WARHAMMER® INVASION™

THE CARD GAME



RULES OF PLAY

Introduction

Welcome to the Old World, a land of vast kingdoms, epic quests, and fierce, bloody battles. In the North, the forces of Chaos gather to spread death and destruction throughout the civilised lands. Vast hordes of ferocious Orcs swarm across the continent. Cruel and malicious Dark Elves plot their own breed of dominion from their dark towers. Pitted against these armies of destruction are the stout Dwarfs in their mountain strongholds. The noble and mysterious High Elves from distant Ulthuan have also answered the call to arms. And the brave, resourceful soldiers of the Empire never back away from a fight…

The Living Card Game

Warhammer®: Invasion™ The Card Game is a two player duelling game that can be played using only the contents of this Core Set. In addition, *Warhammer: Invasion The Card Game* is also a Living Card Game (or LCG), and your enjoyment and experience of the game can be customized and enhanced through the addition of 40-card expansions called Battle Packs. Each Battle Pack provides you with new options and strategies for each of the decks in this set, as well as cards you can use to build original decks of your very own. The *Warhammer: Invasion LCG* can be played both casually, with your friends, or competitively, through the organized play program that is officially sanctioned by Fantasy Flight Games.



Components

The *Warhammer: Invasion LCG* Core Game includes the following components:

- **This Rulebook**
- **220 Cards**
- **4 Capital Boards**
- **35 Resource Tokens**
- **60 Damage Tokens**
- **4 Burning Tokens**

Component Overview

Cards

The *Warhammer: Invasion LCG* Core Game features 220 cards, with starter decks included for the Empire, Dwarf, Orc, and Chaos races. Additionally, there are High Elf, Dark Elf, neutral, alliance, and draft format cards included in this set.



Capital Boards

The Capital Boards show which race each player is playing in any given game. They are also used to record damage that has been inflicted upon each capital. The 4 Capital Boards in the core set are for the Empire, Dwarf, Chaos, and Orc races. Capital Boards for the High Elves and Dark Elves are available in the Companion Edition to the *Warhammer: Invasion LCG* Core Set, which will be available in the fall of 2009.



Resource Tokens

Resource tokens are used to pay for cards and effects, and to mark progress on quests.



Damage Tokens

Damage tokens are used to record hits that have been taken by units and by a player's capital.



Burn Tokens

Burn tokens are used to show that one of the sections on a player's capital has been overrun by enemy forces, and is now burning. The object of the game is to burn two of the three sections of the opponent's capital.



Game Overview

The *Warhammer: Invasion LCG* is played in three zones: the kingdom, the quest zone, and the battlefield. Armies, heroes, villains, and creatures from the Old World are played into these zones, with the goal of acquiring resources in the kingdom, drawing more cards in the quest zone, and attacking the opponent in the battlefield. Attacking the opponent leads to the ultimate goal of burning down the sections of his capital. The first player to burn two of the three sections on his opponent's capital wins the game.



The Races

There are six different races in the *Warhammer: Invasion LCG*, each with its own distinct flavor and identity. Each race is represented in the game with a unique symbol and colour/texture on its card border.

The races and their symbols are as follows:


Empire


Dwarf


High Elf


Chaos


Orc


Dark Elf

The Empire, Dwarf, and High Elf races constitute the "Order" races. On the other hand, the Chaos, Orc, and Dark Elf races are known as the "Destruction" races. Order cards and Destruction cards cannot be combined in the same deck.

Cards with a grey border and no racial symbol are neutral. Neutral cards are not specific to any race, and can be used in both Order and Destruction decks, unless their card text specifies otherwise.



The Golden Rule

If the rules text of a card contradicts the text of this rulebook, the rules on the card take precedence.



Running Out of Cards

If at any time a player has no cards in his deck, that player is immediately eliminated from the game.





The Card Types

There are five different types of cards in the *Warhammer: Invasion LCG*.

Unit Cards

Unit cards represent heroes, villains, soldiers, armies, creatures, monsters, and daemons from the Old World. Players need unit cards to attack their opponent's capital from the battlefield, and to go on quests in the quest zone. Units can also be used in the kingdom to produce resources. Finally, units can be used to defend the zone where they are located when that zone is attacked.



Tactic Cards

Tactic cards represent battle manoeuvres, spells, actions, disasters, and other unexpected twists. A tactic card is normally played from a player's hand, its text effects are resolved, and it is then placed in its owner's discard pile.



Quest Cards

Quest cards represent long term pursuits that a player's units can attempt to complete. After a quest is completed by a player, that player is generously rewarded with a powerful effect. Quest cards are played into a player's quest zone, and then that player can play a unit card directly onto the quest card if he desires to send that unit on that quest.



Support Cards

Support cards represent buildings, locations, fortifications, items, weapons, and other attachments. Once played, support cards remain in play until destroyed by game or card effects.

Exception: Cards that are attached to another card (most often ***Attachments*** are support cards) are sacrificed (put into the discard pile) if the card they are attached to leaves play for any reason.



