



Comprehensive Rules 1.0

Last Updated: 3/02/2026

@ Upper Deck

TABLE OF CONTENTS

- 1. Game Overview**
 - 1.1. Number of Players
 - 1.2. Starting the Game
 - 1.3. Winning the Game
 - 1.4. Ending the Game
 - 1.5. The Golden Rule
- 2. Game Components**
 - 2.1. Avatar
 - 2.2. Influence Deck
 - 2.3. Deck
 - 2.4. Infusions
- 3. Game Concepts**
 - 3.1. Card
 - 3.2. Playing a Card
 - 3.3. Additional Costs
 - 3.4. Resolving a Card
 - 3.5. Ownership
 - 3.6. Permanent
 - 3.7. Token
 - 3.8. Ikorr
 - 3.9. Infusions
 - 3.10. Range
 - 3.11. Open Game State / Priority
 - 3.12. Stack
 - 3.13. Lingering Effects
 - 3.14. Counters
 - 3.15. Adjacency
 - 3.16. Privacy
- 4. Card Info**
 - 4.1. Aspects
 - 4.2. Name
 - 4.3. Cost
 - 4.4. Traits
 - 4.5. Game Text
 - 4.6. Ancillary Information
 - 4.7. Champions
 - 4.8. Spells
 - 4.9. Locations
 - 4.10. Influence
- 5. Play Zones**
 - 5.1. Avatar Zone
 - 5.2. Champion Zone
 - 5.3. Location Zone
 - 5.4. Graveyard Zone
 - 5.5. Void
 - 5.6. Influence Deck Zone
 - 5.7. Influence Zone
 - 5.8. Deck
 - 5.9. Hand
 - 5.10. Battlefield
- 6. Abilities and Effects**
 - 6.1. Avatar Powers
 - 6.2. Rush Abilities
 - 6.3. Raiding
 - 6.4. Action Abilities
 - 6.5. Keyword Abilities
 - 6.6. Keyword Actions
 - 6.7. Triggered Effects
 - 6.8. Passive Abilities
 - 6.9. Replacement Abilities
 - 6.10. Abilities and Effects
 - 6.11. Activating Abilities an Additional Time
- 7. Combat**
 - 7.1. Attack Declaration Step
 - 7.2. Battle Step
 - 7.3. Striking
 - 7.4. Calculating Damage
 - 7.5. Dying

TABLE OF CONTENTS

8. Game Phases

- 8.1. Turn Flow
- 8.2. Secure Phase
- 8.3. Influence Phase
- 8.4. Start Phase
- 8.5. Draw Phase
- 8.6. Action Phase
- 8.7. End Phase
- 8.8. Cleanup Phase
- 8.9. Condition Step
- 8.10. Discard Step
- 8.11. "End of Turn" Step

9. Multiplayer

- 9.1. Turn Order
- 9.2. Allied Players
- 9.3. Play Priority
- 9.4. Winning and Losing
- 9.5. Opposing Players
- 9.6. Lead
- 9.7. Shared Secured Ikor
- 9.8. Conceding in Multiplayer
- 9.9. Seat Positioning

10. Additional Rules

- 10.1. "Starting with" Player Effects
- 10.2. Copying
- 10.3. Name a Card / Choose a Name
- 10.4. Loops

11. Glossary

1	GAME OVERVIEW
1.1	Number of Players
1.1a	Rush of Ikkor (ROI) can be played in 1v1, 2v2, and 3v3 formats.
1.1a.1	In a 1v1, each player Opposes each other and Allied Effects only apply to your Battlefield .
1.1b	In a 2v2 and 3v3, all players on one team are referred to as Allied players.
1.1b.1	All players on other teams are Opposing players
1.2	Starting the Game
1.2a	To begin setup all players place game components into their respective Zones .
1.2b	Player Decks may also include a Side Deck (2.3).
1.2c	To start the game all players first flip over their Avatars (2.1).
1.2d	Determine which Team goes first in a fair and randomized method (flipping a coin, rolling dice, etc.).
1.2d.1	Allied Champions controlled by the Team going first at the start of the game cannot Raid (6.3) during their first turn.
1.2d.2	Winning Team of the randomized method decides to go first or second.
1.2d.3	In a match of several games, the loser of the previous game can choose to go first or second.
1.2e	Once the starting Team has been determined, all players draw a Hand of 5 cards.
1.2e.1	In turn order player(s) can then choose to do a Selective Mulligan .
1.2e.1a	A Selective Mulligan means to select any number of cards in your Hand to shuffle back into your Deck . Then draw that many cards.
1.2e.1a.1	This is done before starting play and can only be done once per game.
1.2e.2	All players on a Team who choose to selective mulligan must do so simultaneously.
1.3	Winning the Game
1.3a	The Winning Requirement
1.3a.1	In a 1v1, a player needs to Secure (8.2) 10 Ikkor to win a game.
1.3a.2	In a 2v2 and 3v3, Allied players need to Secure (8.2) 15 Ikkor to win a game.

1.3a.3	When the Winning Requirement is met in any state, that player(s) wins immediately.
1.3a.3a	Any remaining effects on the Stack are removed.
1.3b	Conceding
1.3b.1	A player can Concede the game at any time. A player who Concedes loses the game immediately then proceeds to continue the match or following end of match procedures.
1.4	Ending the Game
1.4a	A game ends immediately when any Team meets the Winning Requirement
1.4b	The Team that did not meet the Winning Requirement loses the game.
1.4c	Draw occurs when a winner cannot be decided.
1.5	Golden Rules
1.5a	Can't beats can
1.5a.1	<i>Whenever a card, Ability, or effect states that something "can" happen or directs that thing to happen, but another card, Ability, or effect states that the same thing "can't" happen, the "can't" effect will take precedence.</i>
1.5b	Card text always takes precedence over game rules
1.5b.1	<i>Whenever card text contradicts the game's rules, the card text takes precedence.</i>

2	GAME COMPONENTS
	To play Rush of Ikorr, a player must have an Avatar , Influence Deck , and Deck . Players <i>may</i> have a Side Deck .
2.1	Avatar
2.1a	The Avatar is placed in your Avatar Zone (5.1) during game setup.
2.1b	The Avatar's Aspects determine your Deck building restrictions. Cards in your Deck must match one of your Avatar's Aspects or be Aspectless (4.1)
2.1b.1	The Avatar's Aspect is determined by the Aspect icons depicted on either or both sides of the Avatars Name .

