LRAW Comprehensive Tournament Rulebook Version 2.7

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Section 1: Legions Constructed Tournament Format

*****Note***** All Card Errata's (Effective Post-Frontiers Release July 2022) and the most updated Suspended/Restricted/Limit List cards must be made aware of by all participants and implemented by all judges for tournament play.

Sub Section 1.1 - Structure for All Official Organized Play Events & Tournaments

Small Scale Tournament Rounds (16 or Less Players)

All rounds are a best of 3 games. Side Decking before the first game of each round is not allowed. However, Side Decking between games in a round is allowed.

Large Scale Tournament Rounds (17 or More Players)

All Preliminary rounds **before** a cut to Top 8 players can be played as a best of 1 game at the Head Judge's discretion. If this is the case Side Decking before the first game is allowed.

After a cut to Top 8 has been decided, all rounds will be a best of 3 games. Side Decking before the first game is no longer allowed and will now be allowed between games in the round.

- **NOTE: In best of 3 matches side decking occurs before the losing player declares the turn order for the next game (ex. Player 1 beats Player 2; Side decking occurs; Player 2 then states whether they are going 1st or 2nd).**
- **NOTE: In a best of 1 match after players have rolled to see who gets turn order decision, side decking occurs prior to the player who won the die roll announcing who will go first.**

Sub Section 1.2 - Round Time & Time in Round Procedure

Timing for rounds is ultimately decided by the Tournament Organizer in conjunction with the LGS Manager of each event. However, in most events, FLS recommends a 45–50-minute time limit per round, to ensure rounds move and flow easily for the sake of tournament advancement. All rounds must be played with the same amount of time allocated.

Once the 45-50 minutes have expired, or "Time in Round" is called by the Tournament Organizer, the game goes into a 3 turn based tiebreaker, used to close out the end of the game in an appropriate manner. When time in round is called, the current active player's turn will be considered Turn Zero. Turns are then played back and forth until the conclusion of Turn Three. Upon the conclusion of Turn Three, the match is called and decided. If a Warlord is defeated during any of these turns, the following turns are not played.

The results of the match at that point can go one of two ways:

1) One Warlord has been defeated by the end of Turn Three, meaning that a Warlord was dealt their entire Damage Counter Max.
2) Neither Warlord was defeated, and the game is considered and recorded as a draw.
3) Both Warlords were dealt their entire Damage Counter Max at the same time and the game ends in a draw.

The **DCM** of each Warlord is common knowledge within the game, and as such a way to track this in a way that is visible to all players is expected. Common ways are by spin-down counter, phone application, or notepad.

Sub Section 1.3 - In-Game Note Taking/Tracking

Note taking is allowed during a match, however the following MUST be observed, or game warnings will be given at the judge's discretion:

- Notepad must be empty before the beginning of each match (no pre-prepared notes)
- Try to not delay the game. Slow play will be called at the discretion of the judge.

Sub Section 1.4 - Open/Not Open game Knowledge

The following are areas in Legions Realms at War® that would be considered open game knowledge to all players or not open game knowledge.

Open Game Knowledge

- Cards Face-up on the field
- Cards in the Discard Pile
- Cards Face-up in the Eradication zone
- Cards being revealed by a card effect.

Not Open Game Knowledge

- Cards Face-down on the field
- Cards in deck
- Cards in hand
- Cards Face-down in the Eradication zone

****Note**-** (***See Negates***) **for further rulings on what can or cannot happen to cards in open or not open game knowledge zones**

****Note**-** cards in deck or face-down in the eradication zone cannot be seen or looked at by any player or rearranged unless a card states otherwise. If an effect allows a player to reveal cards from their deck or face-down eradication zone that zone is not shuffled and the revealed cards will be returned to the zone in the same order unless a card effect states otherwise.

Sub Section 1.5 - Control vs Ownership

The following outlines what is considered to be the owner of a card or the controller of a card.

Card Control

- Any card on your side of the field.

Card Ownership

- Any card from your deck whether on your side of the field or your opponents.

Section 2: Deck Construction Rules

Sub Section 2.1 - Contents of Decks & Battlefield

All Tournament Players must have the following cards:

A Veil/Realm for their corresponding Legion

- Veil/Realms with a Bounty Legion Crest can only be played with decks that also play a Warlord with a Bounty Legion Crest

A Warlord for their corresponding Legion

A Synergy for their corresponding Legion

A playset of 5 of each Token their deck could produce.

In addition, all Tournament Players must have one of the following:

- A Guardian for their corresponding Legion,
- A Guardian with a Bounty Legion Crest,
- Or a blank card used to represent a base of 30 Alchemy Points (AP)

All decks must have:

A minimum of 50 cards (this does not include Veil/Realm, Warlord, Synergy, Guardian, or Tokens)

A maximum of 60 cards (this does not include Veil/Realm, Warlord, Synergy, Guardian, or Tokens)

A Side Deck consisting of exactly 0 or 15 cards. A Side Deck can contain Unified Cards, Fortified Cards, Warriors, Synergies, and/or Guardians.

All cards in both the Main Deck and the Side Deck must be cards of a player's chosen Legion. Bounty Realm cards (Grey Colour) can also be included in both the Main Deck and the Side Deck.

All cards in the Main Deck and Side Deck cannot exceed the legal number of playable copies based on Rarity or the Suspended/Restricted/Limited List.

Common Cards ☆

- Limited to 3 copies of the same name per Main Deck and Side Deck

Uncommon Cards ☆☆

- Limited to 3 copies of the same name per Main Deck and Side Deck

Rare Cards ☆☆☆

- Limited to 3 copies of the same name per Main Deck and Side Deck

Renown Rare Cards (Silver Stamped) ☆☆☆☆

- Limited to 2 copies of the same name per Main Deck and Side Deck

Exalted Rare Cards (Gold Stamped) ☆☆☆☆☆

- Limited to 1 copy of the same name per Main Deck and Side Deck

Elysian Rare Cards (Premium Stamped)

- Limited to 1 copy per Main Deck and Side Deck

Sub Section 2.2 - Side Decking Structure

In tournament play for Legions Realms at War®, all players are allowed to have a Side Deck consisting of 15 cards. When entering tournament play, your Side Deck must consist of exactly 0 or 15 cards. When Side Decking, either before your best of 1 match of in between games in your best of 3 match **(**See Structures for All Official Legions Organized Play Events & Tournaments**),** there are important rules to be followed:

- The Main Deck and Side Deck both need to always remain the same size after Side Decking. If you choose to put Side Deck cards into your Main Deck you must also remove the same number of cards from your Main Deck.
- You are allowed to Side Deck, Unified Fortified, Warriors, Synergy cards and Guardians.
- You cannot however Side Deck Veil/Realm cards or Warlords.

Sub Section 2.3 - Card Types & Corresponding Rulings

Veil/Realm

- Veil/Realm cards cannot be in a Side Deck
- All Veils start at VC 3 (meaning they start with 3 Veil Counters)
- All Veils remove 1 Veil Counter during the Countdown Phase (cannot be negated)
- When the Veil has no counters, the Veil is pierced (meaning the Veil flips over to reveal the Realm)
- When a Veil is pierced, the effect of the Realm goes onto the next Sequence.
- Realm effects, printed on the Realm Card, cannot be responded to, and are considered Absolute Effects (meaning no opposing player can activate and/or trigger any cards or effects until it resolves)
- If any effects would activate from a Veil piercing during a Countdown Phase, such as keyword abilities of Warriors, destruction abilities, etc., these effects are also considered Absolute Effects
- If a Realm effect would trigger outside of the Countdown Phase, it is not considered an Absolute Effect, and can be responded to.

Warlord

- Warlords are the only card in the game with the term DCM printed on them. DCM stands for Damage Counter Max, and it is the maximum Damage your Warlord can receive before it dies, and you lose the game.
- All Damage sustained throughout a game of Legions Realms at War®, whether through card effect, battle, or (Bloodbourne) costs paid counts upwards towards your Warlords DCM.
- If a card effect states, “Reduce the DCM of your Warlord by X”, this means that you are using that card effect to heal or reduce the damage taken/sustained thus far by the number printed in the card effect.
- The DCM of your warlord cannot go into a negative number. If a card effect would Reduce the DCM of your warlord past 0 it only Reduces your DCM to 0 and any additional healing past 0 is lost.
- Warlords cannot use their Physical Attack (PA), Magical Attack (MA), or Special Ability (SA) until the Veil has been pierced (meaning the Realm side must be face-up)
- However, a Warlord can still take damage via (Bloodbourne) costs of cards, Card Effect Damage, and Battle Damage from opposing Warriors and/or Warlords before the Veil has been pierced.
- Warlords cannot use their Physical Attack (PA), Magical Attack (MA), or Special Ability during the opposing player’s turn (meaning they can only use these during the active player's turn)
- Warlords can only make one attack per turn between either their Physical Attack (PA) or Magical Attack (MA) (unless a card states otherwise).
- Any Attack of a Warlord can only be used during your turn, while the sequence is empty. The Warlord’s attack must function like any other Warriors attack but does not count as an attack from a Warrior.
- A Warlord can have either an Activated or Passive Special ability.
- A Warlords Special Ability (SA) can be activated on the same turn as the Warlord uses one of its attacks, providing all criteria can be met (this means your Warlord cannot be on its Cool Down (CD), some must pay a (Bloodbourne) cost, or both). You do not however, need to attack with your Warlord in order to activate its Special Ability (in most cases).
- Special Abilities of a Warlord can be activated at any time during your turn, while you have priority, regardless of if the sequence is empty or not (***See Section 4 Battle***).
- Any Warlord with a Passive Special Ability has the effects of that Special Ability always active on both players turn (after their Veil has pierced)
- A Warlord with a Passive Special Ability cannot have Cooldowns placed or removed on it as it does not have an Activated Special ability with a Cooldown.
- A Warlord with an Activated Special ability can have Cooldowns placed on it by card effect even prior to the veil card being Pierced.
- A Warlord that does not have its Special ability on Cooldown cannot have cooldowns removed from it by card effect.
- Any Attack or Non-Passive Special Ability of a Warlord **can be responded to**

Synergy

- Synergy cards cannot use their effects until the Veil has been pierced (meaning the Realm side must be face-up)
- All Synergy effects can be used only during the active player's turn, not on the opposing player's turn.
- A Synergy can be activated instantaneously during the active player’s turn, in response to an opposing player’s Fortified card activation, and an opponent’s Warrior Conscription or Revive from a Fortified card effect, or in response to the activation of Keyword Ability.
- Once a Synergy has used its effect it must be placed on Cool Down (CD)
- A Synergy can have Cooldowns placed on it by card effect even prior to the veil card being Pierced.
- A Synergy that is not on Cooldown cannot have cooldowns removed from it by card effect.
- Synergy effects can be responded to.

