based actions are performed and no abilities trigger. Then the appropriate player gets priority.

603.3c If a triggered ability is modal, its controller announces the mode choice when putting the ability on the chain of events. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can’t be chosen. If no mode is chosen, the ability is removed from the chain of events. (See rule 700.2.)

603.3d The remainder of the process for putting a triggered ability on the chain of events is identical to the process for playing a card listed in rules 601.1c–d. If a choice is required when the triggered ability goes on the chain of events but no legal choices can be made for it, or if a rule or a continuous effect otherwise makes the ability illegal, the ability is simply removed from the chain of events.

603.4. A triggered ability may read “When/Whenever/At [trigger event], if [condition], [effect].” When the trigger event occurs, the ability checks whether the stated condition is true. The ability triggers only if it is; otherwise it does nothing. If the ability triggers, it checks the stated condition again as it resolves. If the condition isn’t true at that time, the ability is removed from the chain of events and does nothing. Note that

this mirrors the check for legal targets. This rule is referred to as the “intervening ‘if’ clause” rule. (The word “if” has only its normal English meaning anywhere else in the text of a card; this rule only applies to an “if” that immediately follows a trigger condition.)

Example: *Fountain of Anotera* reads, “At the beginning of your turn, if there are ten or more units stationed in this base, you win the game.” The number of units stationed in the base of its controller is checked as that player’s turn begins. If that player has nine or less units, the ability doesn’t trigger at all. If that player has ten or more units, the ability triggers and goes on the chain of events as soon as that player receives priority. As the ability resolves, the number of units stationed in the base of its controller is checked again. If that player has nine or less units at this time, the ability is removed from the chain of events and has no effect. If that player has ten or more units at this time, the ability resolves and that player wins the game.

603.4. Some triggered abilities’ effects are optional (they contain “may,” as in “Whenever this unit attacks, you may expel target card from defending player’s graveyard.”). These abilities go on the chain of events when they trigger, regardless of whether their controller intends to exercise the ability’s option or not. The choice is made when the ability resolves. Likewise, triggered abilities that have an effect “unless” something is true or a player chooses to do something will go on the chain of events normally; the “unless” part of the ability is dealt with when the ability resolves.

603.5. Trigger events that involve objects changing zones are called “zone-change triggers.” Many abilities with zone-change triggers attempt to do something to that object after it changes zones. During resolution, these abilities look for the object in the zone that it moved to. If the object is unable to be found in the zone it went to, the part of the ability attempting to do something to the object will fail to do anything. The ability could be unable to find the object because the object never entered the specified zone, because it left the zone before the ability resolved, or because it is in a zone that is hidden from a player, such as a deck or an opponent’s hand. (This rule applies even if the object leaves the zone and returns again before the ability resolves.) The most common zone-change triggers are enters-the-battlefield triggers, leaves-the-battlefield triggers and enters-a-base triggers.

603.5a Enters-the-battlefield abilities trigger when a permanent enters the battlefield. These are written, “When [this object] enters the battlefield, . . .” or “Whenever a [type] enters the battlefield, . . .” Each time an event puts one or more permanents onto the battlefield, all permanents on the battlefield (including the newcomers) are checked for any enters-the-battlefield triggers that match the event.

603.5b Continuous effects that modify characteristics of a permanent do so the moment the permanent is on the battlefield (and not before then). The permanent is never on the battlefield with its unmodified characteristics. Continuous effects don’t apply before the permanent is on the battlefield, however (see rule 603.5d).

Example: *If an effect reads “All units lose all abilities” and a unit card with an enters-the-battlefield triggered ability enters the battlefield, that effect will cause it to lose its abilities the moment it enters the battlefield, so the enters-the-battlefield ability won’t trigger.*

603.5c Leaves-the-battlefield abilities trigger when a permanent moves from the battlefield to another zone other than a base, or when a phased-in permanent leaves the game because its owner leaves the game. These are written as, but aren’t limited to, “When [this object] leaves the battlefield, . . .” or “Whenever [something] is put into a graveyard from the battlefield, . . .” (See

also rule 603.9.) An ability that attempts to do something to the card that left the battlefield checks for it only in the first zone that it went to. An ability that triggers when a card is put into a certain zone “from anywhere” is never treated as a leaves-the-battlefield ability, even if an object is put into that zone from the battlefield.

603.5d Some permanents have text that reads “[This permanent] enters the battlefield with . . . ,” “As [this permanent] enters the battlefield . . . ,” “[This permanent] enters the battlefield as . . . ,” or “[This permanent] enters the battlefield rested.” Such text is a static ability—not a triggered ability—whose effect occurs as part of the event that puts the permanent onto the battlefield.

603.6. An effect may create a delayed triggered ability that can do something at a later time. A delayed triggered ability will contain “when,” “whenever,” or “at,” although that word won’t usually begin the ability.

603.6a Delayed triggered abilities are created during the resolution of cards or abilities, as the result of a replacement effect being applied, or as a result of a static ability that allows a player to take an action. A delayed triggered ability won’t trigger until it has actually been created, even if its trigger event occurred just beforehand. Other events that happen earlier may make the trigger event impossible.

603.6b A delayed triggered ability will trigger only once—the next time its trigger event occurs—unless it has a stated duration, such as “this turn.” If its trigger event occurs more than once simultaneously and the ability doesn’t have a stated duration, the controller of the delayed triggered ability chooses which event causes the ability to trigger.

603.6c A delayed triggered ability that refers to a particular object still affects it even if the object changes characteristics. However, if that object is no longer in the zone it’s expected to be in at the time the delayed triggered ability resolves, the ability won’t affect it. (Note that if that object left that zone and then returned, it’s a new object and thus won’t be affected. See rule 400.7.)

603.6d If a card creates a delayed triggered ability, the source of that delayed triggered ability is that card. The controller of that delayed triggered ability is the player who controlled that card as it resolved.

603.6e If an activated or triggered ability creates a delayed triggered ability, the source of that delayed triggered ability is the same as the source of that other ability. The controller of that delayed triggered ability is the player who controlled that other ability as it resolved.

603.6f If a static ability generates a replacement effect which causes a delayed triggered ability to be created, the source of that delayed triggered ability is the object with that static ability. The controller of that delayed triggered ability is the same as the controller of that object at the time the replacement effect was applied.

603.6g If a static ability allows a player to take an action and creates a delayed triggered ability if that player does so, the source of that delayed triggered ability is the object with that static ability. The controller of that delayed triggered ability is the same as the controller of that object at the time the action was taken.

603.6h An activated or triggered ability may create a delayed triggered ability that triggers when the ability that created it has resolved a certain number of times in a turn. In that case, that delayed triggered ability is created only once, during the appropriate resolution of that ability.

603.7. Some triggered abilities trigger when a game state (such as a player controlling no permanents of a particular card type) is true, rather than triggering when an event occurs. These abilities trigger as soon as the game state matches the condition. They'll go onto the chain of events at the next available opportunity. These are called state triggers. (Note that state triggers aren't the same as state-based actions.) A state-triggered ability doesn't trigger again until the ability has resolved, has been prevented from resolving, or has otherwise left the chain of events. Then, if the object with the ability is still in the same zone and the game state still matches its trigger condition, the ability will trigger again.

603.8. Some triggered abilities trigger specifically when a player loses the game. These abilities trigger when a player loses or leaves the game, regardless of the reason, unless that player leaves the game as the result of a draw. See rule 103.3.

603.9. Normally, objects that exist immediately after an event are checked to see if the event matched any trigger conditions, and continuous effects that exist at that time are used to determine what the trigger conditions are and what the objects involved in the event look like. However, some triggered abilities are exceptions to this rule; the game "looks back in time" to determine if those abilities trigger, using the existence of those abilities and the appearance of objects immediately prior to the event. The list of exceptions is as follows:

603.9a Some zone-change triggers look back in time. These are leaves-the-battlefield abilities, abilities that trigger when a card leaves a graveyard, and abilities that trigger when an object that all players can see is put into a hand or deck.

***Example:** Two units are on the battlefield along with a unit that has the ability "Whenever a unit you control is destroyed, you gain 1 resource." Someone plays a card that destroys all units. The unit's ability triggers twice, even though the unit goes to its owner's graveyard at the same time as the other units.*

603.9b Abilities that trigger specifically when an object becomes unattached look back in time.

603.9c Abilities that trigger when a player loses control of an object look back in time.

603.9d Abilities that trigger when a card is prevented from resolving look back in time.

603.9e Abilities that trigger when a player loses the game look back in time.

603.10. A resolving card or ability may allow or instruct a player to take an action and create a triggered ability that triggers "when [a player] [does or doesn't]" take that action or "when [something happens] this way." These reflexive triggered abilities follow the rules for delayed triggered abilities (see rule 603.6), except that they're checked immediately after being created and trigger based on whether the trigger event or events occurred earlier during the resolution of the card or ability that created them.

603.10a Normally, if the trigger event or events occur multiple times during the resolution of the card or ability that created it, the reflexive triggered ability will trigger once for each of those times. However, if a resolving card or ability includes a choice to pay a cost "any number of times" and creates a triggered ability that triggers "when [a player] pays [that cost] one or more

times,” paying that cost one or more times causes the reflexive triggered ability to trigger only once.

604. Handling Static Abilities

604.1. Static abilities do something all the time rather than being activated or triggered. They are written as statements, and they’re simply true.

604.2. Static abilities create continuous effects, some of which are prevention effects or replacement effects. These effects are active as long as the permanent with the ability remains on the battlefield and has the ability, or as long as the object with the ability remains in the appropriate zone.