2.2	Influence Deck
2.2a	An Influence Deck consists of exactly 10 Influence cards.
2.2b	The Influence Deck is kept separate from the Deck .
2.3	Deck
2.3a	A Deck must consist of at least 40 cards. There is no maximum limit to the cards in a Deck .
2.3b	A Deck can only contain up to 2 copies of a card with the same Name .
2.3b.1	If a Side Deck is used, a combined Deck and Side Deck must abide by this restriction.
2.3c	A Side Deck can consist of up to 10 cards that can have Infusions .
2.4	Infusions
2.4a	Infusions can be utilized during Deck construction.
2.4a.1	A Deck can only contain up to two copies of non- Unique Infusions with the same Name , and one copy of a Unique Infusion .
2.4a.1a	If a Side Deck is used, a combined Deck and Side Deck must abide by this restriction.
2.4a.1b	Infusions may be used in the Side Deck as long as the Infusion Allowance Limit is still abided by after siding in a card.
2.4b	Infusions are placed over cards in a sleeve to enhance the effects of the card.
2.4b.1	Infusions cannot be placed in a Deck without placing it over a card in a sleeve.
2.4c	Infusion Allowance Limit
2.4c.1	A legal Deck must never exceed a total of 30 Pips across all Infusion Pips .
2.4c.1a	Based on tournament rules the Infusion Allowance Limit may be different.
2.4d	Infusions modify characteristics in all zones .

3	GAME CONCEPTS
3.1	Card
3.1a	When determining a card's wording always utilize the official Upper Deck Card Gallery found at https://my.upperdeck.com/public/roi/cards/ .
3.1b	When a rule or text on a card refers to a "card", it means only a Rush of Ikorr card or an object represented by a Rush of Ikorr card.
3.1c	Infusions and Avatars are not considered cards for the purpose of game mechanics and card effects.
3.1d	Back Side
3.1d.1	The back side of the card is the side with the Rush of Ikorr logo presented.
3.1d.2	For Influence cards, the back side is the grayscale side, also referred to as the Exerted side.
3.1d.3	Back side of cards is public knowledge.
3.1d.4	Cards that present their back sides are meant to conceal Private information.
3.1d.4a	The Deck and Hand must present all cards on their back side.
3.1e	Front Side
3.1e.1	The front side of the card is opposite the back side. Cards are played by placing them front side up, also referred to as face up.
3.1e.2	Cards that are played and presented face up are considered Public information.
3.1e.2a	Face up cards are Public information even if they are obscured.
3.1e.2b	<i>Ex. Any cards in the Graveyard are Public information even if stacked because they are all face up.</i>
3.2	Playing a Card
3.2a	To play a card, a player must pay the Influence Cost on the card by Exerting Influence (4.10) in your Influence Zone .
3.2b	Cards being played are placed on to the Stack (3.12) to then be Resolved .
3.3	Additional Costs

3.3a	Costs listed in card text or applied by another effect must be paid by Exerting (4.10) the required Influence or by the listed action.
3.3b	<i>Ex. “Bearing of Flame: As an additional cost to cast this Spell, sacrifice a Champion. Deal 5 damage to target Opposing Champion. Then deal any excess damage to an adjacent Champion.” If able, a player must Sacrifice a Champion from their Battlefield. If the player is unable to pay the additional Cost on card, that player cannot play it.</i>
3.4	Resolving a Card
3.4a	To Resolve a card, a player must enact the Game Text stated on the card.
3.4b	When playing a card, a player must Resolve the card until they are no longer able to do so.
3.5	Ownership
3.5a	The Owner of a card is the player whose Deck the card belongs to. The Owner of a card will never change during a game.
3.5b	The Controller of a card is the player whose Battlefield the Permanent is currently on.
3.5b.1	For Spells and effects, the player who activates the effect is the Controller of the effect on the Stack .
3.6	Permanent
3.6a	A Permanent is a card or Token that stays on the Battlefield until removed by battle, effect, or rule.
3.6b	A card or Token becomes a Permanent as it enters the Battlefield and stops being a Permanent as it's moved to another Zone by battle, effect, or rule.
3.7	Token
3.7a	A Token is a Permanent that can be represented by a Token card or object.
3.7a.1	Tokens are created by the effects of Spells and Abilities and have no Influence Cost .
3.7b	Tokens can be represented by cards but are not considered cards. However, Token Abilities are still treated as card effects for the purpose of game mechanics.
3.7c	A Token's value of any number, or characteristics, are defined by the Spell or Ability . This becomes the Token's “text.”

3.7c.1	The characteristic values defined in this way are equivalent to the characteristic values that are printed on a card. They also define the Token's copiable values.
3.7c.2	A Token doesn't have any characteristics not defined by the Spell or Ability that created it.
3.7d	Tokens cease to exist if put into any Zone besides the Battlefield .
3.7d.1	Tokens are still considered as moving into these Zones for any relevant Triggers .
3.8	Ikorr
3.8a	Ikorr is the resource needed to fulfill the Win Requirement .
3.8b	Ikorr can be attained through Securing Raided Ikorr , card effects, or an opponent drawing on an empty Deck (8.5).
3.8c	Ikorr can be represented by any placeholder players can agree upon.
3.9	Infusions
3.9a	Infusions are not considered cards for gameplay purposes.
3.9b	Infusions have Pips , Name , Ability , and art icon.
3.9b.1	An Infusion's Pips are denoted by the circle(s) found in the top left of the Infusion .
3.9b.2	An Infusion's Name is denoted by the text found above the Ability textbox in the center of the Infusion .
3.9b.3	An Infusion's Ability is denoted by the text found in the textbox centered in the middle of the Infusion .
3.9b.4	An Infusion's art icon is denoted by an icon found to the right of the Infusion's Ability on the right side of the Infusion .
3.9c	Infusions can be added to any Permanent with an Infusion Allowance .
3.9c.1	Infusions can only be added to a Permanent if its Pips are equal to or less than the Permanents Infusion Allowance .
3.9c.2	A Permanent can only have 1 Infusion overlayed onto it.
3.9d	All effects granted by Infusions are treated as if printed onto the card.
3.9d.1	Infusions that modify stats change the printed value on the card in all Zones . <i>Ex: Infusion, Fine Weapon: +1 attack, on a 2 attack Champion changes the printed value of the Champion to 3 attack even in the Deck.</i>