Guardian

- Guardians come as an addition to the base game in Booster Set 1: Ravaged Lands
- All Guardians start the game with all their Alchemy Points **(AP)**
- If a card effect states: Replenish your Guardian's **(AP)** by "X" this means you are using a card effect to heal back any **(AP)** that you have consumed.
- Guardians cannot hold more Alchemy Points **(AP)** than their printed number. If a card effect would replenish your Guardian's **(AP)** past their printed number, it replenishes to printed number instead.
- All Guardians have 'after the mulligan' effects that must be activated at this time if the player chooses to activate them.
- Additional abilities of the Guardian can trigger at the cost of paying a (Consume) cost (meaning that their Alchemy Points **(AP)** are drained by the number in the (Consume) cost keyword ability but only when the specific criteria for the effect have been met.
- It is important to note that Guardian (Consume) Abilities can normally only activate **ONCE** during your turn, of course unless a card states otherwise.

Warrior

- Only one Warrior can be conscripted per turn from hand (unless a card states otherwise)
- Some Warrior cards have Keyword Abilities (Some are when the Warrior enters play, battles, or when the Warrior is destroyed/sent from the field to the discard pile)
- Warrior Keyword Abilities that can be activated by the Warrior entering play can go on an existing sequence when it enters play during a card effect activation or can be placed on a new sequence. (***See Sequence***).
- Warriors can be Conscripted from the hand, deck, discard pile or eradication zone.
- Warriors can be Revived from the discard pile or eradication zone.

Unified

- Can only be activated on the Active Turn Player's turn.
- **Cannot be set face-down on the field.**
- All Unified cards can be activated at any point when you have priority during your turn as the Active Turn Player.
- **Priority** is passed to the opponent for an **"Opportunity Window"** after playing/activating an effect (***See Sequence***). **YOU CANNOT HOLD PRIORITY.**
- Unified cards can only be activated from your hand, by playing the Unified card in a **UNOCCUPIED** Unified card zone (a zone not currently occupied by a Unified on the field or on the sequence in that zone). Therefore, if you do not have an unoccupied Unified card zone available out of your five available Unified card zones, then Unified cards you are wanting/attempting to activate can **NOT** be played.

Fortified

- Can only be set face-down on the Active Turn Player's turn.
- Fortified cards can only be activated during an opponent's turn.
- Set and face-up ACT Fortified cards on the field can be activated at any point when you have priority during the opposing player's turn.
- Exemptions to the above rule can be in certain situations, such as dealing with Fortified cards that are considered **Direct Negates** (***See Negates***)
- Fortified cards that stipulate that they must be activated during a certain **Phase** of the game (i.e., Reinforce Phase or End Phase) can be activated at those specific times at any point without a prior card or effect needing to be activated. Priority is still passed when playing/activating these effects.

Sub Section 2.4 - Card Mechanical Types & Corresponding Rulings

Active

- Active cards are noted on the card by having **"ACT"** on the card.
- Cards that are active once played from hand or flipped face up on the field stay in the zone, they are played in.
- The only way for an Active card to be removed from the zone it was played in is by being removed by a card effect.
- Cards that are Active cards whether Unified or Fortified can still only have their effects used on their appropriate turns based on their card type.

Armaments

- Armament cards are noted on the card by having **"ARM"** on the card.
- Armaments are cards that when played equip to a Warrior giving the Warrior a variety of effects and/or increases/decreases to their attack.
- All Armaments when Activated require a Warrior to be declared that it is attempting to Equip to.
- Once an Armament has resolved and successfully is equipped to a Warrior it moves to the same zone as the Warrior it has been equipped to and no longer takes up the zone it was Activated in.
- A Warrior can have any number of Armaments equipped to it so long as the equipment's criteria is met.
- Armaments when Equipped to a Warrior follow that Warrior anywhere the Warrior would go. (Example: if a Warrior is Eradicated or returned to hand the Armaments Equipped to it will be eradicated or returned to hand along with the Warrior.)
- Armaments while Equipped to a Warrior are still their own cards in that zone and can be targeted and interacted with by cards that would interact the Armaments respective card type. (Example: a card that destroys Unified cards on the field can destroy a Unified Armament equipped to a warrior.

Keyword

- Keywords can be optional activations, triggered activations, or static effects.
- Static Keywords follow the same Static precedence rulings as unified and Fortified Cards (Sub Section 5.2 - Static Effects)
- If a Warrior Gains a Keyword(s) from a card effect, they are added to the warrior underneath any keyword(s) the warrior may already have printed on it.

Section 3: Official Turn Breakdown

Sub Section 3.1 - Basic Turn Structure

Countdown Phase
Reinforce Phase
War Phase
End Phase

Decide who goes first by rolling a die; higher roll chooses who goes first. Also, if there is a best of 3 games, now as a **Round** taking place, the winner of the die roll, still decides who goes first in game 1 of the round, then the player who loses the first game gets to choose who goes first in the second game. This also applies, of course to the player who loses game 2, if the players find themselves in a split decision scenario.

****Note**-In the instance of a Draw in Game 1 or 2 and there is still time in the round a new die roll will take place to decide who goes first in game 2 or 3.

Mulligans

- After determining who goes first, each player draws six cards from the top of their deck
- After looking at their six cards' players will decide whether to keep their hands or not.
    - The Player who is going first declares whether they will mulligan first; then the player going second declares
- Each player has the option to 'Mulligan' one time, which requires them to place their original six cards at the bottom of their deck and draw six more from the top; this is an all or nothing Mulligan, **and the deck DOES NOT get shuffled**.
- If a player decides to Mulligan, their opponent may draw an additional card.
- If both players decide to Mulligan, both players draw an additional card.

****Note** Prior to the start of turns before the game, both players have the opportunity to activate their Guardian's, 'after mulligans' effect. This can only be used by players with a Guardian on their side of the field. The first turn player resolves first; then the second turn player resolves next. Guardian After Mulligan effects always take priority at this time over other cards or effects.**

Sub Section 3.2 - Active/Defending Turn Player Including 1st Turn Player (Start of Game)

1. **Countdown Phase**

- While in the Countdown Phase, prior to the Veil being pierced, no cards, card effects, or activated trigger abilities can activate or be used, except for the Veil card, which begins its countdown from 3.
- Any cooldowns on cards are not reduced in this phase until your Veil has been pierced.
- **Veil Counter and Cooldown reduction is an Absolute Effect and cannot be negated or responded to.**
- The moment a Veil reaches **ZERO Veil Counters**, during this phase, the Veil **MUST** be pierced.
- While in the Countdown Phase (and at any point when the Veil is Pierced) The regularly printed Realm Activation Effect, on the Realm Card, is an absolute effect and **MUST** resolve without any interruptions.

2. **Reinforce Phase**

- Drawing a card from your deck **(Skipped on first turn of the game)**
- Costs of cards that trigger/activate and/or states they must be paid during this phase must be paid.
- Cards and/or effects cannot be activated during this phase, unless a card otherwise states or is a **Direct Negate**. (**See Negate**)

3. **War Phase**

- You have the ability to conscript one Warrior for the turn (unless a card states otherwise).
- You have the ability to activate any number of Unified cards from your hand, and/or discard pile during this turn.
- You have the ability to set any number of Fortified cards from your hand face-down onto your side of the field.
- You cannot declare any form of battle on the opening turn of the game, as your opponent has not yet had the opportunity to set up a form of defense.

4. **End Phase**

- During this time, you have the ability to activate any ‘end of turn’ card effects that you may have on your field or in your discard pile.
- Cards and/or effects cannot be activated during this phase unless a card otherwise states or is a **Direct Negate**. (**See Negate**)
- Costs of cards that trigger/activate and/or states they must be paid during this phase must be paid.
- **Maximum Hand Size upon the Conclusion of your turn is 8 cards.** If your hand is exceeding 8 cards at this time, you must discard cards down to Maximum Hand Size. This is a Game-State Mechanic (**See Game-State Mechanics**) and this must be done at the last possible moment before passing your turn to the opposing player.

Sub Section 3.3 - Defending/Active Turn Player Including 2nd Turn Player (Start of Game)

1. Countdown Phase
   - Card effects cannot activate during this phase except for the Veil/Realm card, which begins its countdown from 3.
   - Veil Counter and Cooldown reduction is a mandatory effect and cannot be negated.

2. Reinforce Phase
   - Drawing a card from your deck
   - Costs of cards that trigger/activate and/or states they must be paid during this phase must be paid.
   - Cards and/or effects cannot be activated during this phase, unless a card otherwise states or is a **Direct Negate**. (**See Negate**)

3. War Phase
   - You have the ability to conscript one Warrior for the turn (unless a card states otherwise)
   - You have the ability to activate any number of Unified cards from your hand, and/or discard pile during this turn.
   - You have the ability to set any number of Fortified cards from your hand face-down onto your side of the field.
   - You are eligible to attack with any and all Warriors on your side of the field.

****Note** When the Turn player goes to end their War Phase there is an Opportunity Window passed to the opposing player prior to it going to the end phase.**

4. End Phase
   - During this time, you have the ability to activate any ‘end of turn’ card effects that you may have on your field or in your discard pile.
   - Cards and/or effects cannot be activated during this phase, unless a card otherwise states or is a **Direct Negate**. (**See Negate**)
   - Costs of cards that trigger/activate and/or states they must be paid during this phase must be paid.

Sub Section 3.4 - Actions Within the War Phase

Conscription
This is the action of placing a Warrior from your hand, deck and sometimes (in certain specialty cases by card effect; from Discard Pile or Eradication Zone) onto your side of the field, into one of your unoccupied Warrior card zones. Conscription and Revive are not the same thing.

- Each player gets 1 Conscription per turn from hand (Unless a card states otherwise)
- A Conscription from hand is inherent to the game basics of the rules and will not start a sequence, and it can only be responded to by a **Direct Negate** to a Warrior**.** (Eg. “Majik Shifting Sands”)
- A Warrior must be successfully Conscripted to the field for it to get any enter play Keyword Abilities
- However, an enter play ability Keyword Ability, such as (Wisdom), (Perish), or (Charisma) will start a sequence, and therefore can be responded to.