604.3. Some static abilities are characteristic-defining abilities. A characteristic-defining ability conveys information about an object’s characteristics that would normally be found elsewhere on that object (such as in its resource cost, type line, or will/power). Characteristic-defining abilities can add to or override information found elsewhere on that object. Characteristic-defining abilities function in all zones. They also function outside the game and before the game begins.

604.3a A static ability is a characteristic-defining ability if it meets the following criteria: (1) It defines an object’s subtypes, will, or power; (2) it is printed on the card it affects, or it was acquired by the object it affects as the result of a copy effect; (3) it does not directly affect the characteristics of any other objects; (4) it is not an ability that an object grants to itself; and (5) it does not set the values of such characteristics only if certain conditions are met.

604.4. Some upgrades have static abilities that modify the base they’re attached to, but those abilities don’t target that object. If an upgrade is moved to a different base, the ability stops applying to the original object and starts modifying the new one.

604.5. Some static abilities apply while a card is on the chain of events. These are often abilities that refer to preventing the card from resolving. Also, abilities that say “As an additional cost to play . . . ,” “You may pay [cost] rather than pay [this object]’s resource cost,” and “You may play [this object] without paying its resource cost” work while a card is on the chain of events.

604.6. Some static abilities apply while a card is in any zone that you could play it from (usually your hand). These are limited to those that read, “You may [play] [this card] . . . ,” “You can’t [play] [this card] . . . ,” and “[Play] [this card] only”

604.7. Unlike cards being played and other kinds of abilities, static abilities can’t use an object’s last known information for purposes of determining how their effects are applied.

605. Resolving Cards and Abilities

605.1. Each time all players pass in succession, the card or ability on top of the chain of events resolves. (See rule 606, “Effects.”)

605.2. If the object that’s resolving is an action, or an ability, its resolution may involve several steps. The steps described in rules 605.2a and 605.2b are followed first. The steps described in rules 605.2c–k are then followed as appropriate, in no specific order. The steps described in rule 605.2m and 605.2n are followed last.

605.2a If a triggered ability has an intervening “if” clause, it checks whether the clause’s condition is true. If it isn’t, the ability is removed from the chain of events and does nothing. Otherwise, it continues to resolve. See rule 603.4.

605.2b If the card or ability specifies targets, it checks whether the targets are still legal. A target that’s no longer in the zone it was in when it was targeted is illegal. Other changes to the game state may cause a target to no longer be legal; for example, its characteristics may have changed or an effect may have changed the text of the card being played. If the source of an ability has left the zone it was in, its last known information is used during this process. If all its targets, for every instance of the word “target,” are now illegal, the card or ability doesn’t resolve. It’s removed from the chain of events and, if it’s a card being played, put into its owner’s graveyard. Otherwise, the card or ability will resolve normally. Illegal targets, if any, won’t be affected by parts of a resolving card’s effect for which they’re illegal. Other parts of the effect for which those targets are not illegal may still affect them. If the card or ability creates any continuous effects that affect game rules (see rule 609.11), those effects don’t apply to illegal targets. If part of the effect requires information about an illegal target, it fails to determine any such information. Any part of the effect that requires that information won’t happen.

605.2c The controller of the card or ability follows its instructions in the order written. However, replacement effects may modify these actions. In some cases, later text on the card may modify the meaning of earlier text (for example, “Put two poison counters on target unit. That unit gains -2 will and +2 power until end of turn. Don’t just apply effects step by step without thinking in these cases—read the whole text and apply the rules to the text.

605.2d If an effect of a card or ability offers any choices other than choices already made as part of playing the card, activating the ability, or otherwise putting the card or ability on the chain of events, the player announces these while applying the effect. The player can’t choose an option that’s illegal or impossible, with the exception that having a deck with no cards in it doesn’t make drawing a card an impossible action. If an effect divides or distributes something, such as damage or counters, as a player chooses among any number of untargeted objects, the player chooses the amount and division such that each chosen object receives at least one of whatever is being divided. (Note that if an effect divides or distributes something, such as damage or counters, as a player chooses among some number of target objects, the amount and division were determined as the card or ability was put onto the chain of events rather than at this time.

605.2e Some cards and abilities have multiple steps or actions, denoted by separate sentences or clauses, that involve multiple players. In these cases, the choices for the first action are made in APNAP order, and then the first action is processed simultaneously. Then the choices for the second action are made in APNAP order, and then that action is processed simultaneously, and so on. See rule 100.9.

605.2f Some cards and abilities include actions taken on multiple players and/or objects. In most cases, each such action is processed simultaneously. If the action can’t be processed simultaneously, it’s instead processed considering each affected player or object individually. APNAP order is used to make the primary determination of the order of those actions. Secondarily, if the action is to be taken on both a player and an object they control or on multiple objects controlled by the same player, the player who controls the resolving card or ability chooses the relative order of those actions.

605.2g If an effect specifically instructs or allows a player to play a card during resolution, they do so by following the steps in rules 601.1a–i, except no player receives priority after it’s played. That card becomes the topmost object on the chain of events, and the currently resolving card or ability continues to resolve, which may include playing other cards this way. No other cards can normally be played and no other abilities can normally be activated during resolution.

605.2h If an effect requires information from the game (such as the number of units on the battlefield), the answer is determined only once, when the effect is applied. If the effect requires information from a specific object, including the source of the ability itself, the effect uses the current information of that object if it’s in the public zone it was expected to be in; if it’s no longer in that zone, or if the effect has moved it from a public zone to a hidden zone, the effect uses the object’s last known information. See rule 109.5a. If an ability states that an object does something, it’s the object as it exists—or as it most recently existed—that does it, not the ability.

605.2i If an effect refers to certain characteristics, it checks only for the value of the specified characteristics, regardless of any related ones an object may also have.

605.2j If an ability’s effect refers to a specific untargeted object that has been previously referred to by that ability’s cost or trigger condition, it still affects that object even if the object has changed characteristics.

605.2k If an action, or ability that can legally resolve leaves the chain of events once it starts to resolve, it will continue to resolve fully.

605.2m As the final part of an action’s resolution, the card is put into its owner’s graveyard. As the final part of an ability’s resolution, the ability is removed from the chain of events and ceases to exist.

605.2n Once all possible steps described in 605.2c–m are completed, any abilities that trigger when that card or ability resolves trigger.

605.3. If the object that’s resolving is a permanent card, its resolution may involve several steps. The instructions in rules 605.3a and b are always performed first. Then one of the steps in rule 605.3c–d is performed, if appropriate.

605.3a If the object that’s resolving has no targets, it becomes a permanent and enters the battlefield under the control of the card’s controller.

605.3b If the object that’s resolving has a target, it checks whether the target is still legal, as described in 605.2b. A card with an illegal target doesn’t resolve. It is removed from the chain of events and put into its owner’s graveyard.

608.3c If the object that’s resolving is a unit card with merge, the object representing that card merges with the permanent it is targeting (see rule 709, “Merging with Permanents”).

608.3d If a permanent card resolves but its controller can’t put it onto the battlefield, that player puts it into its owner’s graveyard.

606. Effects

606.1. An effect is something that happens in the game as a result of a card or ability. When a card, activated ability, or triggered ability resolves, it may create one or more one-shot or continuous effects. Static abilities may create one or more continuous effects. Text itself is never an effect.

606.2. Effects apply only to permanents unless the instruction's text states otherwise or they clearly can apply only to objects in one or more other zones.

606.3. If an effect attempts to do something impossible, it does only as much as possible.

Example: If a player has only 1 resource, an effect that reads "Target player loses 2 resource" causes them to lose only that 1 resource.

606.4. Some effects state that a player may do something "as though" some condition were true or a unit can do something "as though" some condition were true. This applies only to the stated effect. For purposes of that effect, treat the game exactly as if the stated condition were true. For all other purposes, treat the game normally.

606.4a If two effects state that a player may (or a unit can) do the same thing "as though" different conditions were true, both conditions could apply. If one "as though" effect satisfies the requirements for another "as though" effect, then both effects will apply,

606.5. If an effect could result in a tie, the text of the card or ability that created the effect will specify what to do in the event of a tie. The *Legions of Will* game has no default for ties.

606.6. Some continuous effects are replacement effects or prevention effects. See rules 610 and 611.

606.7. Some effects apply to damage from a source.

606.7a If an effect requires a player to choose a source of damage, they may choose a permanent; a card on the chain of events (including a permanent card being played); any object referred to by an object on the chain of events, by a replacement or prevention effect that's waiting to apply, or by a delayed triggered ability that's waiting to trigger (even if that object is no longer in the zone it used to be in). A source doesn't need to be capable of dealing damage to be a legal choice. The source is chosen when the effect is created. If the player chooses a permanent, the effect will apply to the next damage dealt by that permanent, regardless of whether it's battle damage or damage dealt as the result of a card or ability. If the player chooses a permanent card being played, the effect will apply to any damage dealt by that card and any damage dealt by the permanent that card becomes when it resolves.

606.7b Some effects from resolved cards and abilities prevent or replace damage from sources with certain properties, such as a unit. When the source would deal damage, the source's properties are rechecked. If the properties no longer match, the damage isn't prevented or replaced.

606.7c Some effects from static abilities prevent or replace damage from sources with certain properties. For these effects, the prevention or replacement applies to sources that are permanents with that property and to any sources that aren't on the battlefield that have that property.