3.9d.2	Infusion Abilities are considered to be part of the overlaid Permanent's Abilities , and included in the Permanent's game text.
3.9e	Infusions can be Unique .
3.9e.1	Unique Infusions are denoted by a unique filigree found underneath the Infusion Pips .
3.9e.2	A Deck can only contain 1 copy of each Unique Infusion .
3.10	Range
3.10a	Range can consist between Target , Opposing , and Allied Players, Objects , or Zones .
3.10a.1	A player's Targetable Range includes the Opposing player directly across from them and each of their Objects and Zones , as well as the Objects and Zones of yourself and Allied player(s) adjacent to you.
3.10a.2	A player's Opposing Range includes the Opposing Player(s) as well as their Objects and Zones .
3.10a.3	A player's Allied Range only includes the Allied Player(s) as well as their Objects and Zones .
3.10b	You are considered an Allied player no matter the game format.
3.10c	Many Avatar and card effects require a designated Target . When an effect requires a Target , the Controller of the effect chooses the designated Player , Object , or Zone .
3.10c.1	The Range of attacking is restricted to the opposing player directly in front of them.
3.11	Open Game State / Priority
3.11a	The game is in an Open Game State when the Stack is empty.
3.11b	The Active Team begins the turn with Priority .
3.11b.1	Events that require Priority additionally require an Open Game State .
3.11c	The Active Team is the Team who is currently taking their turn.
3.11d	The Non-Active Team is the Team who is not currently taking their turn.
3.12	Stack
3.12a	A Stack contains cards, card effects, Abilities , and Keywords that Resolve from top to bottom.
3.12b	The Stack is a Zone in which cards, card effects, Abilities , and Keywords are placed for them to Resolve . Cards, card effects, Abilities , and keywords are placed on the Stack as they are played, activated, or Triggered .

3.12a.1	Most cards, card effects, Abilities , and Keywords , are only able to be played or activated in an Open Game State .
3.12a.2	The Stack keeps track of the order in which these effects are placed.
3.12a.3	The Stack is not a physical Zone but a way to picture the process of Resolving effects.
3.12b	Occasionally there can be simultaneous Triggers of Abilities or Keywords , in this case the Active Team chooses the order in which effects are placed onto the Stack . Then the Non-Active Team chooses the order in which effects they control are placed onto the Stack .
3.12b.1	Due to the nature of the Stack , the Non-Active Team's effects will go on top of the Active Player's actions and therefore occur before them.
3.12b.2	<p><i>Ex: Player A (Active Team) controls Diligent Scribe and Funerary Priest with the Infusion "Heroic Soul". Player B (Non-Active Team) controls a Venomous Asp with the Infusion "Contemplate Impermanence". In an Open Game State, Player A declares an attack with Funerary Priest choosing Venomous Asp as the attack target. Upon damage calculation, both Funerary Priest and Venomous Asp are destroyed and sent to the Graveyard. Upon destruction, multiple triggers occur: Funerary Priest's effect to draw a card as it saw itself die, Funerary Priest's Infusion "Heroic Soul", and Venomous Asp's Infusion "Contemplate Impermanence". As multiple Triggers arose, the Active Team first chooses the order of the Triggers to go on the Stack followed by the Non-Active Team. In this case, Player A chooses "Heroic Soul" followed by Funerary Priest's effect. Player B only has one Trigger, so it goes on top of the Stack. The Stack from top to bottom is currently: "Contemplate Impermanence" -> Funerary Priest's effect -> "Heroic Soul". This is the order the effects will Resolve in. First "Contemplate Impermanence" Resolves and Player B draws a card. Upon resolution no new effects or Triggers are added to the Stack so Funerary Priest's effect Resolve next. Player A draws a card and upon drawing a card with a card effect, Player A's Diligent Scribe Triggers its effect and goes on the Stack. The Stack from top to bottom is currently: Diligent Scribe's effect -> "Heroic Soul". Diligent Scribe will then Resolve, and Player A draws a card. Finally, "Heroic Soul" will Resolve and Diligent Scribe will be chosen to get +2 raid. The Stack is empty and the game is back in an Open Game State.</i></p>
3.13	Lingering Effects

3.13a	Lingering effects are effects that can persist through multiple phases & turns.
3.13b	For Allied Players
3.13b.1	Lingering effects persist even after the Permanent that applied the effect is Destroyed or removed from the Battlefield .
3.13b.2	Allied Champions that are Summoned at any point during this turn after the Lingering effect is applied will receive the effect if able.
3.13b.3	These effects apply to all in Range Permanents the effect specified, even if they were not on the Battlefield when the effect was applied.
3.13b.4	<i>Ex. The Infusion, “Hermes’ Lyre” gives Champions you currently control +1 Raid until the end of the turn but also applies to Champion(s) that you summon after this effect.</i>
3.13c	For Opposing Players
3.13c.1	Lingering effects persist even after the Permanent that applied the effect is Destroyed or removed from the Battlefield .
3.13c.2	Opposing Champions that are Summoned at any point during this turn after the Lingering effect is applied will not receive the effect.
3.13c.3	These effects only apply to all in Range Permanents on the Battlefield when the effect was applied.
3.13c.4	<i>Ex. Essence of the Wolf effect applies -1 Raid to Opposing Champion until the beginning of the player’s next turn. This applies to all current Opposing Champions on the Battlefield, but not Champion(s) summoned after this effect.</i>
3.14	Counters
3.14a	Counters are used to represent different effects on a Permanent or player, effects that last for multiple turns are also included.
3.14b	Counters are mainly ways to modify an Object or player’s values or characteristics.
3.14b.1	Counters themselves are not Objects and have no characteristics.
3.14b.2	Counters are not Tokens and Tokens are not Counters .
3.15	Adjacency

3.15a	Champions are considered Adjacent if they are placed besides at least one other Champion .
3.15b	One player's Champions are not considered Adjacent to another player's Champions .
3.15c	Champions are always considered Adjacent to each other if there is no other Permanent between them.
3.16	Privacy
3.16a	A card will always exist in a Zone at any given time.
3.16b	A card will have different levels of Privacy depending on the Zone .
3.16b.1	Private means only the Owner's Team can look at the front side.
3.16b.2	Public means all players can look at the front side.

4	CARD INFO
	All cards consist of an Aspect , Cost , Name , Traits , Game Text , and Ancillary Information .
4.1	Aspects
4.1a	There are six Aspects in Rush of Ikorr: Ambition, Curiosity, Devotion, Intuition, Prophecy, and Fear.
4.1a.1	A card's Aspect is found on the top right of the card and is indicated by an Aspect icon and color.
4.1a.2	Cards without an aspect are referred to as Aspectless .
4.2	Name
4.2a	A card's Name is a unique identifier of the card.
4.2a.1	The Name of a card is found on the top of the card.
4.2b	A card's Name refers to the entire text found in the Name line.
4.2c	A card's Name has two components, a Character Name and potentially an Epithet .
4.2c.1	A Character Name is the text in the Name line before a comma; some Names may not have a comma in which case the full Name line is the Character Name .
4.2c.1	If a Name contains a comma, the text after the comma is the card's Epithet .
4.2c.2	Cards whose Character Name is the same but with different Epithets are considered different cards.

