

Hello, welcome to the Unmatched Rulings Archive.

This is an unofficial compilation, but I'll try to link to official (BGG or Discord) rulings from Restoration Games designers when possible.

The list is sorted by heroes, firstly by set (in release order) and then in alphabetical order within the set. Questions related to a character-specific card interacting with a common one will be listed under the character. Questions related specifically to the interaction of two character-specific cards are listed afterwards, with tags to the character for easy searching.

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Important Rulings

END OF GAME CHECK RULE CHANGE

Q: What is the change? How does it work?

A: Fighters are still defeated as per the normal rules. The endgame change only affects when you check if there is a winner. By the previous rules, the game immediately ends when the penultimate hero is defeated (in 1v1 and FFA, when there is only 1 hero side remaining, in 2v2 when there is only 1 team remaining). Now, you only check if there is a winner at the end of the After Combat effects. **IMPORTANT:** Active players win in cases where both heroes are defeated; the order in which heroes are defeated does not matter for the endgame check.

[Reference](#) and [Reference](#)

N.B. This ruling is currently live for online competitive play such as the tournaments and UML ladder as well as any Restoration Games sanctioned live play events. This ruling will eventually be added to print rulebooks, but happened to be announced early and is thus enforced where relevant.

Q: What does it mean when a player is Dormant?

A: Whether or not a player is Dormant is checked at the end of an action. If a player has no fighters remaining on the board, that player is Dormant. This is largely to make sure that weird edge cases where player can get effects after they die function in line with the expectation of the new End Game rules. Dormant Players don't take actions during their turn, draw cards or discard cards, their fighters can't take damage, and they can't be chosen as an opponent or be affected by anything that affects all opponents.

[Reference](#)

N.B. Some fighters can enter Dormancy without losing the game (i.e. Invisible Man, Elektra, Ancient Leshen).

General Rulings

Q: In combat, if an effect refers to an attack or defence card, does it apply to a versatile card?

A: Versatile denotes what the card can be used as, but in combat all cards are fulfilling the role of attack or defence.

Q: Can I choose something that has no effect?

A: Yes. You may pick a choice on a card or play a scheme that has no effect as long as it's a valid option. (e.g. choosing the health option on Alice's Looking Glass when you're at max health, or playing Baptism of Blood when you don't have a defeated Sister to place or health to recover).

[Reference](#), another [Reference](#)

Q: What is combat damage? What is effect damage?

A: Combat damage is damage dealt by comparing the attack card value against the defense card value. Effects that modify the attack value still contribute to the combat damage. Effect damage includes all other sources of damage.

Q: When a card effect discards the top card from the opponent's deck (e.g. Blind Boost), but the opponent's deck is empty, does the opposing fighter take 2 damage from fatigue?

A: No. The 2 damage from fatigue is only when you need to draw a card. Even if you had no deck and an effect forced you to discard the top card of your deck you wouldn't take damage.

[Reference](#)

Q: In a 2v2 or Free For All, if other sidekicks are placed in zones in such a way that there isn't enough space in my zone for my sidekicks, what do I do?

A: You always place all of your sidekicks at the start of a game. If there is no space in your zone, place the remaining ones in any remaining empty spaces.

N.B. This does NOT extend to when sidekicks are being returned (e.g. Baptism of Blood, Defenders of Sherwood)

Reference: Rules

Q: If I draw extra cards during other people's turns, but have over 7 cards after drawing, do I have to discard down to 7?

A: No. The hand limit only applies at the end of your turn. You do not have to discard for hand-size at any point before that.

[Reference](#)

Q: If a card effect allows me to pick a card from the discard pile, is it public information?

A: Yes. The discard pile in general is always public information.

[Reference](#), Rules

Q: Does up to x spaces include 0 spaces?

A: Yes.

[Reference](#)

Q: Does adjacent include 'on' (i.e. the target space)?

A: No.

[Reference](#)

Q: What happens if an effect requires me to place or move a fighter to a space, but there are no valid spaces? (mid-game, not at the start)

A: You skip that part. You do not get to move that fighter or revive that sidekick.

NB: In general, if an effect does not work, there are no half-measures. Do what you can; ignore the rest.

[Reference](#)

Q: Can I discard to Boost with cards that have no printed Boost value?

A: No.

[Reference](#)

Q: Can you put two different types of tokens in the same space? (e.g. Muldoon's traps, Invisible Man's Fog, Spike's shadows)

A:

Invisible Man's Fog: May share spaces with other fighters and different tokens, but not another Fog.

Spike's Shadows: May share spaces with other fighters and different tokens (unclear whether you can stack Shadows, but it *never* benefits Spike).

Muldoon's Traps: Must be placed in *unoccupied* spaces (no fighters or tokens of any kind.)

Sattler's Insight: May share spaces with other fighters and different tokens. Insight tokens *can* stack.

Reference: Rules

Q: What is the difference between 'Move' and 'Place'?

A: With 'Move', you must respect the rules of movement. 'Place' does not need to respect the rules of movement.

[Reference](#)

Q: What counts as moving through a space?

A: Moving through is entering and leaving a space (typically an opponent's).

[Reference](#)

Q: Do adjacency effects trigger if one of the fighters is defeated During Combat?

A: The fighter is defeated During Combat. If the effect is After Combat, then the fighter is no longer adjacent. (i.e. Robin Hood's Wily Fighting, Raptors' Clever Girl)

Reference: Rules

Q: When a card gives multiple decisions to choose from (i.e. Muldoon's Call for Backup, Beowulf's Golden Drinking Horn) do you choose first before executing them?

A: Yes. You make all the decisions before executing them.

[Reference](#)

Q: If I gain an action, can I choose not to use it?

A: No. Actions cannot be skipped.

Reference: Rules

Q: Can I attack with a defence card? Defend with an attack card?

A: No. Not unless otherwise stated.

[Reference](#), [Reference](#)

Q: Can I heal a defeated fighter in order to resurrect them?

A: No, effects that recover health cannot be used to resurrect a defeated fighter as they are no longer a valid target for healing.

[Reference](#)

Q: What happens when a card allows me to check my deck?

A: You shuffle it afterwards.

[Reference](#)

Q: What happens when a card effect lets me modify my card's value, but it is substituted by the opposing fighter's card effects?

A: Modifiers from card effects don't carry over to substituted values.

[Reference](#)

Q: How and when are inherent / static / floating bonuses to combat resolved?

A: They are continuously applied (and re-applied as needed, e.g. Momentous Shift) for as long as their triggering condition is met.

[Reference](#)

Q: When do After Combat abilities resolve?

A: After card effects are resolved, resolve any other game effects that occur After Combat, such as a hero's special ability.

Reference: Rules

Q: Can I attack my sidekicks with my heroes, attack my heroes with my sidekicks, or attack friendly fighters?

A: No, you can not.

[Reference](#)

Q: If the attack and defence card both enable one player to Boost, does that player get to Boost multiple times?

A: Yes. The result is additive.

[Reference](#)

Q: What does ignore value do in context of the printed value?

A: Ignore value only ignores for combat, it doesn't change the printed value.

[Reference](#)

Q: Does a Bonus Attack trigger if the fighter is out of range after the first attack?

A: Yes. Targeting is only checked during the initial attack.

Rules

Q: Does a Bonus Attack trigger if the defender is defeated by the first attack?

A: No, there is no target, so the attack does not trigger.

Rules, [Reference](#)

Q: Does a Bonus Attack trigger if the attacker is defeated before making the second attack?

A: No, if either fighter in the combat is defeated, a bonus attack does not trigger.

[Reference](#)

Q: If a fighter is returned to the board, what health do you set them at?

A: Full health unless otherwise specified.

[Reference](#)

Q: When a card effect would defeat all heroes simultaneously (e.g. Remnant of Valor in Beowulf's deck, Dracula's ability and exhaustion damage), who wins?

A: The player whose turn it is wins.

[Reference](#)

Q: When does exhaustion damage happen?

A: It happens the moment you would draw the card and is a replacement for not drawing.

[Reference](#)

Q: Do you win combat against attack cards with value 0?

A: Yes. You win combat if you don't take damage.