606.8. Some effects look back in time and consider previous game states and actions rather than considering the current game state. If such an effect refers to an object or group of objects, those objects don't need to be currently in the zone they were in at the time of the action, nor do they need to currently meet the criteria described in the action, as long as they did so at the specified time.

607. One-time Effects

607.1. A one-shot effect does something just once and doesn't have a duration. Examples include dealing damage, destroying a permanent, and moving an object from one zone to another.

607.2. Some one-shot effects create a delayed triggered ability, which instructs a player to do something later in the game (usually at a specific time) rather than as the card or ability that's creating the one-shot effect resolves. See rule 603.6.

607.3. Some one-shot effects cause an object to change zones "until" a specified event occurs. A second one-shot effect is created immediately after the specified event. This second one-shot effect returns the object to its previous zone.

***Example:** Ouria VII is a unit card that reads, "Pay 0: [Expel target Engineer you control] until this unit leaves the battlefield." The Engineer would return to the base it was stationed in as it enters the battlefield after it was expelled with Ouria VII. If the base is destroyed, no longer exists or is face-down, the previous zone does not exist and the Engineer would remain in its current zone, expelled.*

607.3a If a resolving card or activated ability creates the initial one-shot effect that causes the object to change zones, and the specified event has already occurred before that one-shot effect would occur but after that card or ability was put onto the chain of events, the object doesn't move.

607.3b If a resolving triggered ability creates the initial one-shot effect that causes the object to change zones, and the specified event has already occurred before that one-shot effect would occur but after that ability triggered, the object doesn't move.

607.3c An object returned to the battlefield this way returns under its owner's control unless otherwise specified.

610.3d If multiple one-shot effects are created this way immediately after one or more simultaneous events, those one-shot effects are also simultaneous.

608. Continuous Effects

608.1. A continuous effect modifies characteristics of objects, modifies control of objects, or affects players or the rules of the game, for a fixed or indefinite period.

608.2. A continuous effect may be generated by the resolution of a card or ability.

608.2a A continuous effect generated by the resolution of a card or ability lasts as long as stated by the card or ability creating it (such as "until end of turn"). If no duration is stated, it lasts until the end of the game.

608.2b Some continuous effects generated by the resolution of a card or ability have durations worded “for as long as” If the “for as long as” duration never starts, or it ends before the moment the effect would first be applied, the effect does nothing. It doesn’t start and immediately stop again, and it doesn’t last forever.

608.2c If a continuous effect generated by the resolution of a card or ability modifies the characteristics or changes the controller of any objects, the set of objects it affects is determined when that continuous effect begins. After that point, the set won’t change. (Note that this works differently than a continuous effect from a static ability.) A continuous effect generated by the resolution of a card or ability that doesn’t modify the characteristics or change the controller of any objects modifies the rules of the game, so it can affect objects that weren’t affected when that continuous effect began. If a single continuous effect has parts that modify the characteristics or changes the controller of any objects and other parts that don’t, the set of objects each part applies to is determined independently.

608.2d If a resolving card or ability that creates a continuous effect contains a variable such as X, the value of that variable is determined only once, on resolution. See rule 605.2h.

608.2e Some cards and abilities generate a continuous effect that modifies the characteristics of the next card a player plays, the next card that fulfills certain conditions a player plays during some duration, or similar. These effects do not begin immediately. Rather, they begin to apply at the time that player next puts an appropriate card on the chain of events, and they apply to that card. See rule 601.1a.

608.3. A continuous effect may be generated by the static ability of an object.

608.3a A continuous effect generated by a static ability isn’t “locked in”; it applies at any given moment to whatever its text indicates.

608.3b The effect applies at all times that the permanent generating it is on the battlefield or the object generating it is in the appropriate zone.

608.3c Continuous effects that modify characteristics of permanents do so simultaneously with the permanent entering the battlefield. They don’t wait until the permanent is on the battlefield and then change it. Because such effects apply as the permanent enters the battlefield, they are applied before determining whether the permanent will cause an ability to trigger when it enters the battlefield.

608.3d Continuous effects from static abilities may allow a player to play a permanent card, or may grant an ability to a permanent card that allows it to be played. If the effect also grants that object an ability that functions only on the battlefield, that ability lasts as long as stated by the effect granting that permission or ability. If no duration is stated, it lasts until the end of the game. This is an exception to rules 608.3a–b.

609. Interaction of Continuous Effects

609.1. The values of an object’s characteristics are determined by starting with the actual object. For a card, that means the values of the characteristics printed on that card. For a copy of a card, that means the values

of the characteristics defined by the effect that created it. Then all applicable continuous effects are applied in a series of layers in the following order:

609.1a Layer 1: Rules and effects that modify copiable values are applied.

609.1b Layer 2: Control-changing effects are applied.

609.1c Layer 3: Type-changing effects are applied. These include effects that change an object's card type, subtype, and/or supertype.

609.1d Layer 4: Ability-adding effects, keyword counters, ability-removing effects, and effects that say an object can't have an ability are applied.

609.1e Layer 5: Will- and/or power-changing effects are applied.

609.2. Within layer 1, apply effects in a series of sublayers in the order described below. Within each sublayer, apply effects in timestamp order (see rule 609.6). Note that dependency may alter the order in which effects are applied within a sublayer. (See rule 609.7.)

609.2a Layer 1a: Copiable effects are applied. This includes copy effects (see rule 707, "Copying Permanents") and changes to an object's characteristics determined by merging an object with a permanent (see rule 709, "Merging with Permanents"). "As . . . enters the battlefield" abilities generate copiable effects if they set will and power, even if they also define other characteristics.

609.2b After all rules and effects in layer 1 have been applied, the object's characteristics are its copiable values.

609.3. Within layers 2–6, apply effects from characteristic-defining abilities first (see rule 604.3), then all other effects in timestamp order (see rule 609.6). Note that dependency may alter the order in which effects are applied within a layer. (See rule 609.7.)

609.4. Within layer 7, apply effects in a series of sublayers in the order described below. Within each sublayer, apply effects in timestamp order. (See rule 609.6.) Note that dependency may alter the order in which effects are applied within a sublayer. (See rule 609.7.)

609.4a Layer 7a: Effects from characteristic-defining abilities that define will and/or power are applied. See rule 604.3.

609.4b Layer 7b: Effects that set will and/or power to a specific number or value are applied. Effects that refer to the base will and/or power of a unit apply in this layer.

609.4c Layer 7c: Effects and counters that modify will and/or power (but don't set will and/or power to a specific number or value) are applied.

609.4d Layer 7d: Effects that switch a unit's will and power are applied. Such effects take the value of will and apply it to the unit's power, and take the value of power and apply it to the unit's will.

Example: A 1/3 unit is given +1 power by an effect. Then another effect switches the unit's will and power: Its new will and power is 4/1. A new effect gives the unit +5 will. Its "unswitched" will and power would be 6/4, so its actual will and power is 4/6.

609.5. The application of continuous effects as described by the layer system is continually and automatically performed by the game. All resulting changes to an object's characteristics are instantaneous.

609.6. Within a layer or sublayer, determining which order effects are applied in is usually done using a timestamp system. An effect with an earlier timestamp is applied before an effect with a later timestamp.

609.6a A continuous effect generated by a static ability has the same timestamp as the object the static ability is on, or the timestamp of the effect that created the ability, whichever is later. If the effect that created the ability has the later timestamp and the object the ability is on receives a new timestamp, each continuous effect generated by static abilities of that object receives a new timestamp as well, but the relative order of those timestamps remains the same.

609.6b A continuous effect generated by the resolution of a card or ability receives a timestamp at the time it's created.

609.6c Each counter receives a timestamp as it's put on an object. If that object already has a counter of that kind on it, each counter of that kind receives a new timestamp identical to that of the new counter.

609.6d An object receives a timestamp at the time it enters a zone.

609.6e An upgrade receives a new timestamp each time it becomes attached to an object.

609.6f A permanent receives a new timestamp each time it turns face up or face down.

609.6m If two or more objects would receive a timestamp simultaneously, such as by entering a zone simultaneously or becoming attached simultaneously, their relative timestamps are determined in APNAP order (see rule 100.9). Objects controlled by the active player (or owned by the active player, if they have no controller) have an earlier relative timestamp in the order of that player's choice, followed by each other player in turn order.

609.7. Within a layer or sublayer, determining which order effects are applied in is sometimes done using a dependency system. If a dependency exists, it will override the timestamp system.

609.7a An effect is said to "depend on" another if (a) it's applied in the same layer (and, if applicable, sublayer) as the other effect; (b) applying the other would change the text or the existence of the first effect, what it applies to, or what it does to any of the things it applies to; and (c) neither effect is from a characteristic-defining ability or both effects are from characteristic-defining abilities. Otherwise, the effect is considered to be independent of the other effect.

609.7b An effect dependent on one or more other effects waits to apply until just after all of those effects have been applied. If multiple dependent effects would apply simultaneously in this way, they're applied in timestamp order relative to each other. If several dependent effects form a

dependency loop, then this rule is ignored and the effects in the dependency loop are applied in timestamp order.

609.8c After each effect is applied, the order of remaining effects is reevaluated and may change if an effect that has not yet been applied becomes dependent on or independent of one or more other effects that have not yet been applied.

609.8. One continuous effect can override another. Sometimes the results of one effect determine whether another effect applies or what another effect does.

609.9. Some continuous effects affect players rather than objects.

609.10. Some continuous effects affect game rules rather than objects. For example, effects may modify a player's maximum hand size. These effects are applied after all other continuous effects have been applied. Continuous effects that affect the costs of cards or abilities are applied according to the order specified in rule 601.1f. All other such effects are applied in timestamp order. See also the rules for timestamp order and dependency.