*****Note*** Warriors Conscripted by a card effect CANNOT be negated by a Direct Negate of a Warrior. The Conscription of a Warrior via card effect MUST be negated at the source of the Conscription. This means a player MUST negate the card effect that Conscripts the Warrior to the field.**

Revive
This is the action of placing a Warrior from your Discard Pile and/or Eradication Zone onto the field. The card will state the word “Revive” in the card text. Revive and Conscription **are not** the same thing.

- Revive **can only** be done from the Discard Pile and/or Eradication Zone
- You can Revive any number of Warriors via card effects to either player’s side of the field; providing there are unoccupied Warrior card zones (depending on the phrasing and limitations of the card effect allowing the Revive)

Manifest
This is the action of placing a Token(s) card(s) (appropriate to the specific Token Name stated on the card effect) into an unoccupied Warrior card zone on a player’s side of the field. Manifest, Conjure, Conscription, and Revive **are not** the same thing.

- Tokens are not Conscripted and/or Revived, Tokens are only ever Manifested or Conjured.
- Manifesting a Token can only be done to the players side of the field that activated an effect to manifest a Token.

*****Note*** Tokens when leaving the field due to a card effect, whether that be returned to hand, sent, destroyed, sacrificed, or eradicated, Tokens do see all zones before they cease to exist.**

Conjure
This is the action of placing a Token(s) card(s) (appropriate to the specific Token Name stated on the card effect) into an unoccupied Warrior card zone on a player’s side of the field. Manifest, Conjure, Conscription, and Revive **are not** the same thing.

- Tokens are not Conscripted and/or Revived, Tokens are only ever Manifested or Conjured.
- Conjuring a Token can only be done to the opposing players side of the field of the player that activated an effect to Conjure a Token.

*****Note*** Tokens when leaving the field due to a card effect, whether that be returned to hand, sent, destroyed, sacrificed, or eradicated, Tokens do see all zones before they cease to exist.**

Activate
This is an action of placing a Unified card face-up, flipping a Fortified card face-up and/or using a keyword ability of a warrior, using a “When this card is activated” effect and/or using a “Once Per Turn” effect of a face-up card on your side of the field, Discard Pile and/or Eradication zone.

- In order to **Activate** a card and/or its effects and/or its **Triggered Activation Effects** (See ***Triggered Activation Effects***); you must first have met all the **Criteria** listed on the card (e.g. If the card states: “Target 2 Warriors on the field” and there is only 1 Warrior on the field to target; then you cannot meet the criteria of the card. However, if the card states: “Target up to 2 Warriors on the field” and there is only 1 Warrior on the field to target; then you can meet the criteria of the card, as the phrasing “up to” can be any number between 0 and 2 for this instance.
  It is Important to ***Note* that Cards or Effects that have a value of “X” also fall under this where the value of “X” cannot be 0 but a value of up to “X” can be 0.**
- In order to **Activate** a card and or its effects, you must also pay the card’s **Cost** (**See Cost**) this **could** mean **(Bloodbourne)**, **(Consume)**, **Discard** cards from hand, **Eradicate** cards from hand, deck, field, or Discard Pile, or even **Send** cards from the top of your deck to the Discard Pile and/or Eradication Zone if the card states it as **Cost**.
- Some cards have a clause in the first lines of their card text stating “When this card is first activated…”. **It is important to ***Note*** That these effects, when the card is first activated can be chosen to be activated if they contain the words “you can” or “you may” and MUST be activated if they do not say these words. More importantly however, is that if you activate a Unified or Fortified card with a “When this card is first activated” clause and you either chose to or must activate the initial clause effect, then you CANNOT then respond in the same Sequence with a “Once Per Turn” effect that also may be listed on the card. This is not the same as Static Effects listed on these types of cards, as the Static Effects DO NOT ACTIVATE, they just simply exist once the card resolves. (**See Static Effects**)**
- When Playing an ACT Unified or Fortified Card that does not have an “When this card is first activated” effect but it does have a “Once Per Turn” effect it can be initially Activated from Hand or Field without activating a “Once Per Turn” effect on the card however when activating the card, you must Declare if you are Activating it without an effect or with a “Once per turn” effect. Playing an ACT from Hand or Field without activating an effect is still activating the card and opens an “Opportunity Window” for your Opponent to respond to the card. **If you Choose to not activate an effect when initially Activating an ACT Unified or Fortified and your Opponent responds to it you CANNOT then respond in the same Sequence with a “Once Per Turn” effect that also may be listed on the card.**
- Once all Required **Criteria** and **Cost** are met for a card’s activation, then **Priority** (**See Priority**) is passed to the opponent for a chance to respond to the card effect that is attempting to be activated; this is referred to as the **“Opportunity Window”.** If the opponent does not have a response to the activation of the card effect you are attempting to activate, Priority will return to you if you wish to Activate another card. If neither player has a response to the activation, then the activation is successful. If either player does have a response, then the **Sequence** starts to build (**See Sequence**).
- If the opponent does have a response, (e.g., a Fortified card that negates your card) **Costs** must still be paid and cannot be reversed.
- During your turn as the Active Turn Player, all cards (outside of your Fortified cards) can be played at **any point when you have priority.** This means that you can activate and/or respond at **any time during the War Phase** (after your Reinforce Phase), during your turn, with any of your card effects (outside of your Fortified cards).

- **All ACT and ARM Unified cards that are activated from hand into an unoccupied Unified card zone on the field are considered a face-up card on the field while still building and resolving sequences**.
- Unified cards and their effects **cannot be activated during the Reinforce Phase unless a card specifically states that it be activated during the Reinforce Phase or if it is a Direct Negate to a card that is activating during the Reinforce Phase**.
- During your turn as the Defending Player, all Fortified cards you have set prior to, on your turn, can be played at **any point when you have priority.** This means that you can activate and/or respond at **any time during the opponent's War Phase** (after their Reinforce Phase)
- Fortified cards and their effects **cannot be activated during the Reinforce Phase unless a card specifically states that it be activated during the Reinforce Phase or if it is a Direct Negate to a card that is activating during the Reinforce Phase**.
- Any card you **Activate** will either start or add to an existing **Sequence** (***See Sequence***).
- If you **Activate** a card effect that activates a **Triggered Activation Effect**, then that is considered a **NEW** card effect during the building or resolution of a Sequence then the new card effect is put into a **NEW Sequence** and does not activate at this time during the already building/built sequence. (**See Sequence and Triggered Activation Effects**)

Destroy
This is an action of placing cards that were on the field face-up or face-down in a Discard Pile after it is destroyed.

- Destruction can take place via battle and/or card effect.
- **Unified cards that are not Active (ACT), or Armaments (ARM) cannot be targeted or destroyed by card effects that specifically target or destroy a face-up Unified card on the field, unless the card targeting or destroying is a Direct Negate.**
- **(Perish)** Keyword Abilities that trigger on a Warrior can trigger via being destroyed.
- When a Warrior is protected from destruction, it can still take damage (**See Replacement Effects**). But then, after the replacement effect, if the Warrior's ATK reaches Zero by damage it is still destroyed as a Warrior cannot exist on the field at Zero ATK.

Eradicate
This is an action of placing cards either face-up and/or face-down in yours or your opponent's Eradication Zone. These cards are considered removed from the game while in this zone.

- Card **Triggered Activation Effects** that activate from being eradicated can activate at this time (**See Triggered Activation Effects**)
- **Unified cards that are not Active (ACT), or Armaments (ARM) cannot be targeted or eradicated by card effects that specifically target or eradicate a face-up Unified card on the field, unless the card targeting or eradicating is a Direct Negate.**

Send
This is an action of placing a card wherever the card effect states the card to be sent to.

- **Send** effects do not count as **Destroy or Eradicate**
- **Send** effects can cause a card to leave the field or a card to leave a certain play zone and enter another play zone (depending on the card effect)
- **(Perish)** Keyword Abilities that trigger on a Warrior can trigger via being Sent, providing the Warrior is sent from the field to the Discard Pile.

- **Unified cards that are not Active (ACT) , or Armaments (ARM) cannot be targeted or sent by card effects that specifically target or send a face-up Unified card on the field, unless the card targeting or sending is a Direct Negate.**

Sacrifice
This is an action of forcing a card(s) to be sacrificed by a target player and placed in the Discard Pile.

- **Sacrifice** effects do not count as Destroy or Eradicate
- **(Perish)** Keyword Abilities that trigger on a Warrior can trigger via being Sacrificed, providing the Warrior is Sacrificed from the field to the Discard Pile.
- **Unified cards that are not Active (ACT), or Armaments (ARM) cannot be targeted or sacrificed by card effects that specifically target or sacrifice a face-up Unified card on the field, unless the card targeting or sacrificing is a Direct Negate.**

Negate
This is an action which cancels the Activation of a card effect or before an active card effect can resolve its Effect or Triggered Activation Effect.

- **Negate** is a word used on a card that immediately cancels an Activated card and/or a Card Effect and/or a Triggered Activation Effect.
- **Negate** can also be considered in most instances as a **Direct Negate**, this means that the negate happening is in direct response to a card being activated, in which the opposing player can activate a card to directly negate the activation. Or if a Warrior is being Conscripted from hand as an inherent Conscription to the game basics of the rules, then this means that the negate happening is in direct response to the Warrior being Conscripted.
- **This complexity to the Negate Rule of a Direct Negate is very important going forward as in the case of a Warrior being Conscripted and/or Revived by a card effect, the Direct Negate NEEDS to be on the card effect that is Conscripting or Reviving the Warrior. It CANNOT be on the Conscription or Revival of the Warrior entering play.**
- Unless a card specifically says to **Negate** the Conscription or Revival of a Warrior, therefore a **Direct Negate**, (e.g., ‘‘Negate the Conscription of 1 Warrior…”) the Conscription or Revival of the Warrior originally played can be resolved and therefore, any enter-play Keyword Abilities can therefore activate/trigger.
- Cards that are **Negated** still need to pay the **Cost** associated with the attempt to activate the card/effect/triggered activation effect. (**See Cost**)
- If a card effect states, destroy target card(s) and not the word **Negate** then the activated card effect is not negated and the effect still takes place as intended, then the card is destroyed and/or **considered resolved if it was not an ACT Unified or Fortified effect.**
- However, if a card effect states, **Negate** and **Destroy**, then the effect is both Negated and then Destroyed.
- An **ACT** Unified or Fortified card and its **Once Per Turn Effects** can still be **Negated** even if it has been face-up on the field for any amount of time, as these types of cards typically have a “Once per turn” activation clause in their card text that the player controlling the card can activate, and in response that effect can be **Negated**
- For **ACT** Unified and Fortified cards that have a **Static Effect** (They will either say “Static:” with the colon following the word or on older cards they will say “Each Time”) this means they have a **Static Effect**. (**See Static Effects**) These effects **DO NOT ACTIVATE** as they are **Static** and once the card is originally activated from your hand or flipped face up on the field, **these Static Effects just exist and CANNOT be negated**.