[Reference](#)

Q: The 3- and 4-player Free For All rules say I can't attack certain players on turn 1, does that mean I can't target them with damaging schemes?

A: No, you may target any player with scheme cards during Free For All games.

[Reference](#)

Q: What specifically happens when I use a combat item?

A: The card you play gains additional effects. If the card's effects can't be cancelled, the item effects will be un-cancellable too (i.e. Ancient Heirloom, Sherlock and Watson cards).

[Reference](#)

N.B. If the combat item means there are multiple During Combat effects, the player that used the item gets to choose the order.

Reference: Rules

Q: Can I use a combat item to increase the value of a bonus attack? What about using it whilst defending against a bonus attack?

A: Yes, but if you played it with the first attack, it will only apply to the first one. You may choose to add it to the second attack if it was not used in the first. The same applies on defence.

[Reference](#)

Q: What happens if I use a combat item and my attack card gets swapped out (for example effects like Dracula's "Do My Bidding" or Houdini's "Sleight of Hand")?

A: The combat item is kept after they are declared, even if the combat card changes.

[Reference](#)

Q: What does "Cannot leave their space" mean exactly? (e.g. T. Rex's Terrifying Roar)

A: "Cannot leave their space" stops maneuver, move effects, and placement effects

that would move the restricted fighter. It does not stop the mini from being removed from having 0 health, or you would not be able to kill sidekicks with that card.

[Reference](#)

N.B. Does not prevent fighters from leaving the board (Like Invisible Man or Elektra), to avoid situations like a [0-health hero being on the board](#).

Q: What fighters do scheme tokens apply to?

A: If it matters what fighter, the fighter that used the scheme token gets the effect (i.e. Healing, making an attack).

[Reference](#)

Q: What happens to fighters who are off the board but not defeated; can they take actions? (i.e Elektra after her first life, Invisible Man using Vanish)

A: No, fighters who are off the board and undefeated do not take actions.

[Reference](#)

Q: What happens when a Boost effect happens before a fix value effect (i.e. Tortoise Form before Momentous Shift)?

A: The fix value overwrites whatever the value was previously. Any text amounting to the effect 'This card's value is X' will overwrite the old value.

[Reference](#)

Q: If an end of turn ability contradicts an effect that lasts all turn, what takes precedence?

A: End of turn is still during the turn, so the during turn effect takes precedence.

[Reference](#)

Q: Can I end my movement in a space with a small fighter?

A: Yes

[Reference](#)

Q: Can I place/summon/return a fighter into a space with a small fighter?

A: No because a space with a small fighter is not empty.

N.B. Unless the fighter being placed/summoned/returned is a small fighter and the space in question has 3 or fewer small fighters already.

Reference: Rules

Q: What happens if my fighter swaps spaces with a large fighter?

A: You choose which of the large fighter's spaces to place your fighter in, if they were in 2 spaces prior to the swap. The Large Fighter player chooses which direction to point the back of their base. The active player chooses the order of these decisions.

N.B. The Large Fighter player cannot point the back of their base in such a way to make completing the swap impossible.

[Reference](#), [Reference](#), [Reference](#)

Q: What is a Starting Space?

A: Any space with a diamond number.

[Reference](#)

Q: Must card effects be followed in order printed?

A: In general yes, but when there are multiple options to choose (i.e. Looking Glass, Golden Drinking Horn), the player may choose the order.

[Reference](#), [Reference](#)

Map Related Rulings

Raptor Paddock

Q: Are the one way paths adjacent for combat?

A: Yes, they only affect movement, not combat.

Reference: Rules

Baskerville Manor

Q: Are secret passage spaces considered adjacent?

A: No. You may move through them as if they are adjacent. But they are not adjacent for combat.

Reference: Rules

Heorot

Q: During a Maneuver, can you open/close a door while sharing a space with another fighter, before moving off?

A: Yes. You interact with spaces during movement even when moving through occupied spaces. This includes Muldoon's traps and opening/closing doors. The only effects you ignore are ones that would make you end your movement in the same space as another fighter.

[Reference](#)

Q: When doors are closed, are the spaces cut off still in the same zone?

A: When a door is closed, treat any lines crossing the door as if they did not exist. This blocks movement and attacks, eliminates adjacency, and breaks up zones. (Two spaces that would normally be in the same zone are treated as if they are in different zones if there is a closed door on the shortest path between them).

Reference: Rules

Traps and Doors

Q: After a fighter enters a space with a trap, can the fighter still open a door?

A: No. However, the fighter may still close a door.

[Reference](#)

Hanging Gardens

Q: Does the High Ground advantage get added to ranged attacks or only melee?

A: They only affect adjacent spaces in the direction of the arrow.

[Reference](#)

Q: Can the High Ground attack bonus stack?

A: No. You only get one bonus no matter how many spaces your fighter is on.

[Reference](#)

N.B. Only applies to large fighters at the moment.

Q: Does the High Ground attack bonus apply to bonus attacks if the opponent moved away after the first attack?

A: No. The bonus is checked and applied when the combat damage is resolved after the During Combat step.

[Reference](#)

Q: Does a player in starting position not have to take High Ground damage because it says so in the rules?

A: No. It's poor wording. The rules were referring to the starting point of arrows and where they pointed.

[Reference](#)

Hell's Kitchen

Q: When a fighter uses the healing scheme token, who heals? Can I heal another sidekick or hero?

A: The fighter that used the token is the one that heals.

[Reference](#)

Q: When a fighter uses the Map item, can a different fighter attack?

A: No. The fighter that used the item must be the one to attack.

[Reference](#)

Sanctum Sanctorum

Q: What happens when Brazier of Bom'Galiath is used and there are no valid schemes for that fighter to play from the deck?

A: If all relevant schemes are in the discard pile, nothing happens. If some are in hand, reveal the necessary schemes to prove they are not in the end.

[Reference](#), [Reference](#)

Character Related Rulings

Alice

Q: Does Small Alice get +1 to defence even if no card is played?

A: No. Her character card specifically says 'add 1 to the value of her defence cards', and there is no bonus if there is no card played.

NB: The same applies to Invisible Man.

Q: Does Alice's ability get added to versatile cards too?

A: Yes, versatile cards can be played as attack cards or defence cards and get the buff. They do not need to be specifically attack or defence cards.

NB: The same applies to Invisible Man.

Q: Do Any cards count as Alice cards for her ability?

A: Yes, if Alice is playing them.

Q: Does Big Alice get +2 when playing a versatile card to defend? Does Small Alice get +1 when playing a versatile card to attack?

A: No.

[Reference](#), [Reference](#)

Jaws that Bite vs Skirmish

Q: Can Skirmish be used to move the Jabberwock to deal damage to Alice instead (if the Jabberwock is adjacent to Alice after Skirmish resolves)?

A: Yes. Jaws that Bite does not specify opposing fighter, and as an attack, it resolves after Skirmish.

Reference: Rules (Battle of Legends Vol. 1, though in the example, Skirmish does not move Jabberwock adjacent to Alice even though that is a valid play).

N.B. This would apply to Bigfoot's Savagery and other similar cards.

Medusa

Momentary Glance

Q: If Momentary Glance is played but there are no opposing fighters in the zone, only friendly fighters (i.e. Harpies), do I still deal damage?

A: Yes, because it refers to any fighter rather than opposing fighter.

[Reference](#)

N.B. Medusa would deal damage to herself if there are no other valid fighters to choose.

King Arthur

Q: When is the timing of Arthur's ability Boost?

A: It is treated as a static bonus (i.e. Alice or Khonshu's +2 bonus).

[Reference](#)

Q: Is King Arthur's Boosted attack cancelled if the defence card changes the attack value without cancelling effects (i.e. Impossible to See)?

A: No, his Boost still applies, but is added to the changed value of the attack.

Q: Can After Combat cancels affect Arthur's Boost?

A: No. His ability has already triggered and is irrelevant

[Reference](#)

Excalibur and Boost

Q: Is the Boosted card discarded when Excalibur is defended by a card that cancels effects (e.g. Feint) even though Excalibur doesn't have effects to be cancelled?

A: Since Excalibur has no effects printed on its card, its effects cannot be cancelled. If Arthur uses his ability to Boost Excalibur, the card used to Boost is not discarded if the opponent cancels the effects on Excalibur.