610. Replacement Effects

610.1. Some continuous effects are replacement effects. Like prevention effects (see rule 611), replacement effects apply continuously as events happen—they aren't locked in ahead of time. Such effects watch for a particular event that would happen and completely or partially replace that event with a different event.

610.1a Effects that use the word "instead" are replacement effects. Most replacement effects use the word "instead" to indicate what events will be replaced with other events.

610.1b Effects that use the word "skip" are replacement effects. These replacement effects use the word "skip" to indicate what events, steps, phases, or turns will be replaced with nothing.

610.1b Continuous effects that read "[This permanent] enters the battlefield . . ." or "[Objects] enter the battlefield . . ." are replacement effects.

610.2. Some replacement effects apply to damage from a source.

610.3. There are no special restrictions on playing a card or activating an ability that generates a replacement effect. Such effects last until they're used up or their duration has expired.

610.4. Replacement effects must exist before the appropriate event occurs—they can't "go back in time" and change something that's already happened. Cards or abilities that generate these effects are often played or activated in response to whatever would produce the event and thus resolve before that event would occur.

610.5. A replacement effect doesn't invoke itself repeatedly; it gets only one opportunity to affect an event or any modified events that may replace that event.

610.6. If an event is replaced, it never happens. A modified event occurs instead, which may in turn trigger abilities. Note that the modified event may contain instructions that can't be carried out, in which case the impossible instruction is simply ignored.

610.7. If a replacement effect would replace an event, but that event never happens, the replacement effect simply doesn't do anything.

610.7a If a source would deal 0 damage, it does not deal damage at all. Replacement effects that would increase the damage dealt by that source, or would have that source deal that damage to a different object or player, have no event to replace, so they have no effect.

610.8. An effect that causes a player to skip an event, step, phase, or turn is a replacement effect. "Skip [something]" is the same as "Instead of doing [something], do nothing." Once a step, phase, or turn has started, it can no longer be skipped—any skip effects will wait until the next occurrence.

610.8a Anything scheduled for a skipped step, phase, or turn won't happen. Anything scheduled for the "next" occurrence of something waits for the first occurrence that isn't skipped. If two effects each cause a player to skip their next occurrence, that player must skip the next two; one effect will be satisfied in skipping the first occurrence, while the other will remain until another occurrence can be skipped.

610.8b Some effects cause a player to skip a step, phase, or turn, then take another action. That action is considered to be the first thing that happens during the next step, phase, or turn to actually occur.

610.9. Some effects replace card draws. These effects are applied even if no cards could be drawn because there are no cards in the affected player's deck.

610.9a If an effect replaces a draw within a sequence of card draws, all actions required by the replacement are completed, if possible, before resuming the sequence.

610.10. An object may have one ability printed on it that generates a replacement effect which causes one or more cards to be expelled, and another ability that refers either to the "cards expelled" or to cards "expelled with [this object]." These abilities are linked: the second refers only to cards in the expelled zone that were put there as a direct result of the replacement event caused by the first.

610.11. Some replacement effects are not continuous effects. Rather, they are an effect of a resolving card or ability that replaces part or all of that card or ability's own effect(s). Such effects are called self-replacement effects. The text creating a self-replacement effect is usually part of the ability whose effect is being replaced, but the text can be a separate ability, particularly when preceded by an ability word. When applying replacement effects to an event, self-replacement effects are applied before other replacement effects.

610.12. Some replacement effects apply "if an effect would put one or more counters on a permanent." These replacement effects apply if the effect of a resolving card or ability puts a counter on a permanent, and they also apply if another replacement or prevention effect does so, even if the original event being modified wasn't itself an effect.

610.13. Some effects state that something can't happen. These effects aren't replacement effects, but follow similar rules.

610.13a “Can’t” effects must exist before the appropriate event occurs—they can’t “go back in time” and change something that’s already happened.

610.13b If an event can’t happen, a player can’t choose to pay a cost that includes that event.

610.13c If an event can’t happen, it can only be replaced by a self-replacement effect (see rule 610.11). Other replacement and/or prevention effects can’t modify or replace it.

611. Prevention Effects.

611.1. Some continuous effects are prevention effects. Like replacement effects (see rule 610), prevention effects apply continuously as events happen—they aren’t locked in ahead of time. Such effects watch for a damage event that would happen and completely or partially prevent the damage that would be dealt.

611.1a Effects that use the word “prevent” are prevention effects. Prevention effects use “prevent” to indicate what damage will not be dealt.

611.2. Many prevention effects apply to damage from a source. See rule 606.7.

611.3. There are no special restrictions on playing a card or activating an ability that generates a prevention effect. Such effects last until they’re used up or their duration has expired.

611.4. Prevention effects must exist before the appropriate damage event occurs—they can’t “go back in time” and change something that’s already happened. Cards or abilities that generate these effects are often played or activated in response to whatever would produce the event and thus resolve before that event would occur.

611.5. Some prevention effects also include an additional effect, which may refer to the amount of damage that was prevented. The prevention takes place at the time the original event would have happened; the rest of the effect takes place immediately afterward.

611.6. If damage that would be dealt is prevented, it never happens. A modified event may occur instead, which may in turn trigger abilities. Note that the modified event may contain instructions that can’t be carried out, in which case the impossible instruction is simply ignored.

611.7. Some prevention effects generated by the resolution of a card or ability refer to a specific amount of damage.

611.8. Some prevention effects generated by the resolution of a card or ability refer to the next time a specific source would deal damage. These effects prevent the next instance of damage from that source, regardless of how much damage that is. Once an instance of damage from that source has been prevented, any subsequent instances of damage that would be dealt by that source are dealt normally.

611.9. Some effects generated by the resolution of a card or ability prevent damage from a source of a player’s choice with certain properties.

611.10. Some prevention effects generated by static abilities refer to a specific amount of damage—for example, “If a source would deal damage to [this object], prevent all but 1 of that damage.” Such an effect prevents only the indicated amount of damage in any applicable damage event at any given time. It will

apply separately to damage from other applicable events that would happen at the same time, or at a different time.

611.11. Some effects state that damage “can’t be prevented.” If unpreventable damage would be dealt, any applicable prevention effects are still applied to it. Those effects won’t prevent any damage, but any additional effects they have will take place.

611.11a A effect is applied to any particular unpreventable damage event just once. It won’t invoke itself repeatedly trying to prevent that damage.

611.12. Some triggered abilities trigger when damage that would be dealt is prevented. Such an ability triggers each time a prevention effect is applied to one or more simultaneous damage events and prevents some or all of that damage.

612. Interaction of Replacement and/or Prevention Effects

612.1. If two or more replacement and/or prevention effects are attempting to modify the way an event affects an object or player, the affected object’s controller (or its owner if it has no controller) or the affected player chooses one to apply, following the steps listed below. If two or more players have to make these choices at the same time, choices are made in APNAP order (see rule 100.9).

612.1a If any of the replacement and/or prevention effects are self-replacement effects (see rule 610.11), one of them must be chosen. If not, proceed to rule 612.1b.

612.1b If any of the replacement and/or prevention effects would modify under whose control an object would enter the battlefield, one of them must be chosen. If not, proceed to rule 612.1c.

612.1c If any of the replacement and/or prevention effects would cause an object to become a copy of another object as it enters the battlefield, one of them must be chosen. If not, proceed to rule 612.1d.

612.1d Any of the applicable replacement and/or prevention effects may be chosen.

612.1e Once the chosen effect has been applied, this process is repeated (taking into account only replacement or prevention effects that would now be applicable) until there are no more left to apply.

612.1f While following the steps in 612.1a–e, one replacement or prevention effect may apply to an event, and another may apply to an event contained within the first event. In this case, the second effect can’t be chosen until after the first effect has been chosen.

612.2. A replacement or prevention effect can become applicable to an event as the result of another replacement or prevention effect that modifies the event.

7. Additional Rules

700. General

700.1. Anything that happens in a game is an event. Multiple events may take place during the resolution of a card or ability. The text of triggered abilities and replacement effects defines the event they're looking for. One "happening" may be treated as a single event by one ability and as multiple events by another.

700.2. A card or ability is modal if it has two or more options in a bulleted list preceded by instructions for a player to choose a number of those options, such as "Choose one —." Each of those options is a mode.

700.2a The controller of a modal card or activated ability chooses the mode(s) as part of playing that card or activating that ability. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can't be chosen.

700.2b The controller of a modal triggered ability chooses the mode(s) as part of putting that ability on the chain of events. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can't be chosen. If no mode is chosen, the ability is removed from the chain of events. (See rule 603.3c.)

700.2c If a card or ability targets one or more targets only if a particular mode is chosen for it, its controller will need to choose those targets only if they chose that mode. Otherwise, the card or ability is treated as though it did not have those targets. (See rule 601.1c.)

700.2d If a player is allowed to choose more than one mode for a modal card or ability, that player normally can't choose the same mode more than once. However, some modal cards include the instruction "You may choose the same mode more than once." If a particular mode is chosen multiple times, the card is treated as if that mode appeared that many times in sequence. If that mode requires a target, the same player or object may be chosen as the target for each of those modes, or different targets may be chosen.

700.2e Some cards and abilities specify that a player other than their controller chooses a mode for it. In that case, the other player does so when the card or ability's controller normally would do so. If there is more than one other player who could make such a choice, the card or ability's controller decides which of those players will make the choice.