Draft Format Cards

Draft is a special format in which the players compete at the deckbuilding level, both trying to build the best deck out of a limited, shared card pool. Draft format cards have been designed specifically for this format. For more on the draft format, see Draft Variant (page 19).



Card Anatomy Key

1. **Title**: The name of this card. A card with a banner next to its name is unique (see "Unique Cards," below).
2. **Cost**: The number of resource tokens a player needs to pay in order to play this card from his hand.
3. **Race Symbol**: The race the card belongs to.
4. **Loyalty Icons**: An additional variable cost to play the card that can be reduced by controlling cards that are loyal to this card's race (see pages 10-11).
5. **Power Icons**: Depending on the zone in which the card is played, power icons enable the player to collect more resources (in the kingdom), draw more cards (in the quest zone), or inflict more damage upon the opponent (in the battlefield).
6. **Card Type**: This banner indicates whether the card is a unit, support, tactic, or quest card.
7. **Hit Points**: The amount of damage a unit can take. If a unit has as many damage tokens as it has hit points, that unit is destroyed and is placed in its owner's discard pile.
8. **Traits**: Special designators that have no rules, but may be affected by other cards in play. Examples include ***Warrior***, ***Hero***, ***Spell***, and ***Building***.
9. **Card Text**: The special effects unique to that card.
10. **Collector Information**: Denotes the set symbol and collector number of the card.

Unique Cards

Some cards in this game are unique. They are marked with a banner before their card name to indicate their uniqueness.

If a player has a copy of a unique card in play, he cannot play, take control of, or put into play (via a card effect) another copy of that card. It is possible, however, for both players to have the same unique card in play at the same time. If a unique card is in a player's discard pile, that player is allowed to play another copy of that unique card according to the normal rules.

For the First Game

For the first game, each player should choose one of the four prebuilt 40 card starter decks in the *Warhammer: Invasion LCG* Core Game: Dwarf (cards 1–25), Empire (cards 26–50), Orc (cards 56–80), or Chaos (cards 81–105). This can be done quickly, as all the cards of any given race share a common colour.

After a starter deck has been selected, shuffle the 24 non-alliance neutral cards (cards 111–119) and deal out 10 neutrals to each player. Then, each player shuffles his neutral cards into the starter deck he has selected. Each player now has a 50 card deck that can be used to play the game.



Setup

Before playing the *Warhammer: Invasion LCG*, both players follow these quick steps in order:

1. Shuffle decks.

As with a deck of playing cards, each player shuffles the cards in his deck until they are randomised. A player may cut and/or shuffle his opponent's deck to ensure that the randomisation is sufficient.

2. Set up Capital Boards.

Each player should select the Capital Board that best suits his deck, and place it on the playing area in front of himself.

3. Set up token pool.

Place the resource, burn, and damage tokens in a pile in the centre of the table. Both players take tokens from this pool throughout the game.

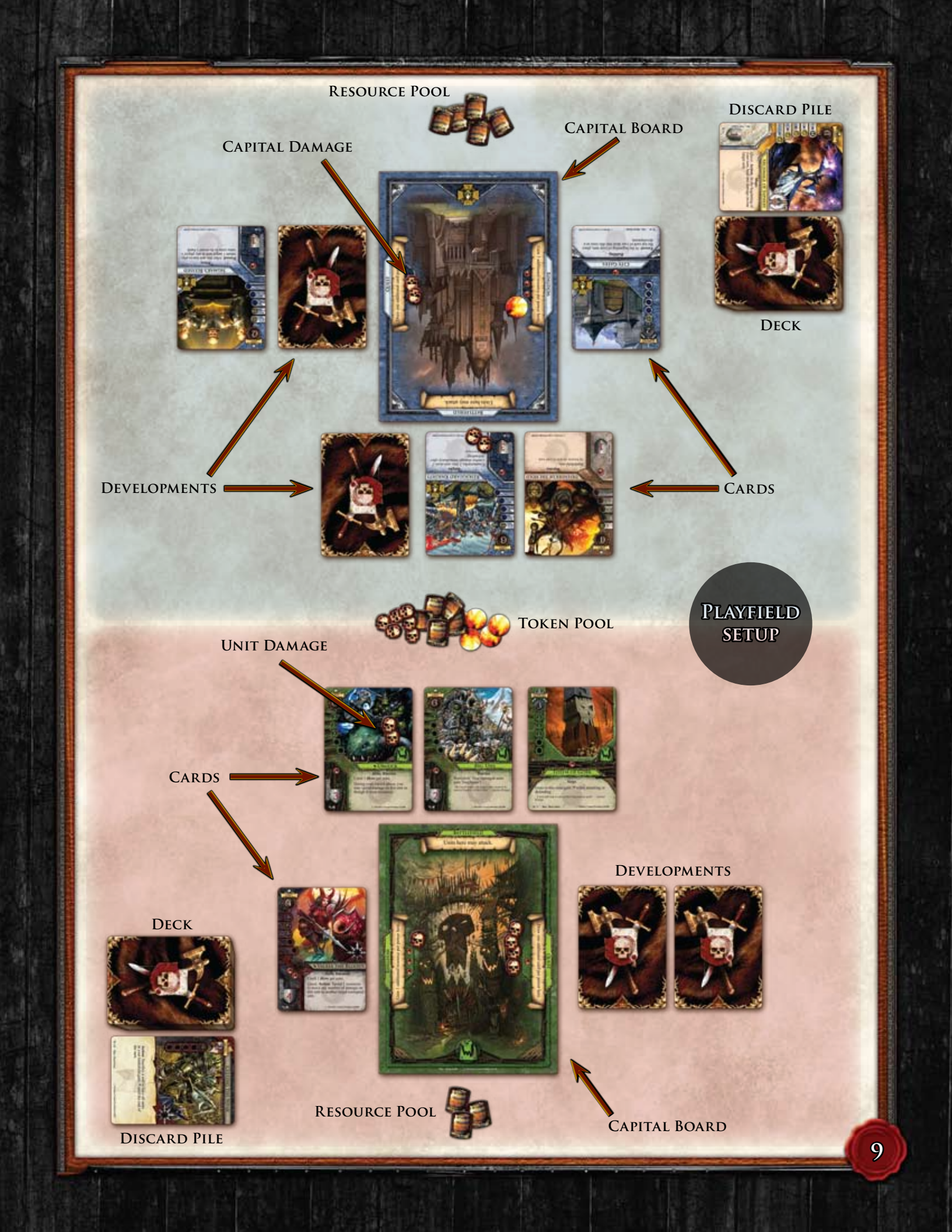
4. Determine First Player.

