

*What follows is the working text version of the Revised 2.0 Wheel of Time CCG rulebook. After an initial period of review these rules will become official. If changes are made after the rules become official, an updated copy of the changes will be posted.*

# The Wheel of Time CCG Rulebook

## Version 2.0

### Game Overview

Robert Jordan's The Wheel of Time Collectible Card Game is a game for two players. One player takes the side of the light while another takes the side of the shadow in an eternal struggle for control of the Pattern, the ultimate fabric and destiny of the universe.

Each player requires his own Hero or Villain deck to play. Each deck features a major hero or villain from the Wheel of Time book series. The light side player will choose a Hero deck to play with while the shadow side player will play with a Villain deck. Led by his respective Hero or Villain, each player will attempt to sway the Pattern to his side and amass the forces necessary to defeat his opponent in the Last Battle and win the game.

### The Pattern

The Pattern shows the passage of time within the game and the approach of the Last Battle. It also shows the balance between the shadow and the light, and which one fate currently favors. Every turn one token is added to the Pattern (see enclosed Play Mat). This is done through a challenge, called the Pattern Challenge (see Pattern Challenge, page X), which is automatically initiated by the Hero player. The results of this challenge will determine whether the token is placed in the light area (called a light token), the shadow area (called a shadow token), or the neutral area (called a neutral token). There are other effects in the game in addition to the Pattern Challenge, such as Challenge and Event cards, which can allow for more than one token to be added to the Pattern in a given turn. The number of tokens of each type, and the total number on the Pattern will have an effect during play.

Some cards will tell you to add, remove, or convert tokens from "your section" of the Pattern. If you are the Hero, you will add or remove light tokens. If you are the Villain, you will add or remove shadow tokens. At the beginning of the game, each player starts with two tokens on his section of the Pattern. The neutral section of the Pattern begins with no tokens. When the total number of all tokens on the Pattern is 20 or more, the Last Battle takes place (see Last Battle, page X). The winner of the Last Battle gains control of the Pattern, and wins the game.

### Dice

Each player will have the opportunity to roll dice for his characters and troops each turn. You will usually have the option to roll those dice either during the Action Round or during a Resolution Round. One type of symbol on each die is its Ability Symbol (a symbol representing the appropriate ability, such as "Politics"). Ability symbols may be used to pay for the cost of a card you wish to bring into play. A card's cost is printed in the lower right hand corner of the card. In addition, there are other, non-ability symbols that may be rolled; these symbols usually only have an effect during the resolution of a challenge and are usually ignored during the Action Round.

When you roll your dice, each character or troop allows you to roll one die for each point it currently has in an appropriate ability. Each ability has its own custom dice, with its own color. Thus if you control a character with a Politics of 2 and a Combat of 1 and you roll its dice, you would roll 2 Politics dice (which are green) and 1 Combat die (which is black) for that character.

Each die face can generate one or more of the results detailed below. It is possible for a die face to combine 2 different results, in which case both results are produced.

**An Ability Symbol Result** - Each die will have one type of symbol specific to its ability. There are four different ability symbols: one for Politics, one for Intrigue, one for the One Power, and one for Combat. Each ability symbol only appears on the appropriate dice (you can only roll a Politics ability symbol on a Politics

die). These symbols are used to pay the cost of cards or for special effects listed on some cards. The Politics ability symbol is an open book. The Intrigue ability symbol is a chalice. The One Power ability symbol is a yin-yang design. The Combat ability symbol is a knight on a horse.



**A Support Result** - Support symbols are used during a challenge to determine if it succeeds. If there is more total support from the initiator than total opposition from his opponent, the challenge succeeds. (see The Outcome, page X). The Support symbol is a sword.

**An Opposition Result** - Opposition symbols are used during a challenge to stop it from succeeding. If there is at least as much total opposition as total support for a challenge, it does not succeed. The Opposition symbol is a shield.

**A Damage Result** - During a challenge, any damage symbols rolled inflict damage on your opponent's characters or troops. (see Damage and the Damage Pool, page X) The Damage symbol is a skull.



## Anatomy of