[Reference](#)

N.B. Marvel Item tokens grant text to cards, and thus would make Excalibur cancellable and cause the Boost to be discarded.

Bewilderment

Q: Does Bewilderment prevent After Combat damage?

A: No, the prevent damage is for During Combat only.

[Reference](#)

Prophecy

Q: What happens if I have under 4 cards in deck?

A: Because it says 'look' instead of 'draw', you do not take damage. Look at all the cards in your deck, put 2 in your hand and the rest back on top of your deck. If there are fewer than 2, put them all in your hand.

[Reference](#)

Sinbad

Q: Can I discard Voyages to Boost?

A: No, Voyages do not have Boost value and cannot be discarded. Voyage Home is exception to this as it has a Boost value of 1.

[Reference](#)

Q: If Voyages are discarded by other means (i.e. Sherlock's Eliminate the Impossible), does it still count to his hero ability?

A: Yes, unless otherwise specified, discarded cards are all discarded into the discard pile, and Sinbad's ability counts all the Voyages in the discard pile.

Q: If I discard Voyage Home to Boost, do I get the increased movement from it being in the discard pile?

A: Yes.

[Reference](#)

Bigfoot

Q: How do I resolve Bigfoot's end of turn ability vs the end of turn discard to 7?

A: The discarding is the absolute last part of the turn. You cannot end your turn with 8 cards.

Reference: Rules, [Reference](#)

Q: In a 2v2, can a surviving Jackalope trigger a defeated Bigfoot's special ability and draw 1 card?

A: No, the defeated Bigfoot is not in a valid zone so their special ability fails.

[Reference](#)

Robin Hood

Disarming Shot

Q: When Disarming Shot is played against a single-health sidekick, is the maximum damage dealt 1 because it only has 1 health?

A: No. The attacker deals damage to the defender equal to the value of their played attack card. If the defender played a defence card, subtract the value of their played defence card first.

Reference: Rules, [Reference](#)

Defenders of Sherwood

Q: If you have no space in your zone to put an Outlaw, do you still get to place an Outlaw somewhere else?

A: No, you draw a card and skip placing the Outlaw.

[Reference](#)

Bruce Lee

Nunchaku and Feint

Q: Does Feint cancel Nunchaku's bonus?

A: No, because Nunchaku is a scheme and the bonus is granted universally. It is not dependent on card effects of the attack card being played.

[Reference](#)

Corkscrew Finger Jab

Q: If the After Combat effect of the defender moves it away from Bruce, does this damage still occur?

A: Yes. Corkscrew Finger Jab does not specify needing to be adjacent to the opposing fighter.

[Reference](#)

Nunchaku

Q: Can Bruce Lee use two Nunchakus in one turn?

A: Yes.

[Reference](#)

InGen

Q: If an effect lets a fighter move through other fighters (e.g. Bigfoot with Crashing through the Trees, or Buffy with her ability), can you move through traps?

A: No. Traps are environmental effects, not fighters.

[Reference](#)

Q: What happens when an effect allows you to move through other fighters, and that fighter moves through Muldoon (or Muldoon's allies) standing on a trap?

A: Damage is taken as normal, and the trap is removed, but the fighter cannot stop, so that effect is not triggered.

[Reference](#)

Q: Can Muldoon place traps on spaces with other fighters or tokens?

A: No. The target space cannot contain any fighters or other tokens, including other traps.

Reference: Rules

Q: Muldoon has 10 traps; why does he start with 8?

A: The others are spares in case they get lost.

[Reference](#)

Remote Detonation

Q: Can I play Remote Detonation if Muldoon has no Workers? Or if the Workers have no traps to detonate?

A: Yes. It is an Any card, so Muldoon can play it. Do what you can; ignore what you can't.

[Reference](#)

Q: Can a friendly fighter trigger Muldoon's traps?

A: Yes. An opposing fighter always triggers a trap. A friendly fighter *may* trigger a trap.

[Reference](#)

Specifically, the Muldoon player decides.

[Reference](#)

Q: In 2v2 play, do Muldoon's traps stay even if Muldoon and Workers are defeated?

A: Yes, they still stay and deal damage but do not draw cards.

[Reference](#)

Q: Does placing a fighter on a space with a trap trigger the trap?

A: Yes.

[Reference](#)

N.B. By virtue of the nature of placement, you don't care about traps in any other spaces. Placement is teleportation.

Q: Can I place a trap in a space with a Combat/Scheme Item?

A: Yes

[Reference](#)

Q: If Muldoon is defeated by exhaustion damage because an opposing active player stepped on a trap and is also defeated, who wins?

A: The active player wins.

[Reference](#)

Raptors

Q: If three Raptors surround a fighter, do they deal +2 or +3 damage to each attack?

A: Raptor bonus adds 1 for 'each of your other Raptors', which does not include the first Raptor. The maximum bonus from their ability is +2.

N.B. For the card Pack Hunters, the maximum After Combat bonus is +3 because the text says 'each of your Raptors' without the 'other'.

Q: Can you technically revive Raptors using Decoy or Coordinated Attack Pattern?

A: No. The wording does make it sound possible, but it is not intended and therefore not a legal move.

[Reference](#)

Coordinated Attack Pattern

Q: After selecting the first Raptor, must I place the other two?

A: You have a choice to place the remaining two, one of the two, or none.

[Reference](#)

Dracula

Q: Can Dracula use his ability on a Sister?

A: Yes, Dracula's ability says 'fighter' and does not specify 'opposing fighter', so it can be used on any fighter.

Reference: Dracula's hero card says 'At the start of your turn, you may deal 1 damage to a fighter adjacent to Dracula'.

Q: If Dracula uses his ability on Yennenga and the damage is redirected to an Archer, does he still draw a card?

A: Yes, because the damage was still dealt, only redirected.

[Reference](#)

Q: If Dracula cannot deal damage to Khonshu (Moon Knight persona), can he still draw a card?

A: No, because no damage was dealt.

[Reference](#)

Q: If Dracula uses his ability to defeat a fighter, but the card draw will also cause him to lose by exhaustion, who wins?

A: Dracula wins. Either the effect is not simultaneous, in which Dracula immediately wins when dealing the damage, or it is simultaneous and Dracula wins from the 'active player wins ties' clause.

Do My Bidding

Q: If a Feint is picked with Do My Bidding, does Feint cancel the effects of Do My Bidding?

A: No. Do My Bidding's effects have already played out and there is nothing remaining for Feint to cancel.

[Reference](#)

Ravens Seduction

Q: If I choose to move a fighter 0 spaces, do I still deal damage for adjacent Sisters?

A: Yes, you still deal damage.

[Reference](#)

Do My Bidding vs Second Attack effect

Q: What happens if I return a card with a second attack and play the card again?

A: You would re-trigger the first attack and then still have to face the second attack.

[Reference](#)

Invisible Man

Q: Can Invisible Man start on a Fog?

A: No. The rules say to put them on separate spaces and compares it to sidekick placement.

Reference: Rules, [Discord](#)

Q: Do Invisible Man's Fog tokens count as empty spaces? (e.g. For putting fighters)

A: Yes, Fog tokens are empty for the purposes of placement.

[Reference](#)

N.B. By extension, this should apply to Spike's shadow tokens and Muldoon's traps.

Q: If an opposing fighter's effects move the Invisible Man up to x spaces, can the Invisible Man be moved through the Fog tokens?

A: Yes. If an effect ever lets you move your opponent's fighters, you must respect all of the same movement rules, but from your opponent's perspective.

[Reference](#)

Q: Can Invisible Man move through Fog tokens with opposing fighters even if he does not end up on that space?

A: No.

Reference: Rules

Covert Preparation

Q: Can I pick one Fog token to move 0 spaces so my opponent can't move that token?

A: Yes, the opponent cannot pick the same Fog token you picked; picking the Fog token is not dependent on whether you moved it.

[Reference](#)

Impossible to See

Q: How do you resolve Impossible to See?

A: Impossible to See does not allow the value to change because of card effects. This includes effects on the attack card, other cards (i.e. Nunchaku), and combat tokens.