The first player should be determined randomly, either by a coin flip or some other method agreed upon by both players.

5. Draw setup hand.

Each player draws seven cards from the top of his deck. This is his starting hand for the game. If a player does not like his starting hand, he may shuffle his seven cards back into his deck and draw a new starting hand. This is called "taking a mulligan." If a player takes a mulligan, he must keep his second hand as his starting hand.




Resource Pool
Capital Board
Capital Damage
Discard Pile
Deck
Developments
Cards
Token Pool
Playfield Setup
Unit Damage
Cards
Developments
Deck
Discard Pile
Resource Pool
Capital Board

Turn Sequence

The *Warhammer: Invasion LCG* is played over a series of turns. Each player completes his entire turn before the other player takes his turn.

A player's turn is divided into four phases, which are taken in this order:

1. **Kingdom Phase (collect resources)**
2. **Quest Phase (draw cards)**
3. **Capital Phase (play units, supports, and quests)**
4. **Battlefield Phase (attack opponent's capital)**

Once a player has completed all four phases, his turn is over. Following is a detailed outline of the turn sequence.

Important Exception: During the very first turn of the game, the first player must skip his entire quest phase and his entire battlefield phase. This is known as the "first player penalty" and only applies to the starting player on the very first turn of the game.



1. Kingdom Phase

First, the active player resets his resources by returning all of his unused resources to the centre of the playing area and then taking 1 resource for each power in his kingdom. The kingdom starts with a base power of three.

The active player also has the opportunity to restore (see Corruption, p 17) any single corrupted card under his control at the beginning of his kingdom phase, before any player actions can be taken.

Then, both players have the opportunity to take actions (including using tactic cards). Once both players have chosen not to take an action, play proceeds to the next phase.

> ***Example**: At the beginning of his kingdom phase, Kris first returns all of his unspent resources to the pool in the centre of the table. Then, he counts the number of power in his kingdom zone. His capital provides a base power of three for his kingdom, and he also has a Zhufbar Engineers (1 power icon) and a Contested Village (1 power icon) in his kingdom. Kris therefore collects a total of 5 resources during his kingdom phase.*

2. Quest Phase

The active player draws one card for each power in his quest zone. The quest zone starts with a base power of one.

Then, both players have the opportunity to take actions (including using tactic cards). Once both players have chosen not to take an action, play proceeds to the next phase.

> ***Example**: To draw cards, Kris first counts the number of power in his quest zone. His capital provides a base power of one for his Quest zone, and Kris also has the Mountain Brigade (2 power icons) in his quest zone. Therefore, Kris draws a total of three cards for his quest phase.*

3. Capital Phase

The capital phase is the only phase in which a player is allowed to play unit, support, and quest cards from his hand to his three zones (kingdom, quest, and battlefield). Only the active player may play unit, support, and quest cards from his hand during this phase.

In order for a player to play a card from his hand, he must pay for it by spending a sufficient number of resources (equal to the card's total cost), returning them to the pool in the centre of the play area. When

a unit, support, or quest card is played in this manner, the controller of the card chooses where (amongst his three zones) the card is placed.