700.2f Modal cards and abilities may have different targeting requirements for each mode. Changing a card or ability's target can't change its mode.

700.2g A copy of a modal card or ability copies the mode(s) chosen for it. The controller of the copy can't choose a different mode.

700.3. A card or ability is modal if it has two or more options in a bulleted list preceded by instructions for a player to choose a number of those options, such as "Choose one —." Each of those options is a mode.

701. Keywords

701.1. Most actions described in a card's rules text use the standard English definitions of the verbs within, but some specialized verbs are used whose meanings may not be clear. These "keywords" are game terms; sometimes reminder text summarizes their meanings.

701.2. Activate

701.2a To activate an activated ability is to put it onto the chain of events and pay its costs, so that it will eventually resolve and have its effect. Only an object's controller (or its owner, if it doesn't have a controller) can activate its activated ability unless the object specifically says otherwise. A player may activate an ability if they have priority. See rule 602, "Activating Activated Abilities."

701.3. Attach

701.3a To attach an Upgrade, Trap or Unit to a base means to take it from where it currently is and put it onto that object. If something is attached to a permanent on the battlefield, it's customary to place it so that it's physically touching the permanent.

701.3b If an effect tries to attach an Upgrade, Trap or Unit to an object it can't be attached to, the Upgrade, Trap or Unit doesn't move. If an effect tries to attach an Upgrade, Trap or Unit to the object it's already attached to, the effect does nothing. If an effect tries to attach an object that isn't an Upgrade, Trap or Unit to another object, the effect does nothing and the first object doesn't move.

701.3c Attaching an Upgrade, Trap or Unit on the battlefield to a different object causes the Upgrade, Trap or Unit to receive a new timestamp.

701.4. Destroy

701.4a To destroy a permanent, move it from the battlefield to its owner's graveyard.

701.4b The only ways a permanent can be destroyed are as a result of an effect that uses the word "destroy" or as a result of the state-based actions that check for lethal damage (see rule 704.5c). If a permanent is put into its owner's graveyard for any other reason, it hasn't been "destroyed."

701.5. Discard

701.5a To discard a card, move it from its owner's hand to that player's graveyard.

701.5b By default, effects that cause a player to discard a card allow the affected player to choose which card to discard. Some effects, however, require a random discard or allow another player to choose which card is discarded.

701.5c If a card is discarded, but an effect causes it to be put into a hidden zone instead of into its owner's graveyard without being revealed, all values of that card's characteristics are considered to be undefined. If a card is discarded this way to pay a cost that specifies a characteristic about the discarded card, that cost payment is illegal; the game returns to the moment before the cost was paid (see rule 710, "Handling Illegal Actions").

701.6. Double

701.6a Doubling a unit's will and/or power creates a continuous effect. This effect modifies that unit's will and/or power but doesn't set those characteristics to a specific value. See rule 609.4c.

701.6b To double a unit's will, that unit gets +X, where X is that unit's will as the card or ability that doubles its power resolves. Similarly, an effect that doubles a unit's power gives it +X, where

X is that unit's power. Doubling a unit's will and power gives it $+X/+Y$, where X is its will and Y is its power.

701.6c If a unit's will is less than 0 when it's doubled, doubling that unit's will instead means that the unit gets $-X$, where X is the difference between 0 and its will. Similarly, if its power is less than 0 when doubled, it gets $-X$. If one characteristic's value is negative but the other isn't when both are doubled, it gets $-X/+Y$ or $+X/-Y$, as appropriate.

701.6d To double the number of a kind of counters on a permanent, give that permanent as many of those counters as that permanent already has.

701.6e To double the amount of a resource in a player's reserve, that player adds an amount of resource equal to the amount they already have.

701.7. Expel

701.7a To expel an object, move it to the expelled zone from wherever it is. See rule 407, "Expelled."

701.8. Play

701.8a To play a card means to put it onto the battlefield from the zone it's in (usually the hand). A player may play a card if they have priority, it's the main phase of their turn, and the chain of events is empty. Putting a permanent onto the battlefield as the result of a card or ability isn't the same as playing a card.

701.8b Some effects instruct a player to "play" with a certain aspect of the game changed, such as "Play with the top card of your deck revealed." "Play" in this sense means to play the *Legions of Will* game.

701.9. Resolve

701.9a A card and/or ability resolves once its effect on the chain of events has taken place. A card and/or ability on the chain of events does not resolve if it was prevented by another card and/or ability.

701.9b Cards being played that do not resolve or are prevented from resolving are then removed from the chain of events and put into its owner's graveyard.

701.9c Abilities that do not resolve or are prevented from resolving are removed from the chain of events and nothing happens.

701.10. Rest and Reset

701.10a To rest a permanent, turn it sideways from an upright position. Only reset permanents can be rested.

701.10b To reset a permanent, rotate it back to the upright position from a sideways position. Only rested permanents can be reset.

701.11. Reveal

701.11a To reveal a card, show that card to all players for a brief time. If an effect causes a card to be revealed, it remains revealed for as long as necessary to complete the parts of the effect that card is relevant to. If the cost to play a card or activate an ability includes revealing a card, the card remains revealed from the time the card or ability is announced until the time it leaves the chain of events. If revealing a card causes a triggered ability to trigger, the card remains revealed until that triggered ability leaves the chain of events. If that ability isn't put onto the chain of events the next time a player would receive priority, the card ceases to be revealed.

701.11b Revealing a card doesn't cause it to leave the zone it's in.

701.11c If cards in a player's deck are shuffled or otherwise reordered, any revealed cards that are reordered stop being revealed and become new objects.

701.11d Some effects instruct a player to look at one or more cards. Looking at a card follows the same rules as revealing a card, except that the card is shown only to the specified player.

701.12. Sacrifice

701.12a To sacrifice a permanent, its controller moves it from the battlefield directly to its owner's graveyard. A player can't sacrifice something that isn't a permanent, or something that's a permanent they don't control. Sacrificing a permanent doesn't destroy it, so effects that replace destruction can't affect this action.

701.13. Search

701.13a To search for a card in a zone, look at all cards in that zone (even if it's a hidden zone) and find a card that matches the given description.

701.13b If a player is searching a hidden zone for cards with a stated quality, such as a card with a certain card type, that player isn't required to find some or all of those cards even if they're present in that zone.

701.13c If a player is instructed to search a hidden zone for cards that match an undefined quality, that player may still search that zone but can't find any cards.

701.13d If a player is searching a hidden zone simply for a quantity of cards, such as "a card" or "three cards," that player must find that many cards (or as many as possible, if the zone doesn't contain enough cards).

701.13e If the effect that contains the search instruction doesn't also contain instructions to reveal the found card(s), then they're not revealed.

701.13f If searching a zone is replaced with searching a portion of that zone, any other instructions that refer to searching the zone still apply. Any abilities that trigger on a deck being searched will trigger.

701.13g If an effect offers a player a choice to search a zone and take additional actions with the cards found, that player may choose to search even if the additional actions are illegal or impossible.

701.13h An effect may instruct a player to search a deck for one or more cards more than once before instructing a player to shuffle that deck. This is the same as a single instruction for that player to search that deck for all those cards. The player searches that deck only once.

701.13i If multiple players search at once, each of those players looks at the appropriate cards at the same time, then those players decide in APNAP order (see rule 100.9) which card to find.

701.13j If an effect instructs a player to search outside the game for a card, that player may choose an appropriate card they own from outside the game.

701.14. Shuffle

701.14a To shuffle a deck or a face-down pile of cards, randomize the cards within it so that no player knows their order.

701.14b Some effects cause a player to search a deck for a card or cards, shuffle that deck, then put some or all of the found cards into a different zone or in a certain position in that deck. In such cases, the found cards aren't included in the shuffle, even though they remain in the deck at that time. Rather, all the cards in that deck except those are shuffled. Abilities that trigger when a deck is shuffled will still trigger. See also rule 401, "Deck."

701.14c If an effect would cause a player to shuffle one or more specific objects into a deck, that deck is shuffled even if none of those objects are in the zone they're expected to be in or an effect causes all of those objects to be moved to another zone or remain in their current zone.

701.14d If an effect would cause a player to shuffle a set of objects into a deck, that deck is shuffled even if there are no objects in that set.

701.14e If an effect causes a player to shuffle a deck containing zero or one cards, abilities that trigger when a deck is shuffled will still trigger.

701.14f If two or more effects cause a deck to be shuffled multiple times simultaneously, abilities that trigger when that deck is shuffled will trigger that many times.

701.14g If an effect would cause a player to shuffle a deck at the same time that an object would be put into a certain position in that deck, the result is a shuffled deck that's randomized except that the object is in the specified position.

701.15. Station

701.15a To station a unit means to take it from where it currently is and put it into a base zone. If something is stationed in a base, it's customary to place it so that it's above the base card it's stationed in.

702. Keyword Abilities

702.1 Most abilities describe exactly what they do in the card's rules text. Some, though, are very common or would require too much space to define on the card. In these cases, the object lists only the name of the ability as a "keyword"; sometimes reminder text summarizes the game rule.

702.1a To reset a permanent, rotate it back to the upright position from a sideways position. Only rested permanents can be reset.

702.1b An effect that grants an object a keyword ability may define a variable in that ability based on characteristics of that object or other information about the game state. For these abilities, the value of that variable is constantly reevaluated.

702.1c An effect may refer to an object "with [keyword ability]" or "that has [keyword ability]." This means the same thing as an object "with a [keyword ability] ability" or an object "that has a [keyword ability] ability."