- Card effects or Triggered Activation Effects in the discard pile and/or eradication zone can also be **Negated** if they are attempting to be activated or triggered.
- A **Direct Negate** Can be used in response to a card activation or Conscription of a warrior at any time during a game.
- If a card on the field would be Negated by a card effect and in response to the negate it moved from the field into a different zone the effect of the card on the Sequence will still be negated.
- Depending on the zone the card was moved into it will fall under 1 of 2 options for what happens to the card that was negated based on if it was moved into an Open or Not open Game knowledge zone if in a Open Zone the Negates effect will fully resolve to Destroy ,Eradicate, or send the card, If in a Not Open Zone the Negate will Negate the effect of the card than fail to Destroy, Eradicate, or send the card.

Section 4: Battle

Sub Section 4.1 - Attacking

This is an action taken when each Warrior and/or Warlord were to declare an attack on an enemy Warrior and/or Warlord. When it comes to the basic structure and rules of battle, it is always looked at as a 1 vs 1 situation. Important to note however, is that once battle has been declared by any one Warrior or Warlord, only one of two outcomes can ultimately be determined. These two outcomes are either, the attack going through as declared or the attack being canceled. The attacking player, once declaring the attack, only has these 2 options available to them, unless of course the Board State Changes (**See Section 4.2**)

*****Note*** Canceled attacks by a Warrior or Warlord are considered to have used their Primary Game State Attack for the turn. Therefore, unless a card effect otherwise states the Warrior or Warlord has been granted an ability to make an additional or second attack in the same turn, the Warrior or Warlord that canceled their attack CANNOT declare another attack during the same turn.**

Each section will further breakdown the interaction that takes place between what two entities are battling.

Between Two Warriors

- In battle between a Warrior and another Warrior on the field; both Warriors clash and do damage to each other based on their current ATK power. Both Warriors sustain damage.
- If a Warrior sustains more damage than their current ATK power, that Warrior is then destroyed by battle.
- Warriors that are not destroyed by the end of the turn, return to the ATK power they originally had before damage was sustained barring any **(Bestow)** effects that have worn off by the end of the turn

Between A Warrior & Warlord

- In battle between a Warrior and a Warlord, it varies based on which card is doing the attacking.
- If the Warrior is attacking the Warlord directly then the Warlord sustains the damage equal to the attacking Warriors current ATK; no damage is dealt back to the Warrior via the Warlord

- If the Warlord is attacking a Warrior then the Warrior sustains the damage equal to the attacking Warlords **Magical Attack (MA)** or **Physical Attack (PA**) power; no damage is dealt back to the Warlord via the Warrior
- It is important to note that your Warlord **CAN** use their **Magical Attack (MA)** on your own Warriors on your side of the field as well. However, they **CANNOT** use their **Physical Attack (PA)** on your own Warriors on your side of the field. Afterall, Magic can be fickle!

Between Two Warlords

- In battle between two Warlords **ONLY Physical Attack (PA)** can be used; Warlords are immune to **Magical Attacks (MA)**
- The attacking Warlord is the only Warlord that deals damage in this battle; the Warlord being attacked does not deal damage back in return.

Sub Section 4.2 - Understanding & Identifying Board State Change

Battle can only be affected, albeit in many ways, only when it comes to **Board State Change (BSC).** BSC can simply be defined as a change that takes place on the battlefield that is outside of the current attack declaration of a Warrior or Warlord attacking another Warrior or Warlord, in which it immediately interacts, or affects the declared battle target. Many cards, abilities, or effects can factor into BSC. These factors, depending on what they are, will alter the battlefield enough to make the active attacking turn player change their mind about following through with the attack, or ultimately canceling it, but these factors can also become the exception to a declared attack target having to redeclare another different attack target.

- BSC happens when a Fortified, Unified, Guardian Consume Ability, Warlord Special Ability, Synergy, or Warrior Keyword Ability activates that directly effects the Warriors on the field.
- If the attacking turn player has one of their Warriors declare an attack on another Warrior on the opposing side of the field, and the defending/opposing player activates a Fortified card in response to the attack declaration, this activation starts a Sequence (**See Sequence**)
- Depending on the effect of the Fortified card being activated, this activation or Sequence, might in fact cause the Board State to Change.
- Card Effects or Abilities that (Bestow) Attack Power, (Bestow) negative Attack Power or Deal Damage to the attacking Warrior and/or the targeted attacked Warrior and does not result in that Warrior(s) being destroyed, then in fact the Card Effects or Abilities in question does not count as a BSC. Therefore, if either of the Warriors in the battle were to be affected by an increase or decrease in Attack Power, the attacking player still only maintains the two potential options of, either following through with the declared attack or canceling the attack altogether.
- However, if the Card or Ability that is activated either, removes Warriors from the field or brings more Warriors onto the field, this is considered a BSC.
- In the event of a BSC, the attacking player is then granted the opportunity to redeclare another viable attack target.

Section 5: Game State vs. Board State

As we introduce a new cycle of cards in *Empires on The Rise* known as 'Revolutions,' which provide an effect which changes how the remainder of the game is played, a rules distinction must be made between both the **Board State** and **Game State**.

Sub Section 5.1 - Board State

Board States are effects and abilities that directly affect actions that take place exclusively on the board, and do not directly affect how the game of Legions: Realms at War functions, although, in some cases, do change how the game is played.
Examples of board states include but are not limited to:

- Static Effects
- Passive Effects
- An Armament that (Bestows) an ability to a Warrior
- An effect that lasts "until the end of the turn"

In short, a Board State is anything that changes what happens on your side and/or your opponent's side of the field. These effects are considered temporary, whereas Game States, as explained below, are permanent.

Board State Changes – (Mini Sub Section Referral)

Please refer to ***(***Subsection 4.2: Understanding and Identifying Board State Change***)*** to better understand how Board State Changes operate.

Sub Section 5.2 - Static Effects

This is an updated wording that shows up on cards post-*Frontiers*. Previously, static effects showed up on cards with the wording *"Each time"* but for simplicity, these effects going forward are to be written and referred to as **Static Effects.**

The cards being activated with a **Static Effect** in their rules text are played as normal Unified and Fortified Cards; and are still cards being activated initially, and therefore, before they initially resolve they can be negated. However, if or once they have initially resolved and are face-up on the field, these effects **DO NOT ACTIVATE** as they are now Static Effects, and these Static Effects simply exist and **CANNOT** be negated. Static Effects no longer exist once the card with the Static Effect leaves the field.

Sub Section 5.3 - How Static Effect's interact with the Sequence.

There are two Distinct types of Static effects both of which work in very different ways.

1. Static Effects that simply just exist as part of the board state giving their effect so long as they remain face up on the Field.
- Static Effects that Simply just exist as part of the Board State do not and will not at any point interact with a Sequence while it builds or resolves however can change something about a card you may play.

Example. Majik Void Collapse Static Effect “All Non-token warriors on the Field lose and cannot gain Keyword Abilities” makes it so all Non-Token Warriors do not have Keywords on the field so when Conscripting/Reviving a Warrior with a keyword they now no longer have one when they enter the field.

2. Static Effects that Trigger based on meeting the requirements stated on the card to meet this trigger.

- Static effects that Trigger still cannot be responded to as it is still considered a static effect and “Does not Activate” and is just being “Triggered.”
- Static Effects that Trigger based on meeting the requirements of their Effect act the same as any other effect would by adding itself onto a sequence and resolving on the sequence it has been added to. If a Static Trigger is met during the Resolution of a Sequence, it will create or be added to a second Sequence the same as well.
- When a static effect Triggers and adds itself to a Sequence on top of another card they do not stop the “Opportunity Window” to respond to the card underneath it on the Sequence as Static effects cannot be responded to when they are added onto a Sequence and as such do not block the opportunity to respond to the card Activation that has triggered the Static Effect.

Example. Rapture on Mount Bane Static Effect “Each Time a Demon Card is discarded from your hand by the effect of a demon card, you can destroy 1 card on the field.”
This is a Triggered effect that Triggers each time you discard a demon card by the effect of a demon card allowing you to destroy a card on the field and adds itself onto the sequence.

Note - Triggers happen based on the time the game action takes place. If a card is discarded as part of an additional cost this will trigger during the building of the current sequence.
If a card is discarded as part of a card effect resolving this will trigger during the resolution of sequence 1 and therefore the trigger will create or be added to Sequence 2.
Static Effects that trigger from the Conscription of a Warrior trigger when the Warrior is conscripted to the field. Starting a Sequence(**See Sequence**) **prior to any keywords the Warrior may have before the Keywords have an opportunity to activate.**
Static Effects on cards whether they just exist, or trigger are always seen on both players turns whether it is a Unified or Fortified card. Example: Rapture On Mount Bane can trigger to destroy a card if the controlling play discards a card on their Opponents turn even though it is a Unified card.

Sub Section 5.4 - Static Precedence Rules

(Interruptions of Non-Static Effects by Static Effects)

If a static effect would make any part of a card's effect, ability or cost unable to be met or resolve, then the ability cannot activate. If the static effect is played as a response to the activation of a card's effect or ability that would interfere with its resolution, the non-static effect will Fail to resolve, due to the **Static Precedence Rules**.

(Interruptions of Static Effects by Other Static Effects)

If a static effect currently on the field would interfere with another static effect currently on the field, then the **Establishment Rules** are applied. The **Establishment Rules** are outlined as follows:

- If a **Static Effect** is unable to fully resolve due to another static effect, then the static effect that has been on the field for the longest time (longest established) takes precedence, and the conflicting static effect that is not the longest established is treated as it did not exist (though it still does exist)
- **Time is measured based on how long a card has been on the field, relative to any other cards in question**

As an example, '*Rule Of The Rogue' Hero Card,* has a Static Effect to give all 'Rogue' Warriors the keyword (Plunder). If there is a *'Majik Void* Collapse' Bounty Card face-up on field at the time the *'Rule Of The Rogue'* is activated/played from hand, which would prevent Warriors from gaining keywords, then Establishment Rules would take effect. As the *'Majik Void Collapse'* was Established on the field BEFORE *'Rule of the Rogue.'* Therefore, *'Majik Void Collapse'* takes Established Precedence, and Hero Warriors that enter play WILL NOT gain (Plunder).