A card's cost is determined by adding the card's printed cost (the numerical value in the upper left hand corner of the card) and its loyalty cost (the number of loyalty icons under the printed cost minus the number of matching race symbols the player controls in play). Notice that each Capital Board has one race symbol for the race it represents. A card's loyalty cost cannot be less than zero.

***Example**: During his capital phase, Kris wishes to play Thyrus Gorman from his hand to his battlefield. To do so, he must first determine the cost of the card. The printed cost of the card is 3, and the card has 3 Empire loyalty icons. Kris has 2 Empire race symbols in play, so the card's loyalty cost is 1 (3 Empire loyalty icons on the card minus 2 Empire race symbols in play). This loyalty cost is added to the card's printed cost, for a total cost of 4. To play Thyrus Gorman, Kris must spend 4 resource tokens by moving them from the pile in front of himself to the pool in the centre of the table. After paying the cost, Thyrus Gorman is placed in Kris's battlefield.*

During the capital phase, the active player also has the option of playing a card face down as a development in any one of his zones. One development can be played by the active player each turn. A development adds 1 hit point to the zone in which it was played. Each zone starts with 8 hit points, and developing a zone is a useful means of protecting it from being overrun by an opponent. Some card effects also become more powerful as a zone is developed. Developments in a zone only add hit points to that particular section of their controller's capital. A player may look at his developments (but not at his opponent's) at any time.



A player is considered to be taking an action when playing a unit or support card from his hand (or when playing a card face down as a development) during the capital phase. The other player may still take actions (play tactics or trigger card abilities) during this phase, but only the active player is permitted to play unit, support, and quest cards from his hand. Once both players have consecutively passed, play proceeds to the next phase.

Sending a Unit on a Quest

Quest cards are played from a player's hand into his quest zone in the same manner that unit and support cards are played. Once a quest card is in play, the controller of that card has the option of sending his units on that quest.

To send a unit on a quest, a player plays the unit on top of the quest card when he plays that unit from his hand. The questing unit is still considered to be a part of its controller's quest zone (it contributes power and can be used to defend the zone when it's attacked), but it is also considered to be "questing" on the quest upon which it was played. A questing unit allows resource tokens to be accumulated on the quest, and once the specified number of resources have been accumulated on a quest, its effect can be utilised by its controller.

These resource tokens come from the pool in the centre of the playing area, and are not subtracted from the resources a player collects during the kingdom phase. Resource tokens on a quest card cannot be used for anything other than the effects of that card.

Only one unit can be questing on any given quest card at any time. If the questing unit leaves play for any reason, the quest card remains in play but all resource tokens accumulated on that quest card are discarded, and returned to the pool in the centre of the table.

4. Battlefield Phase

During the battlefield phase, the active player has the option of attacking one of his opponent's zones with any number of units in his (the active player's) battlefield. The defending player then has the option of defending the attacked zone with any number of his units that are stationed in that zone.

The goal of attacking a zone is to damage that section of the opponent's capital. Any time a section has as many (or more) damage tokens as it has hit points, that section is considered overrun and burning. All damage tokens on that section are immediately replaced with a burn token. If two of a player's three sections are burning, that player has lost the game.

Attacking an opponent requires engaging in combat, which is broken up into 5 steps:

1. Declare Target of Attack

2. Declare Attackers

3. Declare Defenders

4. Assign Damage

5. Apply Damage

Note that players have the option of taking actions after each of these 5 steps, and play does not proceed to the next step until both players have consecutively passed the opportunity to take actions.

Each of these steps is explained in detail below.

1. Declare Target of Attack

The active player first decides which of his opponent's three zones (kingdom, quest, or battlefield) he is attacking.

After the target zone has been declared, both players have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, play proceeds to the next step.

2. Declare Attackers

The active player decides which of his units in his battlefield (if any) are going to participate in the attack. Note that only unit cards in the battlefield can be declared as attackers.

After attackers have been declared, both players again have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, play proceeds to the next step.

3. Declare Defenders

The defending player now decides which of his units in the attacked zone (if any) are going to participate in the battle to defend the zone. Only unit cards in the attacked zone can be declared as defenders. The defending player may allocate as many units in his zone as he wishes to defend. Defending units do not block particular, individual units; the attackers all attack together and the defenders all defend together.

After defenders have been declared, both players have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, play proceeds to the next step.

4. Assign Damage

First, both players determine how much damage their participating units inflict. Each player counts the number of power icons on the units he controls that are participating in the battle: this is the amount of damage he will be inflicting upon his opponent.

The attacking player assigns damage to his opponent first. Damage must be assigned to defending units before it can be assigned to the defending player's capital. In other words, the attacking player must assign damage equal to the number of hit points each defending unit possesses to that unit before any damage can be assigned to the attacked section on the defending player's capital. Note that more damage can be assigned to a unit at the attacker's discretion, in anticipation of the Toughness keyword or other damage cancellation effects, but a minimum damage equal to the number of remaining hit points possessed by each defending unit must be assigned to each defender before any damage can be assigned to the defender's capital. Damage tokens are placed near the card(s) to which the damage is being assigned, and if any damage reaches the capital, damage tokens are placed next to the attacked section, but not yet applied.