[Reference](#)

N.B. It negates Momentous Shift as well as Second Shot (and Noble Sacrifice) because those changes come from card effects, even though it does not cancel the effects like Feint does (Manxome Foe will still Blind Boost, but the change will not matter. Changes from character abilities are not blocked (although Big Alice and 3 Raptors both only get +2, which is blocked by the value of 2). King Arthur's Boosts are not discarded because card effects are not cancelled, so his Boost *can* get through. High Ground +1 is not considered a card effect.

Vanish and Emerge from Mist

Q: If I play Vanish and put Invisible Man on a fog at the start of the turn, did he start on a fog?

A: No. Invisible Man started off the board, and at the start of the turn was put on a fog.

[Reference](#)

Vanish

Q: If Invisible Man uses Vanish on a later action and has more than 2 actions, does his turn end?

A: Yes.

[Reference](#)

Raptor Paddock

Q: Can Invisible Man's fog tokens move in the opposite direction of one-way paths?

A: No. The fog tokens move like fighters and must observe the one-way paths.

[Reference](#)

Baskerville Manor

Q: Can Invisible Man's fog tokens move through secret passages?

A: Yes. The fog tokens move like fighters and can use the secret passages.

Reference: Rules

Jekyll & Hyde

Q: When playing as Hyde, do I take damage when I draw, or only when I Maneuver?

A: You only take damage when you Maneuver, but you still take the damage even if you do not move Hyde.

Reference: Jekyll and Hyde's hero card, Rules definition of Maneuver

Calming Research

Q: Must I choose up to 3 before drawing, or do I get to decide the number one by one as I draw?

A: You must choose to draw up to 3 before seeing any cards.

[Reference](#)

Calming Research

Q: Can I choose cards that were already in my hand to put on the bottom of my deck?

A: No, you have to choose from the cards you drew with Calming Research to put on the bottom of your deck.

[Reference](#)

Forever Hyde

Q: Must I discard all my Jekyll cards if I choose to, or do I get to decide how many?

A: You get to decide how many Jekyll cards to discard.

Sherlock Holmes

Deduce Strategy vs Momentous Shift

Q: Is Momentous Shift still a 5?

A: Yes. Defender goes first, so Deduce Strategy changes the Momentous Shift without cancelling the effect, and when the attacker resolves, Momentous Shift is still a 5.

N.B. This applies to all attack cards that change value During Combat. (e.g. The Jabberwock's Claws That Catch, Mr. Hyde using Duality of Man, Invisible Man's Emerge from the Mist)

[Reference](#)

Deduce Strategy

Q: What happens when the value of the other card changes?

A: 'Printed value' should be taken to mean 'combat value'. Deduce Strategy still changes the combat value (respecting Defender Resolves First order of operations).

[Reference](#)

Confirm Suspicion

Q: Can a 0 be named to target a Scheme?

A: No. Confirm Suspicion specifically states attack or defence value, and Schemes do not have those.

Reference: Card

Confirm Suspicion against Bonus Attack cards

Q: Do the values of Bonus Attacks count as valid targets to be revealed, for example can "0" be used to force Bloody Requiem out of Mary's hand?

A: No, Bonus attacks have only the value of the original attack while they are in your hand (So Confirm Suspicion, or anything else that names a value in your opponent's hand, won't look at the Bonus Attack's value.)

[Reference](#)

Elementary vs Bonus Attack

Q: What value do I 'guess' to get the bonus attack correctly?

A: The printed value of the bonus attack.

Angel

Buffy

Cartwheel Kick

Q: Does Cartwheel Kick only do damage if Buffy moves?

A: No, damage dealt is not dependent on Buffy moving.

[Reference](#)

Slayer's Strength

Q: Is the choice to move all fighters adjacent to Buffy and then deal damage all or nothing?

A: Yes. You either resolve it for all fighters or none.

[Reference](#)

Slayer's Strength

Q: What happens if I can't move the surrounding fighters? (i.e. when there's a pin)

A: Justin Jacobson (designer at Restoration games) said it's up to fans to decide. However, had they a chance to redo the card, they would likely use 'place' instead of 'move'. For tournament play, it has been ruled that 'place' will be used to keep ruling instances neat.

[Reference](#)

Spike

Q: Can I put a shadow token under Spike or Drusilla?

A: No, you can only put them adjacent to one of the fighters. You may however place a shadow token adjacent to one of those fighters in such a way that it is under the other (i.e. when they're adjacent to each other). The ability does not enable placing a token beneath the fighters, but does not prevent it from happening via adjacency.

[Reference](#)

Seek the Shadows

Q: When playing Spike's Seek The Shadows, if there are more than two adjacent spaces, can Spike place all the shadow tokens in adjacent spaces, or is placing one of them in Spike's own space mandatory?

A: Yes, you have to place one in Spike's space, and then adjacent spaces, without removing the one from Spike's space.

[Reference](#)

Willow

Tara's Revoke compared to Feint

Q: Is there a reason for the different wording?

A: Functionally no, it was a mistake/oversight. It works the same as Feint.

[Reference](#)

Resurrect

Q: When Resurrect revives a friendly fighter played by someone else (in 2v2), and that player has already lost all their fighters, does the player start with cards that remained?

A: Yes, that player continues playing with remaining cards in hand. You do not discard any cards after being defeated.

[Reference](#)

Q: When does Willow become Dark Willow?

A: The moment Willow or Tara take damage. The effect is instantaneous.

[Reference](#)

Q: Can Willow revive an allied Wukong Clone or Squirrel with Resurrection if it has not been summoned before?

A: No. But for the purposes of multiple sidekicks, they are fungible, so as long as one has been defeated, you can use Resurrection.

[Reference](#)

Beowulf

Beowulf vs Spike's Bloody Hell

Q: How many instances of damage occur when Bloody Hell is played and how much Rage should Beowulf get?

A: Because the operative language is 'deal, then deal', it is considered to be 2 instances of damage and Beowulf gains 2 Rage.

[Reference](#)

Beowulf vs Raptors' Pack Hunters and Dracula's Ravening Seduction

Q: How many instances of damage occur for their "deal 1 damage... for each" effects?

A: It's just one instance of damage - so 1, 2 or 3 Raptors/Sisters will all result in Beowulf gaining just 1 rage.

[Reference](#)

The Equal of Grendel

Q: Can Beowulf gain Rage During Combat to spend on its effects?

A: No, Immediately resolves before combat damage is resolved in the During Combat stage.

[Reference](#)

The Equal of Grendel

Q: Because this card can deal damage immediately, what happens if its effects defeat a fighter?

A: As of the new end of game check, the defeated fighter is removed from the board, then combat damage and card effects resolve as normal. Even if the attacking fighter was a hero.

[Reference](#)

The Equal of Grendel vs Momentous Shift

Q: If a fighter is defeated by Equal of Grendel, does Momentous Shift resolve as a 3 or 5?

A: You can't be in a different space if you're not in any space. The effect does not trigger.

[Reference](#)

Q: Does Beowulf gain Rage during exhaustion draw?

A: Yes. He gains Rage every time he takes damage for any reason.

[Reference](#)

Q: When does Beowulf gain Rage?

A: The moment he takes damage. Rage gain is instantaneous.

[Reference](#)

Little Red

Q: What happens if an opponent discards a card During Combat? Or After Combat as defender?

A: Little Red's basket resolves following the timing of combat. If the attack discards a card before Little Red's basket resolves, you match the newly discarded card.

N.B. If you Boosted the defence (like against Sun Wukong's Ox Form), the same rules apply. Combat cards go to the discard pile last.

[Reference](#)

What Big Ears You Have

Q: What happens if this card's effects are cancelled while being played as a defence card?

A: It still works as a defence card. The effect has already been resolved and cannot be undone.

What Large Hands You Have

Q: Is the effect optional? If the Wolfsbane is in the Basket, do I get to choose which card to return?

A: Returning this card to your hand is always optional. If Wolfsbane is in the Basket, you may choose to return either card, or not at all.

[Reference](#)

Wild symbol

Q: Can you use the Wild to represent any symbol, even if it doesn't match the one on the card you play?