Sub Section 5.5 - Game State

Game States are effects, abilities and/or rules that directly affect how the game of Legions: Realms at War functions. These effects, abilities and/or rules supersede all others regarding how they affect gameplay; and once active now become a permanent rule for the game going forward. **This means they become Inherent Rules of the Game in progress.**

As stated above, **Game State Effects are Permanent Effects.** They become abilities and/or rules that cannot be changed or interacted with. **Most Game State Effects are not explicitly stated on cards, as they are the Base Mechanics and Inherent Rules that allow the game to function**.

Examples of pre-existing game states include, but are not limited to:

- Removing one Veil Counter from your Veil / Realm during your Countdown Phase
- Removing one Cooldown Counter from your Synergy or Warlord during your Countdown Phase
- Drawing one card at the beginning of your Reinforce Phase

In further sections, changes to the Game State will be broken down for you.

****It is important to note that, unlike Board State Effects or Changes, Game State Effects or Changes and/or their corresponding effects DO NOT open a response window, like how Static Effects on cards or effects of Realm Cards cannot be responded to. ****

Section 6: Understanding Cost, Criteria & Stages of Card Resolution

Sub Section 6.1 - Cost & How It Is Paid

True Cost

This is a requirement to be able to play cards or activate effects/triggers within the game. These True Cost and Criteria Requirements that must be met and paid first before any other Cost or Criteria associated with the card's activation can be used, activated, or triggered.

- **Cost** is to be paid before any or all card effects are activated if the card does state a cost to activate and/or resolve and can be broken down into **True Cost and Additional Costs**. This goes together with meeting card **Criteria** (**See Criteria**)
- **True Cost** mechanics in Legions is only tracked between two base costs: **Bloodbourne and Consume.**

- **Costs must be paid** regardless of whether the card itself is negated or otherwise answered to by the opponent

Additional Cost – "Then if you do"

- Types of **Additional Cost** mechanics in Legions can vary.
- In Earlier sets Additional Cost was noted on cards as ("As an additional cost to play this card;" and ";"), to better streamline cost on cards and reduce unneeded text additional cost has been moved to be denoted on cards prior to the phrase "Then if you do."
- In earlier sets there are some cards that have multiple denotations of cost. If a card has multiple denotations of cost on it cost always ends at the first denotation of it.
    - **Example-** "If this card is in your discard pile at the end of an opposing player's turn, you can eradicate this card face-up, then if you do, search your deck for 1 "Escape From Explosion Mountain", and add the searched card to your hand."
    - The cost of this effect is to eradicate this card face-up during the end of an opposing player turn.
    - The effect of this card is to search your deck for a card and add it to hand.

- Additional costs must always be paid and are the first thing to happen when playing a card.
- If an additional cost is unable to be met the card requiring the additional cost cannot be activated until the additional cost is able to be met on the card.
- Card effects that may trigger from the additional cost of a card being activated will trigger onto the same sequence as the card that's cost triggered it, putting it on the sequence on top of the initial card being activated.
- In these instances where an additional cost has triggered an effect of a card to add to the sequence on top of the card being activated, this does not block an opportunity to respond to the first cards activation that's cost has triggered an additional effect to activate. When an additional cost triggers an effect to activate it is treated as triggering at the same time as the first card being activated, as cost happens immediately when playing the card. The opportunity to respond is passed to the opposing player who then can respond to any of the effects that are now on the sequence.
- **It is also important to note that even though a card states that, Discard, Eradicate, Sacrifice, Send, and/or Destroy are/can be considered on card text as "Additional Costs to play this card" they are still ultimately treated as the card effects when referring to other cards being, discarded, eradicated, sacrificed, sent, or destroyed, and therefore will still trigger activation those cards effects that were used to pay the cost/additional costs of a card.**

Sub Section 6.2 - Criteria for Searching Cards

- When searching cards from your deck, if the card effect that causes you to search your deck states that you must search for a specific named card or 'archetype' (Ex. "Search your deck for 1 "Grimm" Undead card, and add the searched card to your hand.") **you must Show to your opponent(s) that you in fact, searched for the specific card that meets the search effects criteria**.
- If when Searching your Deck, you are unable to meet the Search conditions and "Fail to Find" a proper target, you must state you are unable to complete the Search conditions of the card and present your deck to your opponent, who then has the option to confirm that you are unable to find a card meeting the Search conditions if they would like to, and the card effect then Fails to resolve.

****Also Note** Whenever you activate anything that searches your deck, and/or allows you to look through your deck, you must, after the searching of the card(s) is completed and that effect resolves, you must always shuffle your deck in order to re-randomize it properly.**

Sub Section 6.3 - Activation & Meeting Card Criteria

Typically, when activating a card effect, all criteria of that card must be met. In the case of die rolling effects, this is not always the case.

- If the effect of a card would roll any number of dice for one of multiple effects, such as Angelica's Generous Nature or Rogue Smuggler's Ring, any card criteria for any of the abilities do not need to be met upon activation or resolution. This is due to the random nature of the effect, which may result in an effect that does not require that card criteria at all.
    - If a result rolled would create an effect for which the criteria are not met, then the effect would Fail to Resolve. Any die roll for these effects will still count towards effects that trigger when dice are rolled.
- If the effect of a card would roll any number of dice for one of only one effect, then all criteria for that effect must still be met on activation and resolution.
    - If these criteria are not met (before the card is activated), the card cannot activate.
    - If these criteria are not met (as the effect attempts to resolve), then the effect fails to resolve. In this case, the die or dice are not rolled, and therefore do not count towards any effect that trigger when dice are rolled.

Sub Section 6.4 - Die-Rolling Effects and Rerolling Dice

Since the release of *Ravaged Lands* and expanded upon in both *Bountiful Harvest: Season One* and *Empires on the Rise*, die rolling cards are cards that, as the name suggest, have abilities on them that allow the controlling player to roll one or more six-sided dice. Moving forward, we would like to expand upon specific instances that may arise as it pertains to these abilities.

Rulings Regarding Dice Rolling

- A player caught using unbalanced dice in tournament play will be penalized, at the discretion of the Elder Judge, based on the severity of the infraction.
- When rolling dice, any dice rolled must not interfere with any cards or counters currently on the field. FLS recommends the use of a 'dice tray,' a small box in which the dice can be rolled into, to not interfere with the board state and cause disputes (ex. hitting a die being used as a counter, causing a dispute in the original number of counters on the card).
- When rolling dice, the result must be announced to the opposing player, and must be made available for viewing by the player who rolled.
- The instruction to roll any number of dice, as well as the effect resulting from the die roll are part of the same effect, meaning players cannot respond after knowing the result of a roll, unless it is to use the replacement effect of rerolling.
- Physical dice must be used for the purposes of rolling dice, no substitutes, physical or digital, may be used for rolling dice.

- Players unable to roll dice due to physical restrictions or otherwise may consult an Elder Judge prior to an event's commencement to receive an accommodation, as we at FLS would like all players to be able to use all cards we produce.

Die Roll vs. Die Roll Effect

As more cards are released that either physically roll dice, or synergize with the rolling of dice, the difference between a **Die Roll** and a **Die Roll Effect** must be explained.

- A **Die Roll** is the result of an individual die.
- A **Die Roll Effect** is an effect that rolls one or more dice.
- If an effect would reroll a die roll, and the die roll effect rolled multiple dice, you may only reroll one of those dice.
- If an effect would reroll a die roll effect, all dice from that effect are rerolled.
- An effect that would reroll a die roll or a die roll effect is not in itself considered a die roll, or die roll effect, but rather is a replacement effect that is applied to the original die roll or die roll effect.
- The chance to reroll a die roll or die roll effect is opened when the player rolling the effect has the following:
    - Already rolled the die roll or die roll effect,
    - Has the ability to reroll a die roll or die roll effect at that given moment (cards cannot be activated),
    - And has not resolved the effect resulting from the current die roll or die roll effect.

Sub Section 6.5 - Trigger Activation Effects

This is the action that takes place when the criteria for the **Triggered Activation Effect** is met. **A Trigger Effect Activation is still Activating the card, this is just a Triggered Activation Effect that can be activated on either player's turn despite what card type the card triggering the effect is.**

- **Some Unified, Fortified, and Warrior cards can have Trigger Activation Effects** that activate their respective effects when they reach the card zones that **Trigger** their effects to activate. These zones can be the Discard Pile, Eradication Zone or Hand.
- Examples of card **Trigger Activation Effects** are if a cards state "When/If this card is sent from the deck to the discard pile… (Gain this effect)" - "When/If this card is eradicated by a card effect… (Gain this effect)" - "When/If this card is returned to the hand by a card effect… (Gain this effect)"
- **Triggered Activation Effects can still be negated by Unified or Fortified cards that specifically state "Negate the activation of a target player's Unified/Fortified card and destroy it" or "Negate the Conscription and/or activation, and if you do destroy it" or "Negate the activation and destroy the targeted card."**

  *****Note*** Cards like "Deflect" specifically state "Negate the activation of 1 Unified card on the field and destroy it" This means that "Deflect" CANNOT negate a Triggered Activation Effect because it specifically states "ON THE FIELD" and Triggered Activated Effects DO NOT activate on the field. However, cards like "Anti-Magic Resistance Force" CAN negate a Triggered Activation Effect as well as prevent any other Unified cards and their Triggered Action Effects for the turn, since it does not specify "ON THE FIELD".**

Sub Section 6.6 - The Sequence

This is a **Series of Activation or Triggered Activation Effects** that build upon each other in sequential order as they are used. This is the main “stack” in the game **Legions Realms at War®**.