702.2. Protection

702.2a Protection is a static ability, written "Protection from [quality]." If the quality happens to be a card name, it is treated as such only if the protection ability specifies that the quality is a name. If the quality is a card type, subtype, or supertype, the ability applies to sources that are permanents with that card type, subtype, or supertype and to any sources not on the battlefield that are of that card type, subtype, or supertype. This is an exception to rule 107.2.

702.2b Any damage that would be dealt by sources that have the stated quality to a permanent with protection is prevented.

702.2c Attacking units with protection can't be blocked by units that have the stated quality

702.2d Units with protection can't be merged (see rule 702.3) by units that have the stated quality

702.2e Multiple instances of protection from the same quality on the same permanent are redundant.

702.3. Merge

702.3a Merge appears on some unit cards and some action cards. It represents an effect that functions while the card with merge is on the chain of events.

702.3b When playing a unit card for its merge effect, as the merge effect begins resolving, if its target is illegal, it ceases to be a merging unit and will be put into its owner's graveyard.

702.3c As a merging unit card resolves, if its target is legal, it doesn't enter the battlefield. Rather, it merges with the target unit(s) and becomes one object that takes up one capacity. (see rule 709, "Merging with Permanents"). The resulting permanent is a merged permanent.

702.3d An ability that triggers whenever a unit merges triggers when a card or unit merges with a unit as a result of a resolving merge effect.

702.3e A merged permanent may have other effects depending on what the card states that merged the permanents. A merged permanent retains its other characteristics otherwise.

Example: *Amalgamation* is a card that reads, "Choose [target] unit you control. Merge that unit with any number of target units in the same base as that unit. It loses all abilities and gains the total will and power of the merged units."

Example: *Ink* is a unit card that reads, "When you play this card, you may merge it with target unit. That unit can't block Shadows."

702.3f The target for merged permanent is the original target of the merge effect. All other permanents that have been merged can't be targeted.

Example: *Ink* is a unit card that reads, "When you play this card, you may merge it with target unit. That unit can't block Shadows." The target chosen when playing *Ink*, would be the target as a merged object.

702.3g If a merged permanent would leave the battlefield or move to a new zone, other than a base zone, all cards merged with that object are put into their owner's graveyard.

702.3. Redeem

702.3a Redeem is a keyword ability that allows a player to pay the resource cost of that card and discard it. The effect is, "You may pay the resource cost of this card and discard it." Redeem is also seen as a subtype for action cards.

702.3b Some effects may grant the redeem keyword ability to card types other than actions.

702.4. Recur

702.4a Recur appears as a subtype on some actions. It represents a keyword ability that functions while the card is in a player's graveyard. Recur means "You may play this card from your graveyard by paying its cost" and "If the card was played this way, expel instead of putting it anywhere else any time it would leave the chain of events."

703. Turn-Based Actions

703.1. Turn-based actions are game actions that happen automatically when certain steps or phases begin, or when each step and phase ends. Turn-based actions don't use the chain of events.

703.1a Abilities that watch for a specified step or phase to begin are triggered abilities, not turn-based actions. (See rule 603, "Handling Triggered Abilities.")

703.2. Turn-based actions are not controlled by any player.

703.3. Whenever a step or phase begins, if it's a step or phase that has any turn-based action associated with it, those turn-based actions are automatically dealt with first. This happens before state-based actions are checked, before triggered abilities are put on the chain of events, and before players receive priority.

703.4. The turn-based actions are as follows:

703.4a First, during the reset step, the active player determines which permanents they control will reset. Then they reset them all simultaneously.

703.4b Immediately after a player's effect phase begins, that player adds a poison counter on each permanent they control with a poison counter and removes an ice counter from each permanent they control with an ice counter. See rule 114, "Counters."

703.4c Immediately after the resource step begins, the active player gains resource equal to the amount of resource each base they control produces.

703.4d Immediately after the declare attackers step begins, the active player declares attackers. See rule 508.1.

703.4e Immediately after the declare blockers step begins, the defending player declares blockers. See rule 509.1.

703.4f Immediately after blockers have been declared during the declare blockers step, for each attacking unit that's become blocked by multiple units, the active player announces the damage assignment order among the blocking units. See rule 509.2.

703.4g Immediately after the active player has announced damage assignment orders (if necessary) during the declare blockers step, for each unit that's blocking multiple units, the defending player announces the damage assignment order among the attacking units. See rule 509.3.

703.4h Immediately after the battle damage step begins, each player in APNAP order announces how each attacking or blocking unit they control assigns its battle damage. See rule 510.1.

703.4i Immediately after battle damage has been assigned during the battle damage step, all battle damage is dealt simultaneously. See rule 510.2

703.4j Immediately after the cleanup step begins, if the active player's hand contains more cards than their maximum hand size (normally two), they discard enough cards to reduce their hand size to that number. See rule 514.1.

703.4k Immediately after the active player has discarded cards (if necessary) during the cleanup step, all damage is removed from permanents and all "until end of turn" and "this turn" effects end. These actions happen simultaneously. See rule 514.2.

704. State-Based Actions

704.1. State-based actions are game actions that happen automatically whenever certain conditions (listed below) are met. State-based actions don't use the chain of events.

704.1a Abilities that watch for a specified game state are triggered abilities, not state-based actions. (See rule 603, “Handling Triggered Abilities.”)

704.2. State-based actions are checked throughout the game and are not controlled by any player.

704.3. Whenever a player would get priority (see rule 111, “Timing and Priority”), the game checks for any of the listed conditions for state-based actions, then performs all applicable state-based actions simultaneously as a single event. If any state-based actions are performed as a result of a check, the check is repeated; otherwise all triggered abilities that are waiting to be put on the chain of events are put on the chain of events, then the check is repeated. Once no more state-based actions have been performed as the result of a chain of events and no triggered abilities are waiting to be put on the chain of events, the appropriate player gets priority. This process also occurs during the cleanup step (see rule 514), except that if no state based actions are performed as the result of the step’s first check and no triggered abilities are waiting to be put on the chain of events, then no player gets priority and the step ends.

704.4. Unlike triggered abilities, state-based actions pay no attention to what happens during the resolution of a card or ability.

704.5. The state-based actions are as follows:

704.5a If a player has 0 active bases, that player loses the game.

704.5b If a copy of a card being played is in a zone other than the chain of events, it ceases to exist. If a copy of a card is in any zone other than the chain of events or the battlefield, it ceases to exist.

704.5c If a unit has power greater than 0, it has damage marked on it, and the total damage marked on it is greater than or equal to its power, that unit has been dealt lethal damage and is destroyed.

704.5d If a unit has power 0 or less, it’s put into its owner’s graveyard.

704.5e If two or more legendary non-base permanents with the same name are controlled by the same player, that player chooses one of them, and the rest are put into their owners’ graveyards. This is called the “legend rule.”

704.5f If two or more legendary bases with the same name are controlled by the same player, that player chooses one of them, and the rest are turned face down.

704.5g If a permanent is attached to an illegal object, or is not attached to an object, that permanent is put into its owner’s graveyard.

704.5h If a base has defense 0, it’s turned face-down.

704.5i If a player has less cards in hand than their maximum hand size, that player draws cards equal to the difference.

705. Flipping a Coin

705.1. Some cards refer to flipping a coin. A coin used in a flip must be a two-sided object with easily distinguished sides and equal likelihood that either side lands face up. If the coin that's being flipped doesn't have an obvious "heads" or "tails," designate one side to be "heads," and the other side to be "tails." Other methods of randomization may be substituted for flipping a coin as long as there are two possible outcomes of equal likelihood and all players agree to the substitution. For example, the player may roll an even-sided die and call "odds" or "evens," or roll an even-sided die and designate that "odds" means "heads" and "evens" means "tails."

705.2. Some effects that instruct a player to flip a coin care only about whether the coin comes up heads or tails. No player wins or loses a coin flip for this kind of effect. For all other effects that instruct a player to flip a coin, the player that flips the coin calls "heads" or "tails." If the call matches the result, the player wins the flip. Otherwise, the player loses the flip. Only the player who flips the coin wins or loses the flip; no other players are involved.

706. Rolling a Die

706.1. An effect that instructs a player to roll a die will specify what kind of die (*normally a 12-sided die*) to roll and how many of those dice to roll.

706.1a Players may agree to use an alternate method for rolling a die, including a digital substitute, as long as the method used has the same number of equally likely outcomes as the die specified in the instruction.

706.2. After the roll, the number indicated on the top face of the die before any modifiers is the natural result. The instruction may include modifiers to the roll which add to or subtract from the natural result. Modifiers may also come from other sources. After considering all applicable modifiers, the final number is the result of the die roll.

706.2a Modifiers may be optional and/or have associated costs.

706.2b If two or more effects are attempting to modify the natural result, the player who rolled chooses one to apply, following these steps: First, consider any effects that modify the result of a die roll by rerolling that die. Second, consider any effects that modify the result of a die roll by increasing or decreasing that result by a specified amount.

707. Copying Permanents

707.1. Some objects become or turn another object into a "copy" of a permanent, or card.

707.2. When copying an object, the copy acquires the copiable values of the original object's characteristics and, for an object on the chain of events, choices made when playing or activating it (mode, targets, the value of X, how it will affect multiple targets, and so on). The copiable values are the values derived from the text printed on the object (that text being name, resource cost, card type, subtype, supertype, rules text, will, and/or power), as modified by other copy effects, and by "as . . . enters the battlefield" abilities that set will and power (and may also set additional characteristics). Other effects (including type-changing effects), status, and counters, are not copied.