After the attacking player has assigned damage, the defending player assigns the damage inflicted by his defenders to the attacking units. Damage inflicted by defending units must be assigned to attacking units. Damage tokens are placed near the card(s) to which the damage is being assigned. The defender may also over-assign damage to any attacking unit, in anticipation of Toughness or cancellation effects. Defenders cannot assign damage to an attacker's capital.

After all damage has been assigned, both players have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, play proceeds to the next step.

5. Apply Damage

Both players now apply the assigned damage to the cards to which it has been assigned. At this point, effects like Toughness (see Toughness, page 16) kick in and cancel damage before it reaches the target. Any damage tokens thus cancelled are returned to the pool in the centre of the play area. Any unit that has as many (or more) damage tokens on it as it has hit points is destroyed (and discarded). If an attacked section of a capital is dealt damage that surpasses the number of hit points it has remaining (remember that each development in a zone adds one hit point to that section), that section is now considered burning. All damage tokens are removed from a burning section, and a burn token is placed on that section. A player wins the game immediately any time two sections of his opponent's capital are burning.

After all damage has been applied, both players have the opportunity to take actions (including playing tactic cards). Once both players have passed consecutively, the battlefield phase is over.

This is the end of the active player's turn. The other player now becomes the active player, and starts his turn with the kingdom phase. Play proceeds with the turns alternating until one player has won the game.

***Example**: During his battlefield phase, Kris decides he wants to attack Tom's capital.*

First, Kris must declare the target of the attack. This is done by choosing which of Tom's three zones he will be attacking, and Kris decides to target Tom's quest zone with this attack.

Next, Kris must decide which of the units he controls in his battlefield will participate in this attack. Kris has a Defender of the Hold, a Hammerer of Karak Azul, and King Kazador in play in his battlefield. He decides the Hammerer and King Kazador will participate in this attack, but not the Defender of the Hold.

After attackers have been declared, Tom has the chance to declare defenders. Tom can only declare units in the attacked zone (his quest zone) as defenders. Tom has a Doom Divers and Urguck in his quest zone. Tom decides to defend with the Doom Divers, but not with Urguck.

Next, each player must determine how much damage his participating units inflict in this battle. This is done by counting the number of power icons those units possess. Kris's units inflict 4 hit points worth of damage (3 power on King Kazador and 1 power on the Hammerer of Karak Azul), and Tom's units inflict 2 hit points worth of damage (2 power on the Doom Divers).

After determining how much damage is inflicted, the players then assign that damage to their opponent, starting with the attacker.

Kris takes 4 damage tokens from the pool, and assigns them to Tom's defending units and capital. He must assign damage equal to each defending unit's remaining hit points to that unit before he can assign any damage to Tom's capital. The Doom Divers have 2 hit points, so Kris places 2 of the damage tokens near the Doom Divers. Then, he places the other 2 damage tokens near the quest zone on Tom's capital.

Tom takes 2 damage tokens from the pool, and assigns them to Kris's attacking units. (Damage dealt by defenders cannot be assigned to a player's capital.) Tom places both damage tokens near Kris's Hammerer of Karak Azul.

After all damage has been assigned, it is applied simultaneously to all units and capitals. At this point, the Toughness keyword takes effect. The Hammerer of Karak Azul has been assigned 2 damage, but this unit has Toughness 1. This effect cancels 1 of the damage that has been assigned to the Hammerer, so this damage token is returned to the pool before it is applied.

All damage that was assigned to a unit or section is now moved onto that unit or section. 1 damage token is placed on the Hammerer of Karak Azul, but since this unit has 2 hit points, it survives the battle. Tom's Doom Divers have 2 hit points, and 2 damage tokens are moved onto them, so they are destroyed and placed in Tom's discard pile. 2 damage tokens are also moved onto the quest section of Tom's capital.

Turn Sequence:

1. Kingdom phase

- Active player resets all unspent resources to resource pool, and may restore one corrupt unit.
- Active player counts power in his kingdom, and takes that many resources from the pool.
- Actions may be taken by either player.

2. Quest phase

- Active player counts power in his quest zone, and draws that many cards from the top of his deck.
- Actions may be taken by either player.

3. Capital phase

- Active player may play character, support, and quest cards from his hand to his three zones. Active player may also play one card face down as a development. Actions may be taken by either player at any time.

4. Battlefield phase

- Active player declares attackers, and decides which of his opponent's zones they are attacking.
- Actions may be taken by either player.
- Defending player declares defenders.
- Actions may be taken by either player.
- Damage is counted and assigned, without yet being applied.
- Actions may be taken by either player.
- Damage is applied and its effects resolve. Characters leave play if they are out of hit points. Burn tokens are placed on the capital if necessary.
- Actions may be taken by either player.