4.2c.3	<i>Ex. “Tsukuyomi, Vexing Starlight” and “Tsukuyomi, The Rising Moon” have the same Character Name but different Epithets, and as such are considered different cards.</i>
4.3	Cost
4.3a	The card’s Cost is the required payment necessary to play the card.
4.3a.1	The Influence Cost is found on the top left of the card.
4.3b	Influence Costs are paid by Exerting the required influence indicated by the Cost number but may include additional Costs defined in the card’s game text.
4.3c	Cost Modifiers
4.3c.1	Card effects that alter the Influence Cost of a card do not change the printed value. Only the Exerted Influence amount is altered.
4.3d	X Costs
4.3d.1	The printed value of an X Cost card is considered 0 in any Zone .
4.3d.2	The X Cost means the player can declare and then Exert any range of viable Influence to pay for the card. This can include Exerting 0 Influence .
4.3d.3	The declared value for X will determine the value of X in the card’s effect.
4.3d.3a	Cost modifications do not change the declared value of X.
4.4	Traits
4.4a	A card’s Traits are descriptors that can include a Card-Type, Loyalty, and Type
4.4a.1	A card’s Traits are found in the line above the card’s textbox on the lower half of the card.
4.4b	A Card-Type is a Champion, Spell, or Location .
4.4c	A Loyalty is a descriptive classification referred to by game text.
4.4c.1	<i>Ex. Egyptian, Greek, Japanese, Maya, etc.</i>
4.4d	A Type is a descriptive classification referred to by game text.
	<i>Ex. Human, Beast, Yokai, God, Divine, etc.</i>
4.4d.1	Cards may have multiple Traits such as “Beast Yokai”, this means the Type is of both Beast and Yokai individually.

4.5	Game Text
4.5a	A card's Game Text is found in the textbox under a card's Traits .
4.6	Ancillary Information
4.6a	Ancillary Information is information that does not affect gameplay.
4.6a.1	Illustration, the art displayed on the card.
4.6a.2	Flavor text, the smaller italicized text found in the textbox
4.6a.3	Legal text, copyright information
4.6a.4	Artist Name , the illustrator of the card art
4.6a.5	Set code, the set and number of the card
4.6a.6	Two cards with the same card Name with different set codes are not two different cards. They are still considered the same card for gameplay
4.6a.7	Rarity, the rarity of the card
4.6a.7a	Rarity includes common, uncommon, rare, and ultra rare
4.7	Champions
4.7a	Champions are considered Summoned when they are played from Hand or put into the Battlefield .
4.7b	A Champion is a Permanent (3.6).
4.7c	Champions can be Fabled Champions .
4.7c.1	No players can control more than 1 copy of a Fabled Champion with the same Name . No action or effect can be taken that would result in a player controlling more than 1 copy of a Fabled Champion with the same Name .
4.7c.1a	Randomized effects that may result in a Fabled Champion to be Summoned while you already control a Fabled Champion of the same Name will not Resolve that effect.
4.7c.2	Fabled Champions cannot be Infused .
4.7d	Champions have attack, health, and Raid values.
4.7d.1	Attack is denoted by the numeric value on the bottom left of the card, indicated by the lightning bolt symbol and to the left of the pipe divider line.

4.7d.2	Health is denoted by the numeric value on the bottom left of the card, indicated by the blood drop symbol and to the right of the pipe divider line.
4.7d.3	Raid is denoted by the number of red Ikorr gems on the bottom right of the card.
4.7d.3a	Champions with no red Ikorr gems on the bottom right of the card are considered to have a Raid value of 0.
4.7e	Champions also have an Infusion Allowance .
4.7e.1	Non-Fabled Champions have an Infusion Allowance ranging from 0-3.
4.7e.1a	The Infusion Allowance is denoted by yellow dots on the top left of the card under its Cost .
4.7f	A Champion's Infusion Allowance determines what Infusions can be Infused to the Champion .
4.7f.1	Players can overlay an Infusion whose Pips are less than or equal to the Champion's Infusion Allowance .
4.7g	A Champion with a physical Infusion overlayed onto it in a sleeve is considered Infused
4.7g.1	Any Permanent without a physical Infusion overlayed onto it in a sleeve is not considered Infused . Copies of Infused Champions are not Infused .
4.7h	Champions see themselves as they move zones.
4.8	Spells
4.8a	Spells are cast when played from Hand or by another effect.
4.8b	When Spells are cast the Spell's card effect goes onto the Stack . After Resolving the effect, the Spell is moved to the Graveyard .
4.9	Locations
4.9a	Locations are built when they are played from Hand or put into the Battlefield .
4.9b	Locations are placed into the Location Zone .
4.9b.1	If there is already a Location in the Location Zone , you may send the old Location to the Graveyard and build the new Location .
4.9c	Locations can be Fabled Locations .

4.9c.1	No players can control more than 1 copy of a Fabled Location with the same Name . No action or effect may activate that would result in a player controlling more than 1 copy of a Fabled Location with the same Name .
4.9c.2	A player cannot build over a Fabled Location if it has the same Name as the new Fabled Location .
4.10	Influence
4.10a	Influence is used to pay card Costs .
4.10b	To use Influence to pay for a card Cost you must Exert the Influence.
4.10b.1	To Exert Influence , you must flip the Influence Card to its back side, also known as to its Exerted state.
4.10b.2	Influence Cards that are on the front side are referred to as Refreshed .

5	PLAY ZONES
	All players have their own respective Zones . Zones are not shared between Allied players.
5.1	Avatar Zone
5.1a	This is where you place your Avatar face down at the setup of the game and flip face up at the start of play.
5.1b	This Zone is Public . All players are free to view cards in this Zone .
5.2	Champion Zone
5.2a	This is where Champion(s) cards are placed.
5.2a.1	Certain effects enable placing Locations in the Champion Zone .
5.2b	Champions are placed face up when they are Summoned .
5.2c	You may have up to six Permanents at a time in this Zone .
5.2c.1	While a player has six Permanents in this Zone , no effect or Ability may be put on the Stack that may result in a player controlling more than six Permanents in this Zone , unless it has additional effects that do not involve creating Permanents in this Zone .