- A **Sequence** can and/or will begin when a player **Activates an effect or triggers a Triggered Activation Effect**.
- The **Sequence** builds as an opposing player **Activates a card or Triggered an Activation Effect** in response to the initial player activating or triggering the first card effect.
- Each time a card effect is activated or triggered to activate; **Priority** is passed to the opposing player for an **Opportunity Window** to respond. This happens back and forth, providing each player can continue to add to the building **Sequence**.
- If the opposing player does not have a response with another card and/or effect when Priority is passed to them, then their **Opportunity Window** closes, and therefore, the other player can continue to add to the building Sequence by adding another card and/or effect. If this happens then repeat the process of passing Priority to the opposing player. Continue this process, therefore opening back up an **Opportunity Window**, and so on until neither player can further add to the sequence.
- Once all players have stopped adding onto the building Sequence, the Sequence can start resolving. How it does its resolution is from the top down; this means that the last card and/or effect to build onto the Sequence is the first one to start resolving. Then the next card to resolve was the card and/or effect played right before the final one on the Sequence. This continues to resolve backwards from the top (Last card played) down to the bottom (First card played) until there are no cards left in the **Sequence** to resolve.
- As the **Sequence** resolves neither player can add cards to this currently resolving sequence. Both players must let the resolving **Sequence** resolve.
- If any card and/or effect is activated and/or triggered an activation during the resolution of a Sequence; those cards and/or effects start a **New Sequence** that can build in the same fashion as the previous one did. **However, the New Sequence cannot start resolving until the previous Sequence is finished resolving.**

*****Note*** In the case of the Bounty Realm card “Majik Void Hollow” if you activate this card in response to a valid card on a sequence, your opponent CAN then still respond to the activation of the “Majik Void Hollow” as you would continue any other sequence, however after the sequence with the “Majik Void Hollow” resolves any other Unified cards that were placed on a New Sequence CAN NO LONGER ACTIVATE because “Majik Void Hollow” has already resolved on the prior sequence. Therefore, any Unified cards on the New Sequence become void and their Activations or Triggered Activation Effects can no longer activate and they go to their respective zones they were supposed to go to (i.e., Discard Pile or Eradication Zone).**

Sub Section 6.7 - Replacement Effects

This is the action of one effect replacing another effect before the initial effect fully resolves. Replacement Effects are denoted on cards using the term **“INSTEAD**” before or after the Replacement Effect.

- There are a number of different replacement effects, such as preventing damage, preventing the destruction of a Warrior, Unified or Fortified, conscripting an opponent’s Warrior to your side of the field instead of theirs, sending cards to different zones than intended, taking damage from calling a

(Gamble) incorrectly, changing attack targets, changing card abilities, or amplifying pre-existing card effects to do more than their normal effect would (e.g. Flame of Mystic Fire Origin).

- Holy Counters are a special type of replacement effect, and are explained in more depth later in the rulebook.
- During an instance when an action would be taken, and the criteria of a Replacement Effect that could be activated are met, which vary depending on the Replacement Effect, the player in control of the replacement announces that the Replacement Effect takes place, as they are not optional effects. **The Replacement Effect, then overrides the initial action being performed**.
- If a card would be played that is affected by a Replacement Effect, the Replacement Effect does not begin a new sequence, and instead resolves on the same sequence as the effect it is replacing, during the resolution of the effect it is replacing.
- If a replacement effect changes part of a cards effect prior to "And if you do" or an additional cost that the card requires in order to continue to the rest of the cards effect, due to the written effect and/or additional cost being replaced and not completed, it will cause the rest of the card to not be able to be completed and thus fails to resolve.

Section 7: Special Card Clarifications & Expandable Rulings

These rulings come into effect for competitive play when there is the use of, or multiple uses of what we refer to as *'**Expandable Cards**'*. Expandable Cards are first introduced into Legions Realms at War® in Blister Set 1: Frontiers, by the way of the **ESSENCE** cards (***See Essence in Legions Terminology & Keyword Abilities***). These types of cards are referred to as ***Expandable*** because they expand on the game state and/or board state in some meaningful way, that cannot be interacted with once they resolve.

Sub Section 7.1 - Special Card Clarifications

Under this segment we want to have a written reminder rule of highlighted cards that we feel are in need of a Special Clarification to their existing card texts. Below you will find a list of some of the most frequently asked about cards, both in the community, and in tournament play to our Judges. We feel that as a company we want to make sure these cards are, not only played correctly, but also ruled correctly during tournament play.

1) **Valley Of Death (Battle Deck – Undead)**

Since the release of the Two Player Battle Decks on launch, this card has seen little play, however, we feel the need to make sure this card gets its own Special Card Clarification. This card has a confusing card text for some early and new adopters of the game, in terms of this card setting Damage Counter Max (DCM) totals to 35. So the clarify the card reads as follows:

"Discard all cards in your hand, then destroy all Warriors on the field. Then all players Warlord's Damage Counter Max (DCM) becomes 35."

The line that reads: "Then all players Warlord's Damage Counter Max (DCM) becomes 35." Does not change the (DCM) number written on the physical card for the rest of the game. Those original starting (DCM) numbers do not change. However, **"Valley Of Death"** basically resets all Damage Counter Max (or Damage sustained in the game) to 35. So, if 1 or all players are below the number 35 in damage, they are now set to 35 damage. The same as if 1 or all players are at damage above the number 35, they now are

reset back to 35. Basically **"Valley Of Death"** either heals you or your opponent's, or deals damage to you or your opponents.

2) Ancient Relic – Sword Of Sacrifice (Bountiful Harvest – Season One)
Since the release of Bountiful Harvest – Season One, this card has seen a lot of competitive play and there have been some discrepancies on the card wording and functionality within the game. So going forth we want to clarify ***"Ancient Relic – Sword Of Sacrifice"*** and its Special Card Clarification. The way the card reads may seem ambiguous at first glance, however upon rereading the card you will find the wording will in fact summarize our Special Card Clarification. The card reads the following:

"(Bestow) +10 Atk to the equipped Warrior. You must sacrifice 1 other Warrior you control in order for the equipped Warrior to attack. You can sacrifice an additional 2 Warriors you control; double the attack of the equipped Warrior until the end of the turn."

The last line of the card effect is what has been a point of confusion to both players and how the card has been judged, and therefore we are officially ruling the card going forward as follows:

In order to attack AND follow through with the doubling of the attack of the equipped Warriors attack, that Warrior must already be declaring the attack on a target. This therefore means that, **ALL 3 Warriors sacrificed must be sacrificed at the time of attack in order to get the doubling effect of this card.** However, if this Warrior is somehow, through other means, given the ability to make a second attack in the same turn, **you must have to again sacrifice 1 Warrior to attack normally, and an additional 2 Warriors again at the same time, if you wish to use the doubling effect of "*Sword Of Sacrifice"* again.**

3) Fawdon Raspy, The Rogue Gambler
Since the release of Empires on The Rise, there has been in person Elder Judge Rulings specifically for this Guardian, and it's unique wording regarding Dice Rolling, and additional activations. So, we would like to clarify the following:

In order to activate Fawdon Raspy, The Rogue Gambler's **(Consume)** Ability your Warlord must have used their **Special Ability (SA)** at least once that turn.

4) Back Alley Rogue Majik
Since the release of Empires on The Rise, there has been in person Elder Judge Rulings specifically for this Card, and it's unique wording in additional activations of your Guardians Ability. So, we would like to clarify the following:

In order to activate Your Guardians **(Consume)** Ability an **Additional Time** you must have Already used the (**Consume)** ability of your Guardian that turn.
This Does not stop you from activating the "Once per Turn" effect of this Card however if you Roll a 4,5, or 6 and have not already used your Guardians **(Consume)** Ability the effect will ail to resolve.

5) Mechanical Duxvox Doom-Boots-Rounded down
Since the release of Empires on the Rise, there has been in person Elder Judge Rulings Specifically for this Card, and its unique wording regarding "any battle damage the equipped Warrior takes is halved."
The ruling to be used on the halved battle damage is that it will be rounded down. So a 3 ATK Warrior will be rounded down to 1

6) Welcome to the Grimm Graveyard

Since the release of Ravaged lands, there has been in person Elder judge Rulings Specifically for this card, and its Activation criteria and Resolution.

This card in order to be activated requires both players to have at least 3 cards in both of their hands to be able to target.

If in response to this cards activation either player responds and in doing so no longer has 3 cards in their hand to target, this card will continue to resolve but will only target 3 cards in either players hand that still has 3 cards to target and place them on top of the deck.

Both players will than still send the top 5 cards of both of their decks to the discard pile and draw a card.

7) Alburdunns Big Top Circus

Since the release of Bountiful Harvest, there has been in person Elder Judge Rulings Specifically for this card, and its unique wording regarding “if 1 or more “Hugo, The Hulking Freakshow on your side of the field, becomes double their original attack, each Hugo, The Hulking Freakshow can make an additional attack this turn.”

The effect of gaining additional attacks if the Warrior becomes double its original attacked does not require it to be exactly double but must be at least double its original attack in order to gain the additional attacks.

8) Into the Blastforge

Since the release of Battle Deck Quartzheart, there has been in person Elder Judge Rulings Specifically for this card, and its unique wording regarding “If the revealed card is a “Blastforge” Dwarf Warrior you can conscipt the revealed Warrior to your side of the field” for what happens if there are no open Warrior zones available for a Warrior to be conscripted into. If there are no available Warrior zones the Static effect still triggers Revealing the top card of your Deck. If it is a Warrior it will remain on the top of your deck and be returned face down, if it is not a warrior the static will resolve as normal sending the revealed card to the discard pile.

9) Hall of the Heavens

Since the release of Battle Deck Michael, there has been in person Elder Judge Rulings Specifically for this card, and its unique wording regarding “Search your deck for 2 Angel cards with the **(Bestow)** Keyword Ability; add the searched cards to your hand.” And what counts as a **(Bestow)** keyword on a card. For a card to be considered to have the **(Bestow)** Keyword on it must be part of the cards actual text. With this we want to ensure it is clear that you cannot search a card with **(bestow)** in the Reminder text of a keyword.

10) Chaos Divine Reconnaissance

Since the release of Empires on the Rise, there has been in person Elder Judge Rulings Specifically for this card, and its unique wording regarding “Draw 1 card each time an Angel Warrior is Conscripted or Revived to your side of the field.” When Conscripting or Reviving Multiple Warriors at the same time by 1 card effect this Card will only Trigger once to Draw 1 card for the multiple Warriors that came out to the field. You only Draw 1 card for each instance of a Warrior(s) being Conscripted or Revived to your side of the field.

11) Marovin, Ancient Arcane Magi

With the Release of Guardians Creed, we wanted to ensure that this card in reference to Activating cards as if they were in your hand was noted for clarity.