5. End of turn. The other player is now the active player. Proceed to his kingdom phase.



Advanced Concepts

Following is a discussion of some of the more advanced concepts players might encounter as they delve deeper into the *Warhammer: Invasion LCG*.

Card Effects

There are four different types of card effects in the *Warhammer: Invasion LCG*. These are: actions, forced effects, constant effects, and keywords.

Actions

Actions are denoted by a bold "**Action**:" trigger on a card. Actions are always optional, and can be triggered by either player during any action window in the game sequence. In order to trigger an action on a unit, support, or quest card, the card on which the action is printed must be in play, unless the action specifies that it can be triggered from an out of play state. Tactic cards are actions that are played from a player's hand. Players can take actions during any of the shaded "player action" boxes in the "Detailed Turn Sequence" chart on page 14.

Playing an Action "In Response"

Actions can also be played or triggered in response to other actions. When an action is played "in response" to another action, it resolves *before* the action it is responding to, in a "last in, first out" manner. Sometimes, multiple actions will be taken or played in response to one another. These action chains can create surprising and sometimes complex game situations. Players should just remember to always resolve the final response first, and then work their way back through the response chain to the original action.

All costs must be played and any targets must be chosen when the action is triggered, regardless of whether or not the effect resolves immediately.

> ***Example**: Tom plays the tactic card Pillage ("Action: Destroy one target support card.") from his hand, choosing Kris's Grudge Thrower as the target. Kris decides to use the Grudge Thrower's action ability "in response" to Tom's tactic. This means that the Grudge Thrower ability actually resolves first, before the Pillage card takes effect.*

Once an effect has been paid for, that effect is a part of the action chain, and the effect resolves even if the source of the effect is removed from play. It is possible to avoid an effect either by removing the *target* of the effect from play, or by cancelling the effect with another action.

Forced Effects

Forced effects are denoted by a bold "**Forced**:" trigger on a card. Forced effects are triggered by specific occurrences throughout a game, and they occur automatically, whether the card's controller wants them to resolve or not. Forced effects always occur immediately whenever their trigger is met, and they cannot be cancelled or interrupted by other actions.

> ***Example**: Tom has played Thyrus Gorman into his kingdom. Thyrus Gorman has the text "Forced: After your turn ends, this unit takes 1 damage." At the end of his turn, Tom must immediately deal 1 hit point of damage to Thyrus Gorman.*

Constant Effects

Card effects that do not have a bold trigger are considered constant effects. Constant effects continually affect the game state, as long as the card is in play and any other specified conditions are met.

> ***Example**: Kris has played the Boar Boyz into his battlefield. The Boar Boyz card has the text: "This unit gains ⚔⚔ while you control at least 1 damaged unit." This text is active as long as the Boar Boyz are in play, and whenever Kris controls at least one damaged unit, the Boar Boyz card gains 2 power icons.*



Keywords

Keywords are used as shorthand for common game effects that appear on a number of cards. The Keywords and their role in the game are explained below.

Counterstrike

The Counterstrike keyword allows a defending unit to immediately damage an attacker whenever it is declared as a defender. The Counterstrike keyword is always followed by a numeric value (Counterstrike 1, Counterstrike 2, etc.). Whenever the unit with the Counterstrike keyword is declared as a defender, it immediately deals uncancellable damage equal to this numeric value. This damage must be dealt to a single attacking unit of the defending player's choice; a unit with Counterstrike cannot split the Counterstrike damage amongst more than one unit. Counterstrike damage is always applied as soon as it is assigned, before any other actions can be taken.

Any unit dealing damage with the Counterstrike keyword still participates in the battle and deals normal combat damage as well.

Note that when a unit is gaining Counterstrike from multiple sources, the numerical effects stack on top of each other.

Kingdom/Quest/Battlefield Only

Some cards have keyword restrictions that dictate the zone into which the card can be played (or put into play). When these cards enter play, they can only do so in one of the specified zones. Note that this keyword only restricts the card when it enters play, it can then be moved (through card effects) to another zone.

Limited

A player may play only one card with the Limited keyword each turn.

Order/Destruction Only

Some neutral cards have the keyword Order Only. These cards cannot be used in a Destruction (Chaos, Orc, or Dark Elf) deck.

Some neutral cards have the keyword Destruction Only. These cards cannot be used in an Order (Empire, Dwarf, or High Elf) deck.

Scout

After combat damage is applied, the controller of any surviving participating unit(s) with the Scout keyword forces his opponent to discard one card at random from his hand for each of his participating units with Scout that survived the combat.

Toughness

The Toughness keyword is always followed by a numeric value (Toughness 1, Toughness 2, etc.). Whenever a unit with the Toughness keyword is assigned damage, the Toughness keyword cancels its numeric value of that damage before the damage is applied. Cancelled damage is not applied to the unit.

Some card effects deal damage that is "uncancellable." This damage cannot be cancelled by Toughness.

