

Comprehensive Updates 1.1

Updated Game phases (Section 8)

Added: Cleanup Phase (8.8)

Developer Notes: Cleanup was added to separate effects, conditions, and any abilities that finish at the absolute end of a turn. Thus “cleaning” or tidying up the end of turn.

Hand size limit is now 7 cards (5.9d) – active players discard excess cards during their clean up phase

Developer Notes: With card draw and other mechanics adding cards directly into hand, it became clear that a hand size limit was necessary. This allows players to make more meaningful decisions on the cards they wish to keep for future turns.

Maximum infusion pips per deck is 30 (2.4c.1)

Developer Notes: With unrestricted infusions, players would infuse upwards of 50+ pips in a deck by throwing the best infusions on as many Champions as possible. The team's intent with the implementation of an Infusion limit is to encourage players to choose carefully the best combination of Infused Champions during the deckbuilding process that aligns with their strategy.

Fury change (11.25): This Champion can attack any number of Champions. It cannot attack the same Champion more than once during each turn.

Developer Notes: Fury was stronger than intended, and this change will eliminate problematic loops. Additionally, certain Fury combinations created repetitive one-sided board wipes that created uninteresting and problematic game states.

Reanimate change (11.30): When this champion dies, summon it from your graveyard at the beginning of the next end phase. *The next time it would leave the battlefield, void it instead.*

Developer Notes: Reanimate underwent a similar change to Fury and is intended to balance the keyword going forward. We wanted reanimate to be impactful without being able to consistently reset the keyword.

Stun change (11.49): Stun now applies the stunned condition which is removed during the champion's controller's clean up phase.

Developer Notes: Stun was confusing to track given its previous iteration. This change should streamline turn logic and keep it close to its original intention.

Dies change (11.10): Only champions put from battlefield into graveyard are considered to die. Champion's DEATH effects no longer triggers when a champion is destroyed in hand.

Developer Notes: Similar to Stun, Dies was changed to streamline turn/game logic going forward.

New keywords:

Raze (11.29): Whenever this Champion strikes another Champion, remove an amount of Ikor from that Champion equal to this Champion's raid value and store that Ikor on this Champion.

Start (11.62): At the beginning of the start phase – trigger effect.

New Zone:

The Stack (3.12):

The Stack is a Zone in which card effects, Abilities, and Keywords are placed for them to Resolve. Card effects, Abilities, and keywords are placed on the Stack as they are played, activated, or Triggered. They resolve first in last out.

Section Updates

- **(3) Game Concepts**
 - (3.2) Playing a card update
 - (3.2c) added Targeting Section
 - (3.4) Updated Resolving an effect
 - Clarification on resolving effects and added examples
 - (3.17) Added Searching Section
 - Searching for a card with a specification is optional.
 - (3.18) Added Object Section
- **(4) Card Info**
 - (4.7h) Champions moving zones clarification
 - (4.9c.1) Replacing Location change
 - Previous location is sacrificed
- **(6) Abilities and Effects**
 - (6.4) Action abilities clarification
 - (6.4a.1) Zone specific action abilities clarification
 - (6.9) Replacement Effects clarified
- **(7) Combat**
 - (7.3) Damage Calculation Step added
- **(9) Multiplayer**
 - (9.10) Added Multiplayer Deck Restriction Section
- **(10) Additional Rules**
 - (10.2) Added Their Turn Ends Effects Section
 - (10.3) Added Next Effects Section
 - (10.5d.1) Describing a card update