The Consume ability searching for up to 2 Hero Unified cards and activating them as if they were in your hand plays these cards directly from deck into an open unified zone on the field,
you must have enough open Unified zones to activate the number of cards you search with this effect. Upon resolution of the effects of the searched cards the cards will go to the discard upon resolution as normal.

12) Majik Void Dark Portal
With the Release of Guardians Creed, we wanted to ensure that this card in reference to maximum hand size was noted for Clarity.
this card making the maximum hand size to 4 does not mean that you can only have 4 cards in hand at any time what this changes are any card effects that reference maximum hand size as well as the check at end of turn from the normal 8 cards to 4 cards that a player would need to discard down to.

Sub Section 7.2 - Card Clarification - Wording & Problem-Solving Text

Under this segment we will be going through some of the 'Special Wording' and 'Problem-Solving Text'. These are wording nuances found on various cards printed in Legions: Realms at War TCG and may come up in competitive play as ruling questions for our judges.

Special Wording is denoted in a card's rules text, with the intention of the card being balanced in both 1v1 and multiplayer formats. You will often see cards referencing a "Target Player," "All Players," or "All Opposing Player's." These are examples of some Problem-Solving Text that has been introduced into our structure of various card effects. These are the following stipulations that will clarify Problem-Solving Text for accurate ruling assessments:

1. The use of the word 'Must'
- Card abilities that use **Must** before an effect are the most important in terms of what they do, and are very specific on their Criteria, Trigger Effect Activations, and interaction with their effect.
- **Must** abilities only affect certain players, as identified by the individuals identified in conjunction with the term **Must**. For example: 'Each Player must', or 'You must.'
- **Must** abilities must be followed, without deviation, unless another card's ability prevents the **Must** ability from fully resolving (**See Full Resolution Rules**)
- An effect that uses the term **Must** may also include a portion of rules text regarding game actions that are taken immediately if a **Must** ability does not resolve.

2. The use of the word 'All'.
- Card abilities that use **All** check all players in the current game being played to apply its' **All** effect.
- Unlike **Each** abilities, covered below, **All** abilities, while applying to all players, do not require all players to be able to perform the **All** ability at the time of its activation and/or resolution.
- If a player is unable to perform an **All** effect, they simply do not perform the **All** effect.

3. The use of the word 'Each'
- Card effects that state **Each** check every player in the current game and is less universal; being more directed and focused, in comparison to **All** abilities, outlined above.
- Unlike **All** abilities, covered above, **Each** abilities require all players to be able to perform the **All** ability at the time of its activation and/or resolution.
- If a player is unable to perform an **Each** effect at the time the effect could be activated, the **Each** effect cannot be activated.

- If a player is unable to perform an **Each** effect at the time of resolution, the **Each** effect fails to resolve.

4. The use of the word 'Target'.

- Cards that state **Target** check for any cards in a specific zone that meet certain target criteria. These requirements are outlined in the card's rules text. These can be a specific card type, name, Legion Crest, or otherwise.
- A card is a valid **Target** if it meets all the following
    - Is in any of the proper zones, as outlined in the rules text.
    - Follows any additional criteria, as outlined in the rules text.
    - Is unaffected by any abilities that would prevent the card from being targeted.

5. The use of the phrase 'Then if you do'.

- See Sub section 6.1 Cost and how it is paid

6. The use of the phrase 'And if you do'.

- Cards that state **And if you do** in part of their effect check on card resolution for any part of an effect prior to it if it was able to complete that part of the effect.
- If the part of the effect prior to **And if you do** has successfully resolved the effect will continue past the **And if you do**.
- If the part of the effect prior to **And if you do** was unable to be completed the card effect will not move to the part of the effect after the **And if you do** and this part of the effect will fail to resolve.

7. The use of the word 'Double'.

- Certain card effects will instruct you to Double an instance, such as Doubling the number of counters placed on a card, or Doubling a cost a player would pay.
- If a single instance of a number is affected by both an effect which would Double it, and a different effect which would increase or decrease the number, the Double effect is always applied First, and that number is then incremented.
- A single instance of a number cannot be "doubled" more than once.
- This ruling does not apply to effects which would Double the attack of a Warrior, these effects are treated as a (Bestow) effect.

Sub Section 7.3 - Legions Expandable Cards and Card Cycles

A Glossary of all Legions Expandable cards and Card Cycles.

Amulet/Talisman Cards – These Cards are unique cards introduced in Legions Realms at War® through Expansion Set 2: Guardians Creed.
these cards state "After Mulligans, if this card is in your opening hand, you may begin the game with this card in play". This effect of these cards has the card start in play and is not considered activating the card so they cannot be responded to.
The Amulets/Talismans After Mulligan effect if there is one in your hand happens last during each players after Mulligans with their guardian happening first.

Devotion Cards – These Cards are unique cards introduced in Legions Realms at War® through Expansion Set 2: Guardians Creed.
There are now game pieces which gain additional Effects while on the field. These effects are Static Effects, in that they always exist and cannot be negated.
The following section provides detail onto common questions that may arise when playing and resolving a card from the **DEVOTION CARD CYCLE**, introduced in *Guardians Creed*:

The Devotion Cards are cards that have 3 stages and Gain or Lose Static effects based on the stage that the card is on.

Stage 1 Denoted by the “ “ Symbol while on this stage has access to just the stage 1 static effect

Stage 2 Denoted by the “ “ Symbol while on this stage has access to both the stage 1 and stage 2 static effects

Stage 3 Denoted by the “ “ Symbol, when the third stage has been reached on a Devotion card, the card will sacrifice itself to Trigger the final ability.

Essence Cards – These cards are unique cards introduced to Legions Realms at War® through Blister Set 1: Frontiers. The **Essence** cards as described above are considered to be ***Expandable Cards***, this means that they fall into the category that they are played like a normal card within the course of the game, however once they resolve, they become no longer a card you can interact with. In the case of these Essence cards, they are activated by meeting the requirements to be activated and paying the costs associated with them. Then once they resolve they are placed under the Warlord card and are considered to be fundamentally part of the actual Warlord itself. **This means that they are no longer considered a card independent from the Warlord, and its card effect is now considered to be part of the Warlords abilities.**

The only cards that fall under this cycle currently are- Essence Of Castigation, Essence Of Corruption, Essence Of Demise, Essence Of Destiny, Essence Of Legacy, Essence Of Legend, Essence Of Secrets, and Essence Of Storm.

*****Note***The only time you are allowed to interact with an Essence card is when the card is first played and/or activated, however if they meet the additional card requirements, when the card is activated, then you cannot respond to the Essence activation, and therefore they resolve.**

Familiar Cards – These cards are unique cards introduced to Legions Realms at War® through Expansion Set 2: Guardians Creed. The **Familiar** cards are considered to be ***Expandable Cards***, this means that they fall into the category that they are played like a normal card within the course of the game, however once they resolve, they become no longer a card you can interact with. In the case of these Familiar cards, they are activated by meeting the requirements to be activated and paying the costs associated with them. Then once they resolve they are placed under the Guardian card and are considered to be fundamentally part of the actual Guardian itself. **This means that they are no longer considered a card independent from the Guardian, and its card effect is now considered to be part of the Guardians abilities.**

*****Note***The only time you are allowed to interact with a Familiar card is when the card is first played and/or activated, and once they resolve can no longer be interacted with.**

False God Cards – These Cards are unique cards introduced in Legions Realms at War® through Supplementary Set 1: Elder Legends Providence.
-These cards are warriors with the Keyword “False God”
-This is a unique Keyword as Warriors with this Keyword you cannot control more than one of at the same time.
- If you control a Warrior with the “False God” Keyword you cannot conscript or revive another Warrior with the False God Keyword.
- In the instance that 2 Warriors with the “False God” Keyword enter the field at the same time the game state will see this and force the player who controls the 2 Warriors to send one to the discard immediately and this

will not open an Opportunity Window to respond but any enter play Keywords will still enter the sequence from the Warrior entering play.

Fracture Cards – These Cards are unique cards introduced in Legions Realms at War® through Blister Set 2: Masquerade of the Macabre.
-These cards are Warriors with the Keyword "Fracture." That read's "If this card is in your hand, discard pile, or eradication zone, you can pay **(Bloodbounre 10)**, then if you do, Conscript it to your side of the field. If this Warrior leaves the field, Increase all **(CD)** on your side of the field by 1 turn.)
-This is a unique Keyword as Warriors with this Keyword have the additional text of "This Warrior cannot be conscripted or Revived to the field except by the use of the "Fracture" Keyword." And cannot be brought out to the field in any way other than with this Keyword.
-The "Fracture" Keyword can be activated during either player's turn to conscript the Warrior.
-If being activated from hand you need to state the card and effect that you are activating when going to use the "Fracture" Keyword and show you opponent that the card you are activating "Fracture" on is in your hand.
-When the Warrior would leave the field there is a trigger caused by it to increase all of your **(CD)** which does open an Opportunity Window.

Knockout Cards – These Cards are unique cards introduced in Legions Realms at War® through Expansion Set 2: Guardians Creed.
these cards state "This card can be activated from your hand into an empty Fortified card zone only if an opposing player has activated 3 or more Unified cards this turn".
-This effect of these cards allows the player to be able to play them from hand once an opposing player has Activated 3 or more unified cards.
-You still require an opportunity window in order to activate these cards from hand.
-With them requiring cards to be activated for this effect you do not need to wait for the card(s) to resolve and therefor can respond to the third Unified card an opposing play has activated.

Revolution Cards – These Cards are unique cards introduced in Legions Realms at War® through Booster Set 2: Empires on the Rise.
-These cards state "For the remainder of the game" in their rules text. These cards provide a change to the game state for the remainder of the current game after the card resolves.
-These are game pieces which change the game state, rather than the board state**(***See Game State vs. Board State***).**
-These effects are like Static Effects, in that they always exist, but unlike Static effects, exist regardless of whether the card providing the effect remains on the field or not, as **REVOLUTION CARDS** are **not Active (ACT) cards.**
REVOLUTION CARDS follow the same timing rules as any other Unified or Fortified Cards.

The REVOLUTION CARD must resolve for the Game State Change to take effect.

Sub Section 7.4 - Legions Card Effect Adjustments

1) **Fallen Torture Rack**
With the Release of Empires On The Rise, it has been found that the effect of this card does not work as intended.
"Sacrifice a Demon Warrior on your side of the field that was originally an opponent's Warrior. Deal X damage to a target Warlord, where X was the current attack of the Warrior when it was sacrificed. Then if you do, all **(Perish)** effects of the sacrificed Warrior are negated."
With this the effect will work as intended by having "Then if you do" Changed to "And if you do"

2) Duxvox's Deployable Bomb

With the Release of Empires On The Rise, it has been found that the effect of this card does not work as intended.