When a unit is gaining Toughness from multiple sources, the numerical effects stack on top of each other.

Zone Specific Effects

Some card effects are preceded by an italicized zone name. (*Kingdom*, *Quest*, or *Battlefield*.) Such effects are only active when the card is located in the specified zone.

***Example**: The Runesmith has the text: "Quest. Action: Spend 2 resources to have a target unit gain ↗ until the end of the turn." If Kris plays the Runesmith in his quest zone, he will be able to use this effect. If he plays the Runesmith in his kingdom or in his battlefield, he will not be able to use this effect.*



Corruption

Some effects in the game will cause a card to become "corrupt." When this occurs, the card's controller turns the card 90 degrees to show that it is corrupt. Corrupt cards cannot be declared as attackers or defenders.

Some cards become corrupt when they use an ability. Other effects can corrupt an opponent's forces, thereby preventing those forces from attacking or defending.

At the beginning of his kingdom phase, a player has the option of restoring one corrupt card that he controls. To restore a card, turn it back 90 degrees in the other direction, so that it is again vertical on the playing area. A restored card is no longer corrupt.

The Word "Cannot"

If an effect has the word "cannot" in its description, then that effect is absolute, and it cannot be overridden by other effects.

***Example**: The Blessing of Isha support card has the text, "Attached unit cannot be corrupted." This effect cannot be overriden by another card effect such as Seduced by Darkness, which has the text, "Action: Corrupt one target unit."*

Control and Ownership

Players "own" cards that they included in the deck they are playing. Players "control" cards that they own, unless another player steals control of the card through a game effect. Any time a card leaves play, it reverts to its owner's hand, deck, discard pile (as directed by the effect forcing the card out of play).

Corresponding Zones

If a card refers to an opponent's "corresponding" zones, it is referring to each opponent's zone of the same name as the zone in which the card is located. If a card refers to each player's corresponding zone, it is referring to the zone in which the card is located as well as each opponent's zone of the same name.

***Example**: Tom has a Zhubar Engineers in his batlefield. The Zhufbar Engineers have the text: "Forced: After this unit leaves play, each opponent must sacrifice a unit in this corresponding zone." When the Zhufbar Engineers leave play, their effect forces Tom's opponent, Kris, to sacrifice a unit in his own battlefield.*

Sacrifice

Any time a player is instructed to sacrifice a card, the card is placed in its owner's discard pile. A sacrifice is absolute, and cannot be cancelled by other effects.

Non Combat Damage

Outside of combat, some card effects also deal damage to units or to a player's capital. When these effects resolve, this damage is first assigned and then applied to the target in a manner similar to the way damage is handled in combat. The one exception to this rule is the Counterstrike keyword (see Counterstrike, page 16). Counterstrike damage is always applied as soon as it is assigned.



Deckbuilding

Much of the depth and fun of the *Warhammer: Invasion LCG* comes when players conceive and construct original decks, using the cards of this Core Set and those that can be found in Battle Pack expansions. A tournament deck must have a minimum of 50 cards, and it can have no more than 100 cards. Additionally, no more than 3 copies of any card, by title, can be included in a player's deck.

Each of the races has a distinct flavour, which can be used to a player's advantage when building a deck for that faction.

The **Dwarfs** are tough and resilient, with strong armour and a lot of hit points. They are also builders, and perform best when their zones are well developed.

The **Empire** are strong tacticians, and they tend to rely on mobility and being in the right place at the right time to defeat their opponents.

The **Orcs** are best when they can outswarm an enemy, and their strategy is simple: destroy everything in their path (and sometimes this includes their own units). They are also more likely to destroy the developments of their opponents than they are to develop their own zones.

Chaos are a strong, well-rounded faction that takes pleasure in killing their enemies. Corrupting enemy units, and then overrunning those zones with a fierce assault, is a favourite tactic of the forces of Chaos.

There are also some **High Elf** and **Dark Elf** cards included in this Core Set. Both of these factions will be released in force, and bring their own unique identity to the game, with the release of the *Warhammer: Invasion LCG Companion* set.

It is possible to mix races together when building a deck. Players can only mix Order with Order (Empire, Dwarf, and High Elf), or Destruction with Destruction (Chaos, Orc, and Dark Elf). As more races are added to a deck, managing the loyalty icons becomes a more important aspect at both the deckbuilding level and while playing the game. Sometimes players will want to mix races to enhance a deck's strengths. Other times, players will be mixing to counteract a deck's weaknesses.

Draft Variant

Draft is an alternative play variant for 2 players. In this variant, the players will draft their decks from randomly assembled packs of cards, all the while trying to thwart their opponent's deckbuilding plans.

At the start of a draft game, the players must first create two draft piles. First, place all of the Dwarf (1–25), Empire (26–50), and High Elf (51–55) cards in one pile, and all of the Orc (56–80), Chaos (81–105), and Dark Elf (106–110) cards in another pile. Add the three Order treaties to the Order pile, and the three Destruction treaties to the Destruction pile. Then, shuffle and deal out 10 of the neutral (111–119) cards to each of the two piles. Finally, each player takes one set of 10 draft format cards and adds them to his draft pile.