5.2c.2	If an effect or Ability Resolving would attempt to Summon Champion(s) while there are six Permanents in this Zone , those Champions are not Summoned .
5.2d	These Permanents are placed in a row in the Champion Zone .
5.2d.1	Permanents may be placed anywhere along this row.
5.2d.2	They can be placed between other Permanents or on the right or left side of the Champion Zone .
5.2e	Permanents do not create space when removed from the Champion Zone .
5.2e.1	Permanents will move in sequence to fill gaps created by Permanents being removed from this Zone .
5.2f	The order of cards in this Zone cannot be changed.
5.2g	This Zone is Public . All players are free to view cards in this Zone .
5.3	Location Zone
5.3a	This is where Location cards are built.
5.3b	You may have up to one Location placed faceup in this Zone .
5.3c	This Zone is Public . All players are free to view cards in this Zone .
5.4	Graveyard Zone
5.4a	This is where cards go based on various events or effects.
5.4a.1	A card is put into the Graveyard when the following events or effects happen: a Spell Resolves , a Permanent is destroyed or sacrificed, a card is discarded from hand, a card is scrapped from Deck , or an effect specifically puts a card into the Graveyard from another Zone .
5.4b	Cards within this Zone are placed faceup in a Stack.
5.4b.1	You can rearrange cards in this Zone .
5.4c	This Zone is Public . All players are free to view cards in this Zone .
5.5	Void Zone
5.5a	Cards within this Zone are placed face up in a Stack.
5.5b	You can rearrange cards in this Zone .
5.5c	This Zone is Public . All players are free to view cards in this Zone .
5.5d	Cards are placed in the Void Zone as a direct result of certain card effects and are referenced as necessary.

5.6	Influence Deck Zone
5.6a	This is where you place your Influence Deck at the setup of the game.
5.6b	Your Influence Deck is placed face down in a Stack.
5.6c	Your Influence Deck is Private .
5.7	Influence Zone
5.7a	This is where you placed Influence cards from your Influence Deck .
5.7b	You may have up to 10 Influence cards in this Zone .
5.7c	This Zone is Public . All players are free to view cards in this Zone .
5.8	Deck Zone
5.8a	This is where you place your Deck at the setup of the game.
5.8b	Whenever you search your Deck , you must shuffle your Deck .
5.8c	When instructed to shuffle a Deck , the player who owns that Deck reorders the cards randomly.
5.8d	Your Deck is Private . Neither player are allowed to view the contents or order of the cards nor change the order of the cards unless specified otherwise.
5.9	Hand Zone
5.9a	This is where cards go when drawn.
5.9b	The cards in a player's hand are Private . Opposing players are not allowed to view the contents unless specified otherwise.
5.9c	The numbers of cards in a player's hand are Public .
5.9d	You may only have at most 7 cards in your hand upon ending your turn.
5.9d.1	Each active player will discard down to 7 cards during their cleanup phase.
5.10	Battlefield Zone
5.10a	Your Battlefield contains your Champion Zone and Location Zone .
5.10b	The Battlefield refers to all Battlefields in the game.

6	ABILITIES AND EFFECTS
6.1	Avatar Powers
6.1a	Avatar Power is an effect that can be activated when a player has Priority .
6.1a.1	To activate, a player must Exert the required Influence cost indicated by the black circle icon with a number inside.
6.1a.2	Avatar's power may only be activated once per turn.
6.2	RUSH Abilities
6.2a	RUSH Abilities are an effect that can be activated when a player has Priority .
6.2b	To activate, a player must remove the amount of Ikorr indicated by the number after "RUSH" from their Secured Ikorr pile.
6.2c	Rush Abilities can only be activated once per game.
6.2c.1	Multiple Avatars may RUSH in multiplayer formats as long as the required amount of Ikorr is spent for each RUSH Ability .
6.3	Raiding
6.3a	Raiding is an action a player can take when they have Priority .
6.3a.1	To raid with a Champion , choose the Champion you would like to Raid with, declare the Raid and then store an amount of Ikorr on that Champion equal to its raid value.
6.3a.1a	When a Champion Raiding Triggers an Ability , that Ability Resolves before the Ikorr is Stored on the Champion .
6.3a.2	Whenever Ikorr would be stored on a Champion , put that many Ikorr gem tokens on it to accurately represent that amount of Ikorr it has stored.
6.3b	Allied Champions controlled by the Team going first at the start of the game cannot Raid during their first turn.
6.3c	Each Champion can only Raid once per turn.
6.3d	Champions can Raid the turn they are Summoned .
6.3e	A Champion cannot Raid the turn they declare an attack.

6.4	Action Abilities
6.4a	Action Abilities are effects of Permanents that can be activated when a player has Priority .
6.4b	You can only activate the action Ability of each Permanent once per turn unless otherwise specified.
6.4b.1	The Cost is the number or text before the colon. It specifies the Cost to be paid to activate the Ability . A Cost of "0" specifies the resource Cost to activate the Ability is zero.
6.5	Keyword Abilities
6.5a	These are Abilities that have a bolded, shortened descriptive word that summarize a longer effect.
6.5b	<i>Ex. Swift, Lethal, Quick Strike</i>
6.6	Keyword Actions
6.6a	These are descriptive words found in game text that describe actions that a player would take, and summarize a longer effect.
6.6b	<i>Ex. Foresee, Scrap, Discard</i>
6.7	Triggered Effects
6.7a	Triggered effects take effect when a certain event occurs. These effects go on the Stack .
6.7b	If multiple triggered Abilities occur, the Active Team chooses how to order them on the Stack followed by the Non-Active Team .
6.7c	<i>Ex. SUMMON & ATTACK</i>
6.8	Passive Abilities
6.8a	Passive Abilities are continuous effects. These effects are active as long as the Permanent with the Ability remains on the Battlefield and has the Ability , or as long as the object with the Ability remains in the appropriate Zone .
6.9	Replacement Abilities
6.9a	These are Abilities that take effect when a certain event occurs.
6.9b	These Abilities do not use the Stack and take effect as soon as declared.
6.9c	Ex. Achaean Soldier, " SUMMON – Choose another Champion you control. If the chosen Champion would die, prevent any damage that was dealt to it and Sacrifice this Champion instead."

	As soon as the chosen Champion would take damage, declare Achaean Soldier's replacement effect to take effect and Resolve it accordingly.
6.10	Abilities and Effects
6.10a	Abilities are exclusive to Permanents , any game text on a Permanent is considered its Ability .
6.10a.1	The game text on infusions are also considered an Ability(s) .
6.10a.2	<i>Ex. Scroll of Curses: "SUMMON — Stun target Champion. Until the end of the next turn, that Champion loses all Abilities and cannot be retreated. "</i> <i>Will remove a Champion's Abilities including the infusion as well</i>
6.10b	Effects include Abilities in addition to Spell and Avatar effects
6.10c	<i>EX. Helm of Hades, "SUMMON — Until the end of the next turn, this Champion cannot be attacked and is not affected by card effects."</i> <i>Any Spells, Infusions, Champions, or Location effects do not affect this Champion. However, Avatars' effects can since they are not considered cards effects.</i>
6.11	Activating Abilities an Additional Time
6.11a	If a card says to activate an action/ Ability , it may activate the action/ Ability an additional time as long as the required Cost is paid

7	COMBAT
7.1	Attack Declaration Step
7.1a	A player may declare an attack when they have priority.
7.1b	To declare an attack, a player must choose a Champion they control and an Opposing Champion within their Range .
7.1b.1	Each champion can only declare an attack once per turn.
7.1c	Any Champion that declares an attack will trigger its ATTACK Abilities .