707.2a A copy acquires the abilities of the object it's copying because those values are derived from its rules text. A copy doesn't wind up with two values of each ability (that is, it doesn't copy the object's abilities and its rules text, then have that rules text define a new set of abilities).

707.2b Once an object has been copied, changing the copiable values of the original object won't cause the copy to change.

707.2c If a static ability generates a continuous effect that's a copy effect, the copiable values that effect grants are determined only at the time that effect first starts to apply.

707.3. The copy's copiable values become the copied information, as modified by the copy's status (see rule 108.4). Objects that copy the object will use the new copiable values.

707.4. An object that enters the battlefield "as a copy" or "that's a copy" of another object becomes a copy as it enters the battlefield. It doesn't enter the battlefield, and then become a copy of that permanent. If the text that's being copied includes any abilities that replace the enters-the-battlefield event (such as "enters the battlefield with" or "as [this] enters the battlefield" abilities), those abilities will take effect. Also, any enters-the-battlefield triggered abilities of the copy will have a chance to trigger.

707.5. When copying a permanent, any choices that have been made for that permanent aren't copied. Instead, if an object enters the battlefield as a copy of another permanent, the object's controller will get to make any "as [this] enters the battlefield" choices for it.

707.6. To copy a card being played, activated ability, or triggered ability means to put a copy of it onto the chain of events; a copy of a card isn't played and a copy of an activated ability isn't activated. A copy of a card or ability copies both the characteristics of the card or ability and all decisions made for it, including modes, targets, the value of X, and additional or alternative costs. (See rule 601, "Playing Cards.") Choices that are normally made on resolution are not copied. If an effect of the copy refers to objects used to pay its costs, it uses the objects used to pay the costs of the original card or ability. A copy of a card is owned by the player under whose control it was put on the chain of events. A copy of a card or ability is controlled by the player under whose control it was put on the chain of events. A copy of an ability is itself an ability.

706.7a If a copy of a card being played is in a zone other than the chain of events, it ceases to exist. If a copy of a card is in any zone other than the chain of events or the battlefield, it ceases to exist. These are state-based actions. See rule 704.

706.7b A copy of an ability has the same source as the original ability. If the ability refers to its source by name, the copy refers to that same object and not to any other object with the same name. The copy is considered to be the same ability by effects that count how many times that ability has resolved during the turn.

706.7c Some effects copy a card being played or ability and state that its controller may choose new targets for the copy. The player may leave any number of the targets unchanged, even if those targets would be illegal. If the player chooses to change some or all of the targets, the new targets must be legal. Once the player has decided what the copy's targets will be, the copy is put onto the chain of events with those targets.

706.7d Some effects copy a card being played or ability for each player or object it "could target." The copies are put onto the chain of events with those targets in the order of their controller's

choice. If the card being played or ability has more than one target, each of its targets must be the same player or object. If that player or object isn't a legal target for each instance of the word "target," a copy isn't created for that player or object.

706.7e Some effects copy a card being played or ability and specify a new target for the copy. If the card being played or ability has more than one target, each of the copy's targets must be that player or object. If that player or object isn't a legal target for each instance of the word "target," the copy isn't created.

708. Ending Turns & Phases

708.1. Some cards end the turn. When an effect ends the turn, follow these steps in order, as they differ from the normal process for resolving cards and abilities (see rule 605, "Resolving Cards and Abilities").

708.1a If there are any triggered abilities that triggered before this process began but haven't been put onto the chain of events yet, those abilities cease to exist. They won't be put onto the chain of events. This rule does not apply to abilities that trigger during this process (see rule 708.1f).

708.1b Remove every object on the chain of events, including the object that's resolving. All objects not on the battlefield that aren't represented by cards will cease to exist the next time state-based actions are checked (see rule 704, "State-Based Actions").

708.1c Check state-based actions. No player gets priority, and no triggered abilities are put onto the chain of events.

708.1d The current phase and/or step ends. If this happens during battle, remove all units and from battle. The game skips straight to the cleanup step; skip any phases or steps between this phase or step and the cleanup step. If an effect ends the turn during the cleanup step, a new cleanup step begins.

708.1e Even though the turn ends, "at the beginning of the end step" triggered abilities don't trigger because the end step is skipped.

708.1f No player gets priority during this process, so triggered abilities are not put onto the chain of events. If any triggered abilities have triggered since this process began, those abilities are put onto the chain of events during the cleanup step, then the active player gets priority and players can play cards and activate abilities. Then there will be another cleanup step before the turn finally ends. If no triggered abilities have triggered during this process, no player gets priority during the cleanup step. See rule 514, "Cleanup Step."

709. Merging with Permanents

709.1. One keyword causes an object to merge with a permanent. See rule 702.3, "Merge."

709.2. To merge an object with a permanent, place that object under that permanent. That permanent becomes a merged permanent represented by the card that represented that object in addition to any other components that were representing it. That new object takes up one capacity.

709.1a A merged permanent has the characteristics as specified by the card or ability that defined those characteristics. This is a copiable effect whose timestamp is the time the objects merged. (See rule 609.2.)

709.1b As an object merges with a permanent, that object leaves its previous zone and becomes part of an object on the battlefield, but the resulting permanent isn't considered to have just entered the battlefield.

709.1c Because a merged permanent is the same object that it was before, it hasn't just come under a player's control, any continuous effects that affected it continue to do so, and so on.

709.2. If a merged permanent leaves the battlefield, one permanent leaves the battlefield and each of the individual components placed under that object are put into its owner's graveyard.

710. Handling Illegal Actions

710.1. If a player takes an illegal action or starts to take an action but can't legally complete it, the entire action is reversed and any payments already made are canceled. No abilities trigger and no effects apply as a result of an undone action. If the action was playing a card, the card being played returns to the zone it came from. Players may not reverse actions that moved cards to a deck, moved cards from a deck to any zone other than the chain of events, caused a deck to be shuffled, or caused cards from a deck to be revealed.

710.2. When reversing illegal cards and abilities, the player who had priority retains it and may take another action or pass. The player may redo the reversed action in a legal way or take any other action allowed by the rules.

8. Multiplayer Rules

800. General

800.1. A multiplayer game is a game that begins with more than two players. This section contains additional optional rules that can be used for multiplayer play.

800.2. These rules consist of a series of options that can be added to a multiplayer game and a number of variant styles of multiplayer play. A single game may use multiple options but only one variant.

800.3. Unlike two-player games, multiplayer games can continue after one or more players have left the game.

800.3a When a player leaves the game, all objects (see rule 107) owned by that player leave the game and any effects which give that player control of any objects or players end. Then, if that player controlled any objects on the chain of events not represented by cards, those objects cease to exist. Then, if there are any objects still controlled by that player, those objects are expelled. This is not a state-based action. It happens as soon as the player leaves the game. If the player who left the game had priority at the time they left, priority passes to the next player in turn order who's still in the game.

800.3b If an object would change to the control of a player who has left the game, it doesn't. If an object would be put onto the battlefield or onto the chain of events under the control of a player who has left the game, that object remains in its current zone.

800.3c If an effect that gives a player still in the game control of an object ends, there is no other effect giving control of that object to another player in the game, and the player who controlled that object by default has left the game, the object is expelled. This is not a state-based action. It happens as soon as the control-changing effect ends.

800.3d If an object that would be owned by a player who has left the game would be created in any zone, it isn't created. If a triggered ability that would be controlled by a player who has left the game would be put onto the chain of events, it isn't put on the chain of events.

800.3e If battle damage would be assigned to a player who has left the game, that damage isn't assigned.

800.3f If an object requires a player who has left the game to pay a cost or choose whether to pay a cost, that cost is not paid.

800.3g If an object requires a player who has left the game to make a choice other than whether to pay a cost, the controller of the object chooses another player to make that choice. If the original choice was to be made by an opponent of the controller of the object, that player chooses another opponent if possible.

800.3h If a rule requires a player who has left the game to make a choice, the next player in turn order makes that choice.

800.3i If an effect requires information about a specific player, the effect uses the current information about that player if they are still in the game; otherwise, the effect uses the last known information about that player before they left the game. If an effect requires information from the game about actions players have taken, the effect can find actions that were taken by a player who has left the game.

800.3j If a player leaves the game during their turn, that turn continues to its completion without an active player. If the active player would receive priority, instead the next player in turn order receives priority, or the top object on the chain of events resolves, or the phase or step ends, whichever is appropriate.

800.3k If a player who has left the game would begin a turn, that turn doesn't begin.

800.3m When a player leaves the game, any continuous effects with durations that last until that player's next turn or until a specific point in that turn will last until that turn would have begun. They neither expire immediately nor last indefinitely.

800.4. Unless a chosen variant or option prescribes otherwise, seating order is determined by any mutually agreeable method. For example, players could agree to remain where they were before the game began, roll dice to determine seating order, and so on.

801. Attack Multiple Players

801.1. Some multiplayer games allow the active player to attack multiple other players. If this option is used, a player can also choose to attack only one player during a particular battle.

801.2. As the battle phase starts, the attacking player doesn't choose an opponent to become the defending player. Instead, all the attacking player's opponents are defending players during the battle phase.

801.2a Any rule, object, or effect that refers to a "defending player" refers to one specific defending player, not to all of the defending players. If an ability of an attacking unit refers to a defending player, then unless otherwise specified, the defending player it's referring to is the protector of the base that unit is attacking. If that unit is no longer attacking, the defending player it's referring to is the protector of the base that unit was attacking before it was removed from battle. If a card or ability could apply to multiple attacking units, the appropriate defending player is individually determined for each of those attacking units. If there are multiple defending players that could be chosen, the controller of the card or ability chooses one.