A: Yes. The Wild can only represent one symbol at a time, but it does not have to match.

NB: You do not have to choose what the Wild represents until your next card is flipped face up if it's a combat card, or played if it's a scheme.

NB: The only card with a potentially negative effect (that might make you want to not match the Wild symbol) would be drawing 2 cards with The Wolf's Skin.

[Reference](#), [Reference](#) , [Reference](#)

Deadpool

Q: Will there be official rulings on Deadpool?

A: No. The only ruling is there will be no rulings.

[Reference](#)

Achilles

Q: When does Achilles draw his card from winning combat?

A: After combat, so after all card text is resolved.

[Reference](#)

N.B. The exception in resolving this is with Bonus Attacks. Achilles will draw from the first attack before the Bonus Attack resolves.

[Reference](#)

Q: If Patroclus is defeated before combat resolution (due to an effect like Equal of Grendel), can he still deal damage to himself in the case of The Day of Your Doom?

A: No. He is defeated and cannot deal damage to himself.

[Reference](#)

N.B. This does not apply to Battle Frenzy as dealing damage to the opponent is not conditional on Patroclus dealing damage to himself.

Q: If Patroclus is at 1 health, can he still deal 2 damage to himself with The Day of Your Doom?

A: Yes. In general you can overdeal damage.

[Reference](#)

N.B. Yennenga's ability is specifically limited to not make damage disappear.

Q: When do you discard cards when Patroclus is defeated?

A: The ability card says 'When Patroclus is defeated', so during the combat damage resolution phase, before After Combat effects.

Bloody Mary

Broken Glass

Q: Does the card need to match the printed value or the combat value to trigger?

A: If the value of Broken Glass is the same value as your opponent's card when you calculate combat damage, then you get the After Combat effect.

[Reference](#)

Stolen Memories

Q: In Free For All, does the player reveal the hand to everyone or just the Bloody Mary player?

A: There is no hard ruling. Do what your playgroup agrees with.

[Reference](#)

Jump Scare

Q: If I'm on Heorot and move through and then close a door space (splitting up the zones), does Jump Scare trigger?

A: Yes, you check Jump Scare when you play the card. If the space you started in is (now) in a different zone than the one you're in, then it triggers.

[Reference](#)

N.B. Jump Scare triggers if you move through a door and close it, or if you open a door, move through, and then close it. It does not trigger if you open or close a door but stay in the same space, or if you open and move through without closing it.

Jump Scare vs Immediately Damage (e.g. Equal of Grendel)

Q: If I attack with Jump Scare and Bloody Mary gets defeated (but in a game mode where this doesn't end the game), will Jump Scare be a 6?

A: Yes, as she now shares no zones with the space she started in this turn.

[Reference](#)

Sun Wukong

Sly Monkey

Q: If Sun Wukong has no empty space in his zone to be placed in, do you still summon a Clone?

A: No, you do not.

[Reference](#)

Tortoise Form

Q: If another card lets me Boost, do I get to Boost multiple times?

A: Yes. The result is additive.

[Reference](#)

Golden Chain Mail

Q: If Golden Chain Mail redirects damage to my fighter, who wins combat?

A: The defender wins because no damage was dealt to any defending fighter.

[Reference](#)

N.B. This is different from Yennenga's because of who takes damage (attacker, not defender).

Taunting Laughter

Q: Can I discard a card even if I didn't defend?

A: Yes. The wording is different from Ox Form.

N.B. This wouldn't actually change the value of the (unplayed) defence card but may be used to discard Sinbad's Voyage, Red's symbols, etc.

Ruyi Jingu Bang

Q: If the attack is not defended, does the defender win the combat?

A: Yes.

N.B. Asked in the context of Achilles winning combat and drawing a card.

[Reference](#)

Tortoise Form

Q: What happens when the Boost effect happens before a fix value effect (i.e.

Tortoise Form before Momentous Shift)?

A: The fix value overwrites whatever the value was previously. Any text amounting to the effect 'This card's value is X' will overwrite the old value.

[Reference](#)

Yennenga

Special Ability

Q: If Yennenga's ability redirects damage to Archers and Yennenga doesn't take damage, who wins combat? How specifically does the ability work?

A: When Yennenga loses combat (or takes damage from an effect), she takes damage as normal. Her special ability lets her decide where that damage goes (either on on her or on the archers). Effects that care about winning combat, or damage dealt to the opposing fighter still see Yennenga take the damage.

[Reference](#)

N.B. Effects that care about winning combat (i.e. Leap Away, Skirmish) see Yennenga take damage (and therefore lose combat) and trigger, even if the damage ends up on the Archers. Effects like Dracula's special ability or Disarming Shot see the amount of damage that Yennenga takes and trigger based on that, regardless of where that damage gets assigned.

Q: What health are the Archers returned at?

A: They are returned at 2 health.

[Reference](#)

Q: If Surprise Volley brings an Archer back, does that count as being in a different space for Momentous Shift to trigger?

A: No, being off the board does not count as being in a different space.

[Reference](#)

Q: If an Archer is returned to the board, what health do you set it at?

A: Full health.

[Reference](#)

Q: Can you use Yennenga's ability to redirect exhaustion damage?

A: No, Yennenga can't overassign damage. She can't reassign damage in a way that would make damage disappear.

[Reference](#)

N.B. This also means that if a card effect would damage Yennenga and also defeat 1 or more archers, the archers that will be defeated by the effect are not valid targets for her ability.

Surprise Volley

Q: If Surprise Volley cannot bring back an Archer, or you choose not to, can you not gain the action?

A: No. Gaining the action is conditional upon not bringing back the Archer, so if an Archer is not brought back for whatever reason, you must gain the action.

Jaws of the Beast

Q: Do the doors on Heorot cutting off zones change the zone count for Jaws of the Beast?

A: No, the card only cares about the number of zones in the opponent's space (simply count the colours).

[Reference](#)

Ghost Rider

Q: Can I use Ghost Rider's ability and then boost to make his movement go over 4?

A: No. Using his ability fixes his movement at 4. You may boost to go up to 5 without using his ability.

[Reference](#)

Hell Rides with Me

Q: What order do I move the fighters?

A: Any order works. Select Ghost Rider and an adjacent fighter, then move one of them up to 4 spaces, then the other. You must finish one fighter's movement before starting the other.

[Reference](#)

Luke Cage

Trash Talk

Q: How does Trash Talk end the attacker's turn?

A: The attacker loses all remaining actions and can't gain more. After Combat effects and fighter abilities do not happen (i.e. Robin Hood, Achilles). End of turn abilities still happen (i.e. Bruce Lee, Bigfoot). End of turn discard down to 7 still happens.

[Reference](#)

Power Man

Q: Can I move opposing fighters through Luke or Misty, and will they take the 1

damage?

A: No, you move them through opposing fighters only (this includes other opposing fighters in 3/4 FFA, but not 2v2 teammates of Luke and Misty).

[Reference](#)

Luke Cage vs redirected combat damage

Q: Does Luke reduce the damage taken from redirected combat damage? (i.e. Golden Chain Mail)

A: Yes

[Reference](#)

Moon Knight

Khonshu vs redirected combat damage

Q: Does Khonshu take damage from redirected combat damage? (i.e. Golden Chain Mail)

A: Yes, as it specifies combat damage.

[Reference](#)

Khonshu immune to effect damage

Q: What does it mean when Khonshu is immune to effect damage?

A: Any damage that does not come from combat damage is effect damage, and does not affect him.

N.B. This includes After Combat effects, scheme effects, and exhaustion damage effects.

Bullseye

Master Strategist

Q: Master Strategist says "Move Bullseye exactly 4 spaces.", what does it mean to move "exactly" X spaces?

A: Choose an empty space exactly 4 spaces away, then move there. If there are no spaces to move to, don't move. If something stops Bullseye in the middle of movement, stop.

[Reference](#), [Reference](#)

N.B. Exactly means unique. No re-entering spaces during this move, but you can end up adjacent to where you started if you take the right path, but not the same space.

Arrogant but Effective

Q: Can there be two winners in combat?

A: Not at the same time. Arrogant but Effective can change the winner in combat but there cannot simultaneously be two winners.