7.1c.1	If multiple ATTACK Abilities were to Trigger at the same time, the Active Team/Player chooses how to order them in the Stack .
7.1d	Once the Stack is empty, these Champions enter the battle step.
7.1d.1	If either Champion is no longer on the battlefield, do not enter the battle step.
7.2	Battle Step
7.2a	Battle begins when a Champion attacks an Opposing Champion and all relevant triggers are finished resolving.
7.2b	In battle, each Champion simultaneously Strike each other.
7.2b.1	If an attacking Champion has Quick Strike , it Strikes the Defending Champion first, instead of simultaneously.
7.2b.1a	If the Defending Champion dies due to Quick Strike , it will not Strike back.
7.2c	Battle ends when both Champions have struck each other or either Champion is no longer able to Attack or Defend .
7.3	Striking
7.3a	When a Champion Strikes , it deals damage equal to its attack value to another Champion .
7.3b	Striking is performed as a step in attacking but can also be performed from Card Effects .
7.3c	Damage dealt to Champions by Striking is considered Strike Damage .
7.4	Calculating Damage
7.4a	When a Champion takes damage, a damage indicator is put onto the Champion to represent the amount of damage taken. Damage is not considered a Counter .
7.4b	Damage is persistent, meaning it does not leave until the Champion leaves the Battlefield , or an effect would remove it.
7.4c	Damage does not change the health value of a Champion . The health value of a Champion is its printed value unless modified by Card Effects .
7.4d	If the amount of damage on a Champion is ever greater than or equal to its health value, the Champion Dies .
7.5	Dying
7.5a	When a Champion Dies it is put into its Owner's Graveyard from the Battlefield .

7.5b	A Champion can Die from being Destroyed by battle, non- Strike damage, and being Sacrificed .
7.5c	When a Champion Dies it will trigger its DEATH Abilities . (11.25)
7.5c.1	If multiple DEATH Abilities were to Trigger at the same time, the Active Team/Player chooses how to order them in the Stack , followed by the Opposing Team .
7.5d	DEATH Abilities Trigger as a Champion Dies as it goes to the Graveyard .
7.5d.1	Champions see themselves die.

8	GAME PHASES
8.1	Turn Flow
8.1a	Each turn the Active Team progresses with the completion of seven phases in order: Secure Phase , Influence Phase , Start Phase , Draw Phase , Action Phase , End Phase , and Cleanup Phase . Each of these Phases takes place every turn, even if nothing happens during the phase.
8.1b	During each phase, if effects are Triggered by actions or events taken that phase, play does not advance to the next phase until all effects are Resolved .
8.1c	As a step or phase begins, if there are effects that last until that step or phase, those effects expire.
8.1c.1	No game events can occur between steps, phases, or turns.
8.2	Secure Phase
8.2a	During the beginning of the Secure phase, each allied Champion secures all its stored Ikorr . Place this Ikorr into your Team's shared pool.
8.2b	This Ikorr is referred to as " Secured Ikorr ".
8.2c	Any Champion that Secures Ikorr this way will Trigger its SECURE Abilities .
8.2d	If multiple SECURE Abilities Trigger at the same time, the Active Team chooses how to order them on the Stack .
8.3	Influence Phase

8.3a	During the Influence Phase , first each Allied player refreshes all of their Exerted Influence and Exerted Permanents , flipping them face-up.
8.3b	Then each Allied player gains 1 Refreshed Influence .
8.3c	To gain an Influence , place an Influence card from the Influence Deck into the Influence Zone face-up.
8.3d	If you cannot add an Influence card from your Influence Deck to your Influence Zone , no Influence is added to your available Influence .
8.4	Start Phase
8.4a	At the beginning of this phase, START Abilities trigger.
8.4b	If multiple START Abilities trigger at the same time, the Active Team chooses how to order them on the Stack .
8.5	Draw Phase
8.5a	Each Allied player draws a card from their Deck .
8.5a.1	If you must draw while you have no cards in your Deck , the Opposing Team automatically Secures an Ikorr for each card they would draw..
8.5a.2	This Triggers for each Allied player who cannot draw a card.
8.5b	The Team going first skips this phase during their first turn.
8.6	Action Phase
8.6a	Each allied player may choose from the following list of actions permitted during the action phase: play cards, activate Avatar Abilities , activate ACTION Abilities , declare attacks, and raid for Ikorr .
8.6b	Players can take these actions in any order as many times as desired within their permissible limits.
8.6c	Players can only take these actions when they have Priority .
8.6d	Allied Champions controlled by the Team going first at the start of the game cannot raid during their first turn.
8.7	End Phase
8.7a	At the beginning of this phase, all valid Champions with REANIMATE that Triggered this turn are Summoned to their Owner's control. Following this, END Abilities Trigger .
8.7b	If multiple effects Trigger at the same time, the Active Team chooses how to order them on the Stack .
8.8	Cleanup Phase

8.8a	The cleanup phase consists of three steps, which are performed in order: condition step, discard step, and “end of turn” step.
8.8b	During each step, if effects are Triggered by actions taken that step, play does not advance to the next step until all effects are Resolved .
8.9	Condition Step
8.9a	Each active player removes the stunned condition from any stunned Champions they control.
8.9b	A Champion with the condition perpetually stunned does not have the stunned condition removed during the condition step of the cleanup phase.
8.10	Discard Step
8.10a	If any active players have more than seven cards in their hand, those players discard cards until they have seven cards.
8.10b	Each active player takes this step simultaneously.
8.10c	If a triggered effect does occur during this step, active players re-enter the discard step once the Stack is empty.
8.11	“End of Turn” Step
8.11a	All “until the end of this turn” effects that occurred this turn and all “until the end of the next turn” effects that occurred during the previous turn will end at this point.
8.11b	Once all the steps listed above have been completed, the cleanup phase is completed, and the turn passes to the Opposing Team .