Once the two draft piles have been formed, one player takes the Order Pile and the other player takes the Destruction Pile. (The players can decide which side they wish to play, or it can be determined randomly.) These are the sides each player will play for this game. Each player should then thoroughly shuffle his draft pile.

Each player then takes the top 15 cards of his draft pile, forming his first draft pack. Looking at the cards in his draft pack, each player picks two cards and places them face down in front of himself: these are the first two cards of his deck. The players then trade draft packs, and each player counterdrafts one card from his opponent's pack, thereby denying his opponent the opportunity to use that card in his deck. The draft packs are again traded, and each player picks two more cards and adds them to his deck. This continues, with each drafting player picking two cards each time his pack is passed to him and counterdrafting one card each time his opponent's pack is passed to him. A player will pick two cards from his pack four times, and he will counterdraft a card from his opponent's pack three times. After a player picks two cards from a pack for the fourth time, that pack is done. The remaining cards in the pack are then discarded, and each player makes a new draft pack of 15 cards from the draft pile. Once five packs have been drafted by each player in this manner, the draft is complete, and the players can now play a game (using the *Warhammer: Invasion LCG* rules) with the decks they have just built.

***Example**: Tom and Kris are playing the draft variant. Tom is playing Order and Kris is playing Destruction.*

The draft begins with Tom and Kris simultaneously taking 15 cards from the top of their shuffled draft piles. These 15 cards are each player's first draft pack.

Each player then picks two cards from his draft pile, and places them face down in front of himself. Once each player has made these two picks, he places them in a new pile: his deck. (Each player places his two picks in his own deck.) If any draft format cards (see below) were selected, they are revealed (and their effects are resolved) at this time. Otherwise, Tom and Kris do not reveal the cards they are selecting for their decks.

After their first two picks are made, Tom gives his draft pack to Kris, and Kris gives his draft pack to Tom. Tom then counterdrafts one card from Kris's draft pack (and places the card facedown in front of himself) while Kris counterdrafts one card from Tom's draft pack (and places the card facedown in front of himself). Once both players have made their counterdrafts, the counterdrafted cards are revealed and placed in a discard pile: these cards are no longer available for this draft. (If either player counterdrafted a special draft format card, it takes effect at this time.)

The draft packs are then traded back (Tom now has his own draft pack, and Kris now has his own draft pack), and each player makes two more picks.

Then, the packs are traded back to the opponents, and each player counterdrafts one card. Next, the packs are traded back to their owners, and each player makes two more picks. Then, the packs are traded back to the opponents, and each player counterdrafts one card.The packs are returned to their owners, and each player picks two more cards and adds them to his deck.

The remaining cards in each pack are then discarded, and each player starts the next round of the draft by making a draft pack of 15 cards from the top of his draft pile.

Once five packs have been drafted in this manner, the draft is complete, and each player should have a deck of approximately 40 cards with which a game can be played.

Draft Format Cards

There are two identical sets of draft format cards in the *Warhammer: Invasion LCG* Core Set. These cards are numbered (128–131). These cards provide effects that resolve completely while the players are drafting their decks; they do not themselves go into a player's deck. These cards have no use outside of the Draft Variant.

Each of the four draft format cards are explained below. These cards take effect when they are picked from a player's draft pack or when they are counterdrafted from the draft pack of his opponent.

These cards are revealed to an opponent when they are picked or counterdrafted, and they take effect before moving on to the next step of the draft.

Cut Supply Lines



When this card is picked or counterdrafted, the selecting player places it next to his opponent's draft pile. For the remainder of the draft, that player draws one less card each time he creates a new draft pack. There are three copies of this card in each player's set of draft cards.

Reinforcements

When this card is picked or counterdrafted, the selecting player sacrifices it and then looks at the top five cards of his draft pile. He adds one of those cards to his deck and places the other four cards at the bottom of his draft pile. There are three copies of this card in each player's set of draft cards.



Sabotage



When this card is picked or counterdrafted, the selecting player places it faceup next to his deck. Any time that player is counterdrafting a card from his opponent's pack, he may sacrifice this card to counterdraft an additional card from that pack. There are three copies of this card in each player's set of draft cards.

Shifting Tides

When this card is picked or counterdrafted, it is immediately sacrificed. Then, the pack from which it was selected is shuffled back into its owner's draft pile and is replaced with an equal number of cards. There is one copy of this card in each player's set of draft cards.



If this card is picked simultaneously with another draft format card, Shifting Tides always resolves first.

Occasionally, these effects will create a situation where a player cannot pick his final card(s) from a pack. If a pack runs out of cards before a player can pick eight cards from it, that pack is complete. The player building from that pack resumes adding cards to his deck when both players create the next set of draft packs.



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