[Reference](#)

N.B. Angel will lose and trigger his ability. Achilles would lose and not trigger his ability.

I Never Miss

Q: If I Boost the attack with another effect (i.e. Tortoise Form), but not the card effect from I Never Miss, do I still draw?

A: No. The draw is dependent on not Boosting the attack for any reason.

[Reference](#)

Daredevil

Q: Can Daredevil Blind Boost with his ability even if no defense card is played?

A: No.

[Reference](#)

Devil of Hell's Kitchen

Q: What happens if a Blind Boost the card and then end with an empty deck?

A: The fix value overwrites whatever the value was previously, so in this case the card's final value is 8.

[Reference](#)

Elektra

Ninjitsu

Q: Does Ninjitsu return Elektra to the board after she is reduced to 0 for the first time but before she Resurrects?

A: No. She cannot return to the board until the start of her turn.

[Reference](#)

N.B. Willow's Resurrect does not bring Elektra back as it only targets defeated fighters. It can bring Resurrected Elektra back after she is defeated, however.

Q: If Elektra is removed from the board and has remaining actions, what happens?

A: The remaining actions are ignored.

[Reference](#)

Q: When Elektra is removed from the board due to exhaustion in her first life, can she still Boost her maneuver?

A: Yes, as the check for dormancy happens at the end of the action that defeated her, so she may BOOST her maneuver during the same maneuver that defeated her.

[Reference](#)

Sattler

Insight placement

Q: Do I get to place Insight during a maneuver? Card movement effect? Card placement effect?

A: Yes for maneuver and card movement as they are placed during movement. No for placement as placement is different from movement. The key is yes for move, no for place.

Reference: Rules Card

T-Rex

Momentous Shift

Q: Does the T-Rex need to leave both starting spaces or just one to trigger Momentous Shift?

A: The T-Rex needs to occupy at least one different space. Flipping the T-Rex to face the other side does not change the starting spaces occupied.

[Reference](#)

Ripples in the Water

Q: Can T-Rex be placed in a single space if that space is surrounded by other fighters?

A: The T-Rex cannot be placed such that she ends up in an occupied space.

[Reference](#)

N.B. Rex can be placed in any space she can normally legally be placed in. This includes single T-Rex spaces due to long paths, and is the only time Ripples placement is not affected by adjacent fighters.

[Reference](#)

Terrifying Roar

Q: What does "Cannot leave their space" mean exactly? (e.g. T. Rex's Terrifying Roar)

A: "Cannot leave their space" stops maneuver, move effects, and placement effects that would move the restricted fighter. It does not stop the mini from being removed from having 0 health, or you would not be able to kill sidekicks with that card.

[Reference](#)

N.B. Does not prevent fighters from leaving the board (Like Invisible Man or Elektra), to avoid situations like a [0-health hero being on the board](#).

N.B. End of turn is still part of the turn, so Bruce Lee cannot use his ability.

[Reference](#)

Q: Does the double space count as one fighter or more when resolving effects like Wily Fighting or Relentless Spirits or Never Leave the Path?

A: Trex is still only one fighter, so each of those effects would only trigger once.

[Reference](#)

Q: How do I resolve T-Rex's end of turn ability vs the end of turn discard to 7?

A: The discarding is the absolute last part of the turn. You cannot end your turn with 8 cards.

N.B. This ruling comes from Bigfoot's ability resolution.

Reference: Rules, [Reference](#)

Q: Can T-Rex choose to use the Hanging Gardens high ground bonus, or is it mandatory? (in this case T-Rex would be adjacent to the opposing fighter with high ground but could have the option to declare the attack from the non-adjacent space)

A: Where it matters, you declare the space the T-Rex is attacking from.

[Reference](#), [Reference](#)

Q: Does it matter which space T-Rex is in and attacks/defends from when it comes to using combat items?

A: No, it does not. As long as a fighter is on the space with a combat item, the item can be used.

[Reference](#)

Houdini

Sleight of Hand

Q: Does Sleight of Hand still trigger the new card's Immediately effect?

A: Yes, the new combat card immediately replaces Sleight of Hand in all respects, as if Sleight of Hand was never played at all.

[Reference](#)

Big Reveal

Q: When using Big Reveal, can I draw a card from a boost effect and then decide on a second card to boost with?

A: No, you must choose which cards you are boosting with at the same time.

[Reference](#)

Escape Artist

Q: Can I teleport with Houdini and still open or close a door on Heorot?

A: No, if you choose to teleport Houdini, then you don't get any movement to spend opening or closing a door.

[Reference](#)

Big Reveal

Q: If an opponent's card lets Houdini boost an additional time (e.g. Sun Wukong's Tortoise Form), can I use the Big Reveal to return the card I boosted with that effect to my hand?

A: No, Big Reveal may only return one of the cards used to boost via Big Reveal's own effect.

[Reference](#)

Big Reveal

Q: Can I boost just once with Big Reveal?

A: No, it's twice or not at all

[Reference](#)

A Magician Never Reveals His Secrets

Q: What is "An effect" exactly?

A: "An effect" is anything that happens in the same step, with nothing in between. A scheme is an effect, whilst IMMEDIATELY, DURING COMBAT & AFTER COMBAT would all be different effects so only the text within that timing step would be cancelled by revealing A Magician Never Reveals His Secrets

[Reference](#)

BOOST Bonuses

Q: If a card discards one of my cards and references the boost value of my card (e.g. Ambush, etc.), do I get the boost bonus effect?

A: No, only cards that use the word boost or blind boost are actually boosting.

[Reference](#)

And The Beautiful Bess!

Q: If an opponent's card lets me boost and I boost with And The Beautiful Bess!, does it also count as having discarded it so I can draw a card?

A: No, the card specifically checks for "discard" and does not count boosting.

[Reference](#)

Genie

Three Wishes

Q: If the scheme is used to make all card values 4, can it be changed by other effects?

A: No. As the scheme says, the value cannot be changed, which extends to not being changed by any kind of effects (but the value can still be ignored).

Cloak & Dagger

Q: Can I overdamage with Chosen Fate to heal my other fighter for 4 health?

A: Yes, just like with Disarming Shot you can deal more damage to a fighter than they have health remaining.

N.B. If one of your fighters are defeated, then you can't heal as you are both unable to damage a defeated fighter nor heal a defeated fighter.

[Reference](#)

Q: If the combat damage Cloak or Dagger dealt gets redirected to them (e.g. Golden Chain Mail), does their ability still trigger?

A: Yes, as long as at least 2 combat damage was reflected back to them.

[Reference](#), [Reference](#)

Q: When does Cloak's ability discard trigger?

A: As with all other after combat abilities, it triggers after combat is resolved. The combat cards enter the discard pile before the discard from ability.

Q: If Dagger plays Living Shadow and Cloak is defeated or cannot swap, does the card's value still become 4? | If Cloak plays Channel The Dark and Dagger is defeated or the opposing fighter cannot be placed adjacent to Dagger, do I still gain 1 action?

A: Yes to both. Do what you can, ignore what you can't.

[Reference](#)

Ms. Marvel

Q: Can Ms. Marvel attack over other fighters?

A: Yes, her attack functions identically to T. Rex.

[Reference](#)

Q: If I don't have enough cards in deck to draw up to 7 cards from Friends and Family, how much exhaustion damage do I take?

A: If you spend the second action, you count the number of cards you need to draw to get to 7, then draw that many cards. She doesn't take infinite exhaustion damage.

[Reference](#)

Q: If Ms. Marvel attacks and defeats an opposing fighter with I'm Not Touching You, does she still draw 2 cards?

A: Yes, Ms. Marvel shares no zones with a defeated fighter

[Reference](#)

Squirrel Girl

Squirgility

Q: If Squirrel Girl moves through 3 non-sidekick spaces, can she continue to move through sidekick spaces?

A: No. Once 3 spaces of normal movement is spent, she cannot continue moving through sidekicks as the effect ends.

[Reference](#)

Q: Can I summon a squirrel in a space with opposing fighters/3 or fewer squirrels?

A: Yes

N.B. The Rulebook should not say "Empty", it was accidentally kept from Sun Wukong's Summon definition. Also of note, squirrels still make a space not empty, so Sun Wukong can't summon clones into a space with a squirrel.