801.3. As the attacking player declares each attacking unit, they choose a base protected by a defending player for it to attack. See rule 508, "Declare Attackers Step."

801.3a Restrictions and requirements that don't apply to attacking a specific player are evaluated based on the entire group of attacking units. Restrictions and requirements that apply to attacking a specific player apply only to units attacking the protector of the base those units are attacking. The entire group of attacking units must still be legal. See rule 508.1.

801.4. If more than one player protects a base that's being attacked, each defending player in APNAP order declares blockers as the declare blockers step begins. (See rule 100.9 and rule 509, "Declare Blockers Step.") The first defending player declares all their blocks, then the second defending player, and so on.

801.4a A defending player can block only with units they control. Those units can block only units attacking the base they are stationed in that that player protects.

801.4b When determining whether a defending player's blocks are legal, ignore any units attacking other players and any blocking units controlled by other players.

801.5. After blockers have been declared, if any units are blocking multiple units, each defending player in APNAP order announces the damage assignment order among the attacking units for each blocking unit they control. See rule 510, "Battle Damage Step."

801.6. Battle damage is assigned in APNAP order. Other than that, the battle damage step proceeds just as in a two-player game. See rule 510, "Battle Damage Step."

802. Shared Team Turns Option

802.1. Some multiplayer games between teams use the shared team turns option. It's always used in the Two-versus-Two game variant (see rule 804). It can be used only if the members of each team are sitting in adjacent seats.

802.2. Within each team, the player seated in the rightmost seat from that team's perspective is the primary player. If the players on a team can't agree on a choice, such as which units attack or what order triggered abilities are put on the chain of events, the primary player makes that choice.

802.3. The methods described in rule 102.1 are used to determine which team will take the first turn. The team determined this way is the starting team.

802.3a The process for handling mulligans is altered accordingly. First, each player on the starting team, in whatever order that team likes, declares whether that player will take a mulligan. Then the players on each other team in turn order do the same. Teammates may consult while making their decisions. Then all mulligans are taken at the same time. Teammates may consult while choosing which cards, if any, to put on the bottom of their deck. A player may take a mulligan even after a teammate has decided to keep their opening hand.

802.3b The process for handling cards that allow a player to begin the game with them on the battlefield is altered accordingly. First, each player on the starting team, in whatever order that team likes, may put any or all such cards onto the battlefield from that player's opening hand. Teammates may consult while making their decisions. Then each player on each other team in turn order does the same.

802.4. Each team takes turns rather than each player.

802.4a The team whose turn it is is the active team. Each other team is a nonactive team.

802.4b Each player on a team gains resource during each of that team's turns.

802.4c An ability that triggers at the beginning of a step or phase may trigger multiple times if it triggers at the beginning of "each player's" or "each opponent's" step or phase. These abilities trigger once for each appropriate player if the ability's trigger condition, effect, or intervening "if" clause refers to "that player," "that opponent," or similar.

802.5. Teams have priority, not individual players.

802.5a A player may play a card, activate an ability, or take a special action when their team has priority.

802.5b If a team has priority and no player on that team wishes to do anything, that team passes. If all teams pass in succession (that is, if all teams pass without any player taking any actions in between passing), the top object on the chain of events resolves, then the active team receives priority. If the chain of events is empty when all teams pass in succession, the phase or step ends and the next one begins.

802.6. The Active Player, Nonactive Player order rule (see rule 100.9) is modified if the shared team turns option is used. If multiple teams would make choices and/or take actions at the same time, first the active team makes any choices required, then each nonactive team in turn order makes any choices required. If multiple players would make choices and/or take actions at the same time, first each player on the active team makes any choices required in whatever order they like, then the players on each nonactive team in turn order do the same. Once all choices have been made, the actions happen simultaneously.

802.6a If more than one player is instructed to draw cards in a game that's using the shared team turns option, first each player on the active team, in whatever order that team likes, performs that player's draws, then each player on each nonactive team in turn order does the same.

802.7. If multiple triggered abilities have triggered since the last time a team received priority, the members of the active team put all triggered abilities any of them controls on the chain of events in any order they choose, then the members of each nonactive team in turn order do the same.

802.8. If an effect gives a player an extra turn or adds a phase or step to that player's turn, that player's team takes the extra turn, phase, or step. If an effect causes a player to skip a step, phase, or turn, that player's team does so. If a single effect causes more than one player on the same team to add or skip the same step, phase, or turn, that team adds or skips only that step, phase, or turn.

802.9. Any ability that refers to the "active player" refers to one specific active player, not to all of the active players. The ability's controller chooses which one the ability refers to at the time its effect is applied.

802.10. The shared team turns option uses different battle rules than other multiplayer options.

802.10a Each team's units attack the other team as a group. During the battle phase, the active team is the attacking team and each player on the active team is an attacking player. Likewise, the nonactive team is the defending team and each player on the nonactive team is a defending player.

802.10b As the declare attackers step begins, the active team declares attackers. For each attacking unit, the attacking team announces which base that unit is attacking. The active team has one combined attack, and that set of attacking units must be legal as a whole. See rule 508.1.

802.10c Any rule, object, or effect that refers to an "attacking player" refers to one specific attacking player, not to all attacking players. If an ability of a blocking unit refers to an attacking player, or a card or ability refers to both a blocking unit and an attacking player, then unless otherwise specified, the attacking player it's referring to is the player who controls the attacking unit that blocking unit is blocking. If a card or ability could apply to multiple blocking units, the appropriate attacking player is individually determined for each of those blocking units. If there are multiple attacking players that could be chosen, the controller of the card or ability chooses one.

802.10d As the declare blockers step begins, the defending team declares blockers. Units controlled by the defending players can only block units attacking the base the blocking units are stationed in protected by its controller. The defending team has one combined block, and that set of blocking units must be legal as a whole. See rule 509.1.

802.10e Any rule, object, or effect that refers to a "defending player" refers to one specific defending player, not to all of the defending players. If an ability of an attacking unit refers to a defending player, or a card or ability refers to both an attacking unit and a defending player, then unless otherwise specified, the defending player it's referring to is the protector of the base that unit is attacking. If that unit is no longer attacking, the defending player it's referring to is the protector of the base that unit was attacking before it was removed from battle. If a card or ability could apply to multiple attacking units, the appropriate defending player is individually

determined for each of those attacking units. If there are multiple defending players that could be chosen, the controller of the card or ability chooses one.

802.10f Once blockers have been declared, for each attacking unit that's become blocked by multiple unit, the active team announces the damage assignment order among the blocking unit. Then, for each unit that's blocking multiple units, the defending team announces the damage assignment order among the attacking units.

802.10g As the battle damage step begins, the active team announces how each attacking unit will assign its battle damage. Then the defending team announces how each blocking unit will assign its battle damage. See rule 510.1.

803. Free-for-All

803.1. In Free-for-All multiplayer games, a group of players compete as individuals against each other.

803.2. Any multiplayer options used are determined before play begins.

803.3. The players are randomly seated around the table

804. Two-versus-Two

804.1. Two-versus-Two games are played with two teams of two players each.

804.2. The Two-versus-Two variant uses the shared team turns option. (See rule 802.)

804.3. Each team sits together on one side of the table. Each team decides the order in which its players sit.

804.4. Each team has shared bases, which begin the game with one base face up for each player.

804.5. With the exception of bases, a team's resources (cards in hand, resource, and so on) are not shared in the Two-versus-Two variant. Teammates may review each other's hands and discuss strategies at any time. Teammates can't manipulate each other's cards or permanents.

804.6. The team who plays first skips the battle phase of its first turn.

804.7. The Two-versus-Two variant uses the battle rules for the shared team turns option (see rule 802.10).

804.7a Players win and lose the game only as a team, not as individuals. If either player on a team loses the game, the team loses the game. If either player on a team wins the game, the entire team wins the game. If an effect says that a player can't win the game, that player's team can't win the game. If an effect says that a player can't lose the game, that player's team can't lose the game.

804.7b If a player concedes, their team leaves the game immediately. That team loses the game.

804.7c If all bases controlled by a team are face down, the team loses the game. (This is a state-based action. See rule 704.)

804.8. The Two-versus-Two variant can also be played with equally sized teams of more than two players.

9. Casual Variants

900. General

900.1. This section contains additional optional rules that can be used for certain casual game variants. It is by no means comprehensive.

900.2. The casual variants detailed here use supplemental zones, rules, cards, and other game implements not used in traditional *Legions of Will* games

901. Skirmish

901.1. A Skirmish game is played with all three of a player's base cards face up at the start of the game.

902. Singleton

902.1. A Singleton game may be a two-player game or a multiplayer game. The default multiplayer setup is the Free-for-All variant with the attack multiple players option. See rule 803, "Free-for-All Variant."

902.2. Each Singleton deck is subject to the following deck construction rules.

902.2a Each deck must contain exactly 60 cards, excluding 3 base cards. In other words, the minimum deck size and the maximum deck size are both 60.

902.2b Each card in a Singleton deck must have a different English name.

Credits

***Legions of Will* Game Design:** Anthony DeVols

Comprehensive Rules: Anthony DeVola

The *Legions of Will* game was designed by Anthony DeVola, with contributions from Emily DeVola, Ryan Yager, Jon “Nosam Noj” Mason, Andrew Willoughby, Jim Kyle, and James Wells.

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