9	MULTIPLAYER
9.1	Turn Order
9.1a	In 2v2 and 3v3 games each player on a Team takes their turns simultaneously.
9.1a.1	Each player on a Team has their own individual phase.
9.1a.1a	<i>Ex: If a player's phase is skipped by an effect for an individual player it will only effect that player and not the Team. That player will wait to start the next phase with their Team.</i>

9.1b	A phase or step in which players receive priority ends when the Stack is empty and all players pass in succession. Simply having the Stack become empty doesn't cause such a phase or step to end; all players must choose to pass in succession with the Stack empty. Because of this, each player may add cards and effects onto the Stack before that phase or step ends.
9.2	Allied Players
9.2a	Allied players are players in your Team , including yourself.
9.2b	Allied players are treated as one entity and share private information.
9.2b.1	Ex: Cards in Hand
9.3	Play Priority
9.3a	Allied players are treated as one entity while progressing through their turns.
	<i>Ex. In a 3v3, instead of giving each Allied player Priority individually, at the beginning of their turn, Priority is given to all Allies as a collective as if they were one player.</i>
9.4	Winning and Losing
9.4a	Allied Players win and lose the game as a Team .
9.5	Opposing Players
9.5a	In a multiplayer format, a player's Teammates are the other players on their Team , and Opposing players are all players not on their Team .
9.6	Lead
9.6a	Each Team determines a Team lead before the game starts; this leader has the control of ordering Stacks for their Team .
9.6b	3v3 format the middle player is determined as the lead.
9.6c	2v2 format a player is decided to be the lead before the game as the lead.
9.7	Shared Secured Ikorr
9.7a	Ikorr that is secured by players on one Team are shared resources, which means players can activate the Rush Ability as long as there are enough Ikorr to pay in the shared pool.

9.7b	When a player wants to use a RUSH , you will have all the players in Team agree on how much Ikorr you are going to use.
9.8	Conceding in Multiplayer
9.8a	To concede, all players in a Team must agree to concede.
9.9	Seat Positioning
9.9a	Players decide position before the game.
9.9b	3v3 positions left, middle, & right.
9.9c	2v2 positions left & right.
9.10	Seat positions cannot be changed during the match or event.

10	ADDITIONAL RULES
10.1	“Starting with” Player Effects
10.1a	These effects have multiple players completing actions with the order of these players proceeding clockwise relative to the controller of the card.
10.1b	Proceeding clockwise means continuing right for Opposing players and continuing left for Allied players. If there are no players in that direction while the card is still Resolving , continue with the player directly in front and change directions.
10.1c	<p><i>Ex. Apep, Horizon's Nemesis</i></p> <p><i>Seating is from the perspective of the Active Team.</i></p> <p>Non-Active Team: Player C (Left), Player D (Right)</p> <p>Active Team: Player A (Left), Player B (Right)</p> <p><i>The Active Team is currently taking their turn. Player A Summons Apep, Horizon's Nemesis and Triggers its SUMMON Ability. You designate “Player D” as the starting player and will continue to Resolve the effect choosing players in a clockwork manner. Player D will go through all steps laid out in Apep's Abilities then continue on with the next player. As there are no players to the right of Player D, the next player will be Player B as they are the</i></p>

	<i>player directly in front of Player D. Player B will then go through the same steps and the next player will be Player A followed by Player C. After Player C completes all steps, Apep Horizon's Nemesis finishes Resolving.</i>
10.2	Copying
10.2a	Some Objects become or turn another Object into a “copy” or Permanent . Some effects create a Token that's a copy of another Object .
10.2b	Copy only copies printed stat values, Abilities , and Infusion Abilities , any effect no matter temporary or Permanent will not get copied.
10.2b.1	Conditions such as Stunned will not be copied.
10.2c	If a copy enters the Battlefield as a copy of a Permanent , the copy will trigger SUMMON Abilities .
10.2c.1	If a Permanent becomes a copy of a Permanent , the copy will not trigger SUMMON Abilities .
10.2d	If a copy copies a Permanent that has already activated its ACTION Ability , the copy will be considered a new instance and can still activate its ACTION Ability .
10.2e	Copy Tokens are treated as Permanents but are not considered cards.
10.2f	When a Champion loses all Abilities , the copy still copies the printed abilities and values.
10.2g	If a copy dies or is Retreated , it sees itself move Zones and will Trigger its Abilities , if it has any.
10.3	Name a card / Choose a Name
10.3a	When you Name a card, it must be any card that can be found in the Upper Deck card database. (3.1.1)
10.3b	Cards that have a different Name on the battlefield lose the Name once they leave the battlefield.
10.3c	A chosen Name can also be a Token .
10.3d	Cards that require a player to choose a Name need the Name to include the full Name (Including the epithet)
10.4	Loops
10.4a	Infinite Loops
10.4a.1	An infinite loop is a never-ending cycle of effects that can't be disrupted once they begin resolving.
10.4b	Controlled Loops
10.4b.1	A controlled loop is a series of voluntary effects that can be repeated as many times as a player wants.
10.4c	Resolving Loops

10.4c.1	<p>First demonstrate the loop by going through each effect in the cycle and determine if the loop contributes toward the Winning Requirement (ie. Securing Ikorr, removing card from Deck). If the loop does not help toward the Winning Requirement, the player declares how many times they would like to repeat the cycle then progresses the game state to that point. The stack is then cleared and the game then continues in an Open Game State regardless of if the loop was infinite or controlled.</p>
---------	---

11	GLOSSARY
11.1	ACTION
11.1a	An activated Ability that may be activated once during its controller's action phase.
11.2	Avatar Power
11.2a	The first activated Ability on an Avatar that may be used once during each of its Controller's action phase.
11.3	RUSH N
11.3a	Remove N Ikorr from your Team's Secured Ikorr . This is a Cost to activate a RUSH Ability .
11.3b	All RUSH Abilities are once per game.
11.4	Ability
11.4a	Activated, Triggered , or passive effects found on Avatars and Permanents that rely on specifics Costs , allowances, or events to occur in order to apply an effect.
11.5	Allied Champion
11.5a	A Champion you control or a Champion controlled by a player on your Team .
11.6	Allied Player
11.6a	Player(s) that plays in your Team , including yourself.
11.7	Battle
11.7a	Battle starts when a Champion attacks an Opposing Champion . Each Champion simultaneously Strikes each other. Battle ends when both Champions have struck each other or either Champion is no longer able to attack or defend.
11.8	Battle Damage
11.8a	Damage dealt by a Champion's attack during battle.

11.9	Battlefield
11.9a	The Zone in which player's put Permanents like Champions , Locations , Tokens , etc.
11.10	Dies/Died
11.10a	A Champion is put into the Graveyard from the Battlefield .
11.11	Effect
11.11a	Actions taken or events occurring as the result of a card or Ability Resolving .
11.12	Fabled
11.12a	A supertype of Champion of which a player may only control 1 copy of the same Name at a time. No effect can be activated or card played that would result in a player controlling more than 1 fabled Champion of the same Name .
11.13	Graveyard
11.13a	The Zone where cards go based on various events or effects. A card is put into the graveyard when the following events or effects happen: a Spell Resolves , a Permanent is destroyed or sacrificed, a card is discarded from hand, a card is scrapped from Deck , or a effect specifically puts a card into the graveyard from another Zone .
11.14	Influence Cost
11.14a	The value in the top left of a card that denotes the amount of Influence a player is required to Exert to play a card.
11.15	Loyalty
11.15a	A trait found on Avatars and cards. The loyalty of an Avatar or card is not relevant for any Deckbuilding rules and restrictions, but game effects might make a loyalty relevant.
11.16	Nonstrike Damage
11.16a	Damage dealt to a Champion through effects that do specifically do not include a Champion striking another Champion .
11.17	Opposing Champion
11.17a	A Champion controlled by a player on an Opposing Team .
11.18	Opposing Player
11.18a	A player on an Opposing Team .
11.19	Rush Ability
11.19a	The second activated Ability on an Avatar that may be used once per game during its controller's action phase.
11.20	Strike Damage
11.20a	Damage dealt by a Champion during the strike step in battle or damage dealt by a Champion when it strikes a Champion as the result of a game effect.

11.21	Type
11.21a	A card trait that denotes its subtype. A card's type is found after its loyalty. A card's type is not relevant for any Deckbuilding rules and restrictions, but game effects might make a type relevant.
11.22	Unique
11.22a	A supertype of infusion of which a player may not have more than 1 copy of the same Name in their Deck .
11.23	Void (Zone)
11.23a	The zone where cards are sent based on various events or effects that specifically void cards or send cards to the void.
11.24	Fury
11.24a	This Champion can attack any number of Champions . It cannot attack the same Champion more than once during each turn.
11.25	Lethal
11.25a	Any amount of strike damage this Champion deals to a Champion is enough to destroy it.
11.25a.1	A damage event of 0 damage doesn't count as dealing damage, and events that Trigger off damage being dealt do not Trigger off a 0 damage event.
11.25b	This is not treated as being destroyed by card effect.
11.26	Quick Strike
11.26a	When attacking, this Champion strikes the defending Champion first, instead of simultaneously.
11.27	Raze
11.27a	Whenever this Champion strikes another Champion , remove an amount of Ikorr from that Champion equal to this Champion's raid value and store that Ikorr on this Champion .
11.28	Reanimate
11.28a	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.
11.28b	When a Champion with REANIMATE dies, its Trigger goes on the stack but will Resolve at the beginning of the next end phase.
11.28c	If multiple REANIMATE Champions are resolving in the end phase, they are Summoned simultaneously.
11.29	Support
11.29a	ACTION — Target Allied Champion gets +X attack where X is this Champion's attack. This Champion cannot attack or Raid this turn. Activate only if this Champion has not attacked or Raided this turn." If a Champion has "Support [Champion Type]," that Champion can only target the specified type with its support Ability .

11.30	Swift
11.30a	This Champion can attack during the turn it is Summoned .
11.31	Activate
11.31a	Use an ACTION Ability or Ability that requires a Cost (often denoted with a colon).
11.32	Build
11.32a	To play a Location .
11.33	Cast
11.33a	To play a Spell .
11.34	Destroy
11.34a	Send a Permanent from the Battlefield to the Graveyard . When a Champion is destroyed, it "dies" but is not considered " sacrificed ."
11.35	Discard
11.35a	Send a card from your Hand to the Graveyard .
11.36	Exert
11.36a	Turn Influence upside down. Exerted influence cannot be used to pay costs.
11.37	Foresee N
11.37a	Look at the top N cards of your deck, then put any number of them on the top or bottom of your deck in any order.
11.38	Heal N from a Champion
11.38a	Remove N damage from a Champion . To "fully heal" a Champion , remove all damage from it.
11.38b	To heal a Permanent , remove the amount of damage indicators from the Permanent as determined by the Card Effect .
11.39	Refresh
11.39a	Turn Exerted Influence face up, making it available to be used to pay Costs .
11.40	Retreat
11.40a	Return a Champion to its Owner's Hand .
11.41	Sacrifice
11.41a	A permanent's controller sends it to its owner's Graveyard . When a Champion is sacrificed, it "dies" but is not considered "destroyed."

11.42	Scrap
11.42a	The effected player puts the top card of their deck into their Graveyard .
11.43	Search
11.43a	Look through a specified zone for a card. Whenever an effect would have a player search their deck, they must shuffle their deck after searching.
11.43b	If a player searches for a card with a specification (ie. Card-Type, Loyalty, Type) they must reveal it.
11.44	Secure
11.44a	Put Ikorr into your Team's shared pool. When a Champion Secures during the Secure step, remove the Ikorr stored on them and put it into your Team's pool. If an effect would have you secure Ikorr , move it from the Ikorr supply to your Team's pool.
11.45	Store
11.45a	Put Ikorr onto a Permanent .
11.46	Strike
11.46a	A Champion deals damage equal to its attack to another Champion .
11.47	Stun
11.47a	Give a champion the " Stunned " condition.
11.47b	A stunned Champion can have the stunned condition applied again.
11.48	Stunned
11.48a	A condition applied to Champions .
11.48b	While a Champion is stunned, it cannot attack, raid, or secure Ikorr during the Secure step.
11.48c	A stunned Champion can still activate ACTION abilities and triggered abilities.
11.49	Perpetually Stunned
11.49a	A condition applied to Champions .
11.49b	A Perpetually Stunned Champion also has the stunned condition applied to it
11.49c	While a Champion is Perpetually Stunned , it does not have the stunned condition removed during the condition step of the cleanup phase.
11.50	Summon
11.50a	Put a Champion onto the battlefield.

11.51	Target
11.51a	Select an Object , player, or Zone designated by an effect. In a 2v2 or 3v3 game, players may only target objects, players, or zones in front, to the left, or to the right of them.
11.52	Void
11.52a	Send a card from a zone to the void (zone).
11.53	ATTACK
11.53a	"When this Champion attacks,"
11.54	DEATH
11.54a	"When this Champion dies,"
11.55	END
11.55a	"At the beginning of your end phase,"
11.56	RAID
11.56a	"When this Champion Raids,"
11.57	RETREAT
11.57a	"When this Champion retreats,"
11.58	SECURE
11.58a	"When this Champion secures during your Secure step,"
11.59	START
11.59a	"At the beginning of the start phase,"
11.60	SUMMON
11.60a	"When this Champion enters the Battlefield ,"
11.61	Defending
11.62a	Champion that is being attacked or Striked .