[Reference](#)

Q: When damage defeats multiple squirrels on the same space, who is the damage attributed to?

A: The rules are defeating the squirrels, so cards like Disarming Shot or Lightforce Barrage don't stack exponentially.

N.B. This is not the case for cards that deal damage to *each* fighter in the space, such as Prey Upon.

[Reference](#)

Q: Can I summon a squirrel on Squirrel Girl's space using her ability?

A: No, the space she is in is not adjacent to herself. Small fighters are only considered adjacent to the space they are in once on the board, for the purposes of effects that care about adjacent fighters (Such as wily fighting) and attacking (melee fighters and squirrels can attack each other whilst on the same space).

[Reference](#)

Q: Can I summon a Squirrel into the space it is currently in?

A: Yes.

[Reference](#)

Q: If there is a squirrel in an opposing hero's space, can I use Squirgility to move through that opposing hero?

A: No, Squirgility doesn't let you move through opposing heroes, only sidekicks.

[Reference](#)

Black Widow

Q: Can I play The Madripoor Sanction whilst on a starting space that no player started on?

A: No, an opponent's starting space has to start with an opponent.

N.B. This also means that in 2v2 games, your partner's starting space doesn't count.

[Reference](#)

Q: What happens when a mission is played and there are no valid schemes to discover from the deck?

A: If all mission schemes are in the discard pile, nothing happens. If some are in hand, reveal the necessary schemes to prove they are not in the end.

[Reference](#)

Q: What is a Starting Space?

A: Any space with a diamond number.

[Reference](#)

Black Panther

Q: Can I Boost using cards with not Boost value?

A: No.

[Reference](#)

N.B. While the initial rationale for cards without Boost value is to prevent Sinbad's voyages from entering the discard pile too quickly, the ruling for cards without Boost value extends to all of them not being Boostable.

Q: What happens to Houdini Boost effects when Black Panther discards those cards to Boost?

A: Black Panther gets the effects, unless Houdini is specified in the effect.

Winter Soldier

Q: How do secret passages and one-way paths affect counting spaces?

A: Paths using secret passages do not count, but one-way paths do.

Q: Does it include the two spaces the fighters are standing on?

A: No, only count the spaces between.

Doctor Strange

The Mists of Munnopor

Q: How does this card work if there are no valid cards to swap out with in the deck?

A: Keep the original attack and shuffle the revealed cards back into the deck.

[Reference](#)

N.B. This directly contradicts the card, but is considered official errata for the sake of streamlining play.

She-Hulk

Q: What is a Starting Space?

A: Any space with a numbered diamond.

[Reference](#)

Spider-Man

Annie Christmas

Q: If Annie is defeated in the IMMEDIATELY step, is she still considered to have less health than her opponent for her ability?

A: Yes, a defeated Annie will have less health than a not-defeated opponent.

[Reference](#)

Q: If Annie is at 1 health, is damage still “dealt” to her through Mississippi Queen?

A: Annie is still dealt damage, her health just doesn’t go below 1. This means that the opponent wins the combat, disarming shot draws cards, and Cloak and Dagger’s abilities can trigger.

[Reference](#)

Golden Bat

Jill Trent

Q: If I attack with Battle of Wits and my opponent’s deck is empty, will I deal 3 damage to the opposing fighter?

A: Yes, but only if the Jill player’s deck isn’t also empty.

[Reference](#)

Q: Does Jill’s Stasis Diffuser prevent “static” effects from being applied (e.g. Big Alice, Khonshu)

A: Yes

[Reference](#)

Q: If Jill hasn’t taken her first turn of the game yet, does she have no gadget? This means if she goes 2nd she can’t faint against a turn 1 attack.

A: Jill has no gadget active before her first turn.

[Reference](#)

Q: When you reveal cards for Insightful Deduction does everyone else get to know which card you put on the bottom, and do they get to know the order you put the cards back on top?

A: The cards are revealed when you put them back in the deck. Players will know the order they exist in the deck.

[Reference](#)

Q: If Daisy plays Sisters in Arms and triggers the Ultrabiotic Tonic, does Jill heal 1 health or does Daisy?

A: Jill heals 1 health.

[Reference](#)

Nikola Tesla

Q: When choosing to discharge coils, can I choose to discard both coils even if I have 1 or 0 coils to intentionally fizzle the effect?

A: Yes, you can choose an option that does nothing if you want.

[Reference](#)

Q: With Intense Experimentation; Do you draw 1 card, look at it, and then make your coil choices? Or can you see the second card from expending 1 coil, and then choose to expend the second for a 3rd card?

A: Do things in order. Draw a card, then pick how many coils to discharge. You have to choose how many you're going to discharge at once, not one at a time.

[Reference](#)

Q: Can Tesla move Khonshu with his 2 coil hero power even though he did no damage to him?

A: Yes, you can move Khonshu.

[Reference](#)

Tomoe Gozen

Q: Does the ability trigger multiple times if an opposing hero moves out of, into, and out of Tomoe's zone?

A: Yes.

Reference: Sun's Origin rulebook

Q: Does the ability trigger if an opposing hero leaves the game board? Swaps spaces with another fighter and leaves the zone?

A: Yes.

Reference: Sun's Origin rulebook

Q: Does the ability trigger if a door (on Heorot) is closed?

A: No. The opposing hero has not left any spaces, and you do not check for ability.

[Reference](#)

Q: Does the ability trigger if Tomoe and the opposing hero are in different zones and they swap spaces?

A: No.

[Reference](#)

Oda Nobunaga

Q: Does Flanking work with other friendly fighters?

A: No. Flanking only works with Honor Guard and Oda.

Reference: Sun's Origin rulebook

Hamlet

Q: When using Method in the Madness, can Hamlet draw less cards than he put on the bottom of his deck?

A: Yes.

[Reference](#)

Titania

Q: Can Titania use Zazoom on her Glamour deck?

A: Yes.

[Reference](#)

Q: Does Titania gain an action from using scheme items with Glamour of Rhyme?

A: Yes.

[Reference](#)

N.B. While Titania would gain the action from playing the Brazier of Bom'Galiath, she would not gain an action from the scheme played by the item.

Q: What happens when Titania's glamour deck is empty?

A: If the glamour deck is empty Titania cannot acquire a new glamour.

[Reference](#)

The Wayward Sisters

Q: Can Wayward Sisters use the card they attacked with as an ingredient?

A: Yes.

Reference: Slings and Arrows rulebook

Q: Can Wayward Sisters cast a spell if the turn is ended? (i.e. Trash Talk, The Rest is Silence)

A: They cannot cast a spell if the turn is ended. (see Additional Effects in the consolidated rulebook)

[Reference](#)

Q: Do cards enter the cauldron if they would enter the discard because of effects (boosting, overdraw, discard effects, etc.)?

A: Cards always enter the cauldron regardless of how they were discarded.

[Reference](#)

Q: Can I cast spells with Something Wicked This Way Comes without the necessary ingredients in my cauldron?

A: Yes.

William Shakespeare

Q: Do Shakespeare's cards enter the line if the turn is ended? (i.e. Trash Talk, Witness My Last Battle, The Rest is Silence)

A: They do not enter the line and are discarded. (see Additional Effects in the consolidated rulebook)

[Reference](#)

Q: Can Shakespeare's line effects be cancelled?

A: No, as they are tied to Shakespeare's ability and abilities cannot be cancelled.

[Reference](#)

Q: When do Shakespeare's cards enter the line?

A: Cards enter the line after all other effects in the combat would be resolved. They do not enter the line if they are discarded or boosted with.

Reference: Unmatched core rules and Slings and Arrows rulebook.

Q: When are line effects resolved?

A: Line effects are resolved after Shakespeare completes a line with exactly 10 syllables. Only the final card in the line resolves its effects.

Reference: Slings and Arrows rulebook.

Ancient Leshen

Vanish into Murder

Q: What happens if there are no Wolves on the board?

A: If there are no Wolves, the Leshen player is Dormant and ends the turn. If there are Wolves, the Leshen player still takes actions.

Ciri

Q: D

Eredin

Backhand

Q: Do I need to reveal the card being returned to the deck?