"This card can only be equipped to a "Duxvox" Orc Warrior you control. Place 10 Doomsday counters on the equipped Warrior."

With this the effect will work as intended by having "Place 10 Doomsday counters on the equipped Warrior" Changed to "Place 10 Doomsday counters on this card."

Section 8: Zones Matter

In Legions Realms at War® the Zones of the field play a big role and importance to the game.

Sub Section 8.1 - Zones

Zones in Legions Realms at War® are anywhere a card may be during the duration of a game. Zones fall under two categories of either being on the field or not on the field.

Zones on the field.

- Warrior Zone
- Unified Zones
- Fortified Zones

Zones not on the field

- Veil/Realm Zone
- Warlord Zone
- Synergy Zone
- Guardian Zone
- Deck
- Discard Pile
- Eradication Zone
- Hand

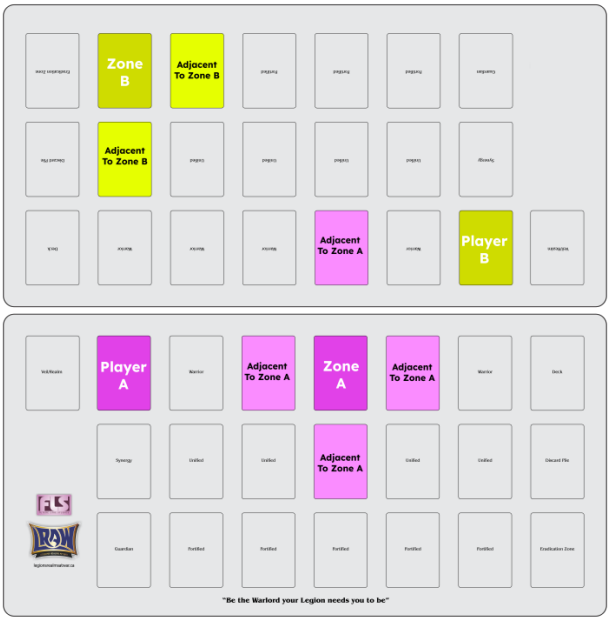
- Cards that refer to a card on the field will only include the Warrior, Unified, and Fortified zones as these are on the field.
- Cards that refer to all zones will include all on the field and not on the field.
- Once a card has been played or set face down in a zone on the field it cannot be moved from that zone unless by battle or card effect moving it from that zone.

Sub Section 8.2 - Adjacent Zones

- In Legions Realms at War®, zones are only considered adjacent if they are in the card zones connecting in the 4 cardinal directions.
- Cards are not adjacent to zones diagonal to them.
- Cards are not considered adjacent to cards in the **Same** card zone. (I.e., A Warrior is not adjacent to an Armament (ARM) card equipped to that Warrior.)

Diagram 1. Adjacent Zones

- Zone A is Adjacent to 4 card zones, including a Warrior card zone on the opposing player's side of the field.
- Zone B is Adjacent to only 2 card zones, being against the edge of the field, and being blocked by Player B's Eradication Zone.

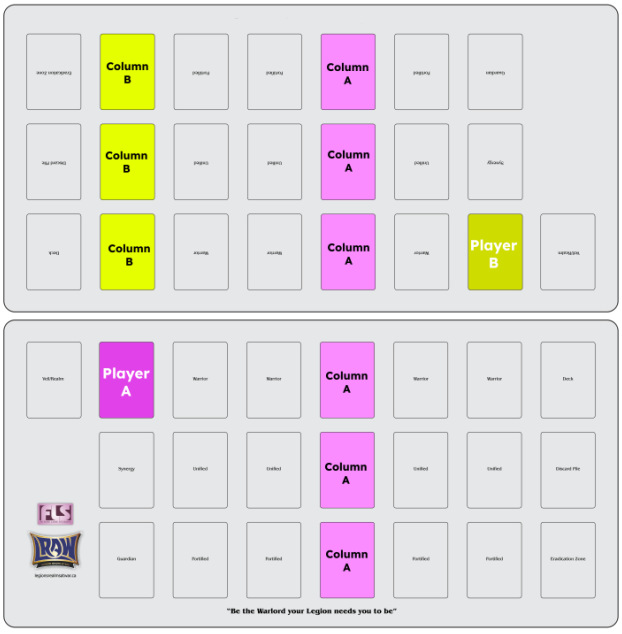


Sub Section 8.3 - Columns

- Card effects that refer to Cards being in a column are referring to a card being in a zone that is the same line of zones between yourself and your opponent.
- Cards that are played into the column that are in line with the opposing players warlord share the same column as that warlord and not the zones beside it.

Diagram 2. Columns

- Column A extends across 6 card zones on both player's sides of the field.
- Column B only covers 3 card zones, being blocked by Player A's Left Side (Warlord, Synergy, and Guardian).



Section 9: Alternative Game Formats

The Following are Legions Realms at War® Alternative formats that the game supports and any corresponding rules specific to the Format.

Sub Section 9.1 – Plebeian (Plebe)

The Plebeian format follows all the same Rules as Constructed play except for its legal number of playable copies based on Rarity and S/R/L list.

- Plebeian Deck Construction consists of the following.

All cards in the Main Deck and Side Deck cannot exceed the legal number of playable copies based on Rarity or the Suspended/Restricted/Limited List.

Common Cards ☆
- Limited to 3 copies of the same name per Main Deck and Side Deck

Uncommon Cards ☆☆
- Limited to 3 copies of the same name per Main Deck and Side Deck

Rare Cards ☆☆☆
- Limited to 3 copies of the same name per Main Deck and Side Deck

Renown Rare Cards (Silver Stamped) ☆☆☆☆
- Limited to 1 Copy in total between Main Deck, Side Deck, Veil/Realm, Warlord, Synergy, and Guardian

Exalted Rare Cards (Gold Stamped) ☆☆☆☆☆
- Limited to 0 copies

Elysian Rare Cards (Premium Stamped)
- Limited to 0 copies

Section 10: Legions Tournament Standards

This will be enforced on a basis deemed fair and worthy of the Elder Judge of the event taking place. All Legions' Elder Judges are vetted and have the backing of Future Lore Studios Inc. to make appropriate calls when it comes to Player Etiquette/Conduct.

All players will be asked to abide by the following rules and code of conduct while attending and/or participating in tournament play:

As a game of skill, Legions Realms at War® is enjoyed for its complex strategies, Characters, Lore and atmosphere of friendly competition. To ensure that this atmosphere is maintained, Legions Realms at War® has the following Standards of Conduct for all who participate in Legions Realms at War® Event.
It is the responsibility of all Legions Realms at War® Community members to familiarize themselves with these Standards, and to promote and always exemplify them during their participation.

Types of penalties in tournament play are as follows with some examples of what could constitute these, but not limited to these examples. Penalties will always be issued immediately once found. If a player were to receive a penalty and their match has already concluded they will receive their penalty and vary it into their next match.

- Game warning- Typically issued when Judges have to step in to correct a situation such as improper game state or illegal card activation.
- Game Loss- Typically issued when Judges have to step in to correct a situation such as an illegal deck or improper Side Decking.
- Match Loss- Typically issued when Judges have to step in to correct a situation such as minor improper conduct towards other players or Judges.
- Disqualification- Typically issued when a head Judge has to step in to correct a situation that has escalated to an extreme circumstance.

****Note**** decisions for Penalties is solely up to the Judges of the specific event that is being held. In the case of larger infractions, we do ask that the Judges of the event Track and Inform Future Lore Studios of this for Reference at future events.

Sub Section 10.1 - Player Etiquette/Conduct

- Newer, less experienced players should be welcomed and supported.
- Players should refrain from causing unnecessary delays to games or engaging in behavior that may negatively impact the experience of those around them.
- Should players realize that a mistake has been made during gameplay, they should make their opponent and a judge aware immediately.
- Players should not attempt to use tournament rules or policy to gain an advantage rather than to ensure fair gameplay.
- Players should take care that their personal feelings about gameplay actions or game results do not influence the way they treat their opponent.
- We ask Players to refrain from interacting, discussing strategies, offering tips, or constructively critiquing gameplay decisions with other players during their matches.
- Bullying and harassment will not be tolerated.

Community should not harass, bully, threaten, abuse, or cause distress for another, including (but not limited to) fellow members of Legions Realms at War®.
Examples include:

- Use of language, messages, symbols, images, illustrations, or links that discriminate based on attributes such as race, religion, ethnic origin, national origin, gender, disability, sexual orientation, gender identity, or economic means.
- Harassment of a specific person, such as through personal attacks, repeated and unwanted contact, threats of “doxing,” or actual disclosure of any personal or private information of another without their explicit consent.
- Threats or images of violence, harm, or retaliation.
- “Trolling” or baiting the community with inflammatory statements, especially when designed to incite hatred or unrest.

In addition to the above, participants should exercise good judgment when choosing when and where to discuss controversial topics and should be aware that jokes between friends are quickly decontextualized within a diverse, multicultural environment.

Community members should not engage in other activities that may reasonably detract from another’s ability to enjoy their experience within a Legions Realms at War® to the fullest.

Examples include:

- Distribution or use of obscene, pornographic, sexually explicit, or graphically or gratuitously violent content.
- Predatory trading—that is, targeting and/or pressuring younger or inexperienced members for trades in your favor.
- Deception, defrauding, or engagement of a fellow Community member under false pretenses.

Sub Section 10.2 - Judge Etiquette/Conduct

Along with the Above Player Etiquette Legions Realms at War® also expects the following from Members of their Judge Program.
It is critical to the integrity of the Judge Program that its members have a reputation of honesty and trustworthiness. If players cannot trust a Judge to be honest, they cannot trust that Judge's rulings to be accurate or their events to be fair.

- A Judge should be fair and unbiased, whether judging a tournament or resolving a dispute.
- Judges are Trusted with a large Responsibility for ensuring the accuracy of their rulings to the best of their ability.
- A judge must take all possible measures to ensure they are up to date with the latest rulings and developments within Legions Realms at War®.
- A Judge while actively engaging in a Legions Realms at War® event should act Professionally.
- Judges where possible should avoid discussing rulings or exchanges in public where it could cause embarrassment or emotional distress to the parties involved.