

Comprehensive Updates 1.3.0

The following changes are effective immediately:

Section Updates

- **(6) Abilities and Effects**
 - (6.4) Action Abilities
 - Added 6.4b.3 to clarify that action abilities start the Stack.
 - **(8) Game Phase**
 - (8.5) Draw Phase
 - Update section 8.5a.1 to only occur during the draw phase.
 - DEV NOTE: With the rise in relevance of combo decks that rely on securing Ikor via decking the opponent out, it has illuminated some inherent frustrations with the systematic rules. We believe this rule update not only fosters a more positive player experience regarding the rule but also allows players to still find outs to combo-based strategies while on a clock.
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