A: No.

[Reference](#)

Geralt

Witcher Sense

Q: Do I have to reveal the Gear card if I search the deck?

A: Yes.

[Reference](#)

Tawny Owl

Q: How does Tawny Owl work? What discards does it prevent?

A: If an effect would force you to discard a card while Tawny Owl is active, don't discard the card (any effects that care about the properties of the card you discarded are also ignored). Follow the rest of the rules text. If an effect has you optionally discard a card, you may still discard it, but if you don't, the effect resolves as if you didn't.

[Reference](#)

Phillippa

Q:

Yennefer & Triss

Q: When is the hero for Yennefer & Triss decided?

A: The choice is made when they are chosen for play.

[Reference](#)

N.B. This precedes the timing of Geralt picking his gear.

Advisor to the King

Q: Which Boost values are altered by the scheme?

A: All Boost values on Yennefer and Triss cards are altered (including those in Black Panther's Vibranium Suit for example).

[Reference](#)

Blackbeard

Q: Who can pay Doubloons in 2v2/FFA modes?

A: Any player can decide, even players not in combat.

Reference: Rulebook

Chupacabra

Loki

Q: If both cards in combat are Loki cards (due to Tricks), in which order do they enter the discard pile?

A: Loki player's choice.

[Reference](#)

End of Turn effects

Q: What happens to Loki's tricks if an effect ends the turn?

A: The card goes directly to Loki's discard pile.

[Reference](#)

Svaldifari's Lure

Q: If there are multiple opponents, where does the Trick go?

A: The Trick goes to the hand of the opponent whose fighter it was played against.

[Reference](#)

Looking for Trouble

Q: If the chosen card has an Immediately effect, does it trigger?

A: No. The timing window has passed, and will not be retroactively resolved.

Reference

Pandora

Specific Rulings

Confirm Suspicion / Master of Disguise vs Raptors (Multi Heroes)

Sherlock Holmes, Raptors, Cloak & Dagger, Wayward Sisters

Q: Does Confirm Suspicion affect one Raptor or all Raptors?

A: As of Teen Spirit, the Raptors player chooses which singular Raptor will be damaged by this card effect. In the case of Master of Disguise, the Raptor player chooses which Raptor is swapped and damaged.

Reference: Teen Spirit Rules

Disengage

Q: Why is the wording on Bigfoot's Disengage different compared to the Raptors' and Angel's?

A: Another wording discrepancy. Follow the Bigfoot's 'place' wording.

[Reference](#)

Impossible to See vs King Arthur attack Boosted with 3

Q: What happens when Impossible to See is played against a King Arthur attack Boosted with 3?

A: Impossible to See does not cancel card effects, so King Arthur's Boost is not discarded. The value of his attack is 0, but the Boost adds 3 against Impossible to See's 2, so Invisible Man will take 1 damage. If Invisible Man is on a Fog Token, he takes 0 damage.

[Reference](#)

The Ancient Heirloom vs What Big Eyes You Have

Q: What happens when the Wolfsbane effect triggers when What Big Eyes You Have is played as defence? (because The Ancient Heirloom specifically states that effects cannot be cancelled)

A: 'Ignore the value' means to disregard the final outcome regardless of what it ends up as.

NB: This would also apply if Sherlock's Elementary had been played (and the correct value guessed). Invisible Man's Impossible to See achieves something similar without using the word Ignore.

[Reference](#)

Ignore (especially compared to the wording on Invisible Man's Impossible to See)

Q: What does Ignore mean?

A: 'Ignore the value' means to disregard the final outcome regardless of what it ends up as.

NB: Impossible to See has different wording. All changes from card effects are invalidated (though they still happen), and all changes from character abilities get through.

[Reference](#) (see Invisible Man's Impossible to See for more)

Do My Bidding vs King Arthur's Boost

Q: Does Do My Bidding allow me to return King Arthur's Boost as well?

A: No. Do My Bidding only allows a change of the attack card. The Boost card remains in battle, and is not a valid card for the attack card to be changed to because it is no longer in the opponent's hand.

[Reference](#)

Time Out vs Elementary

Q: What happens if Sherlock guesses 0? The effect for Elementary is During Combat, but Time Out is Immediately.

A: Deadpool gets to switch the card. However, if Sherlock guesses a different value, and it is the value of the new card Deadpool picks, then Elementary's effect works (cancel effects and ignore value of the attack).

[Reference](#)

Master of Disguise vs Vanish

Q: What happens when Invisible Man is off the board? Does he still take 1 damage?

A: No. You do not swap places or deal damage.

[Reference](#)

NB: By extension, if you cannot swap places for whatever reason (like large T-Rex not having enough space to swap), you also do not deal damage to the fighter.

Equal of Grendel vs Raptors

Q: If Beowulf uses Equal of Grendel to take out an attacking Raptor, but there are other Raptors adjacent, do you still apply the bonus?

A: The other adjacent Raptors still get a bonus as the attacking Raptor is not counted in the ability bonus.

[Reference](#)

Taunting Laughter vs Broken Mirror

Q: If no card was discarded and Broken Mirror's value was ignored, does it still match Taunting Laughter?

A: Yes. Ignoring a value is only for combat damage. It does not change the printed value.

[Reference](#)

Immediately vs Cancel Effects

Q: If I play a defence card with Immediately, can its effects get cancelled?

A: No. Defender resolves first and nothing beats Immediately as of now.

No Contest Expecteth vs Got My Back?

Q: If Beowulf attacks Misty Knight with No Contest Expecteth and uses an item to increase its value, and Misty defends with Got My Back and switches with Luke Cage, can Beowulf spend rage to defeat Misty because he originally attacked her?

A: It would not defeat Misty. If an effect changes who a fighter is in a combat, the new fighter is treated as if they were always the fighter in that combat for all purposes.

[Reference](#)

Willow's Resurrect on Elektra

Q: How does Willow's resurrect work on Elektra?

A: Elektra isn't defeated, her ability removes her from the board instead. You can use Willow's Resurrect card on Elektra Resurrected, but this won't trigger her special ability's effect of placing the Hand sidekicks too.

[Reference](#), [Reference](#)

Summoning 2+ Small Fighters (squirrels) onto a trap

Q: What happens if I summon 2 squirrels with Get 'Em Tippy-Toe! onto a space with one of Muldoon's traps?

A: You finish summoning them both, and then the trap activates. Finish one effect before going onto the next one.

[Reference](#)

Swapping spaces when one or both non-small fighters being swapped are standing on spaces containing small fighters.

Q: What happens if fighters swap spaces (for example Master of Disguise) but one or both heroes are standing on a squirrel?

A: The fighters swap spaces as normal

[Reference](#)

Sly Monkey when Sun Wukong is standing in a space with a small fighter

Q: Are any parts of Sly Monkey's effect prevented from triggering due to Wukong's space being occupied by a small fighter?

A: No, the card resolves fully as normal. Because the clone summon from Sly Monkey was already letting you break a general rule by summoning a clone into Sun Wukong's space whilst he's still in it.

[Reference](#)

Attacks with after combat effects that affect *the* opposing fighters vs a defense that resurrects said opposing fighter

Q: If an attack that interacts with the opposing fighter in the after combat step defeats a defender using a card that resurrects that same fighter (e.g. Houdin's All Part of the Show) - are they the exact same opposing fighter that was in the combat?

A: No, anything that cares about the specific opposing fighter won't happen if the

defender is revived with their card.

[Source](#)

Do Static Bonuses affect cards in hand as well?

Q: If I use a card like Confirm Suspicion, do any static bonuses (like Big/Small Alice, Invisible Man on fog, etc.) apply to the cards in my opponent's hand?

A: No, Static Bonuses to card values only apply in combat.

[Source](#)

Genie's Three Wishes effect to set his card values to 4 vs Jill Trent's Stasis Diffuser

Q: If Genie's card values are set to 4 via Three Wishes, can Stasis Diffuser still set his attack card to its printed value?

A: Genie's Three Wishes set his values to 4 and they can't be changed, then Jill plays diffuser, then diffuser tries to set the value, fails, and the value stays at 4.

[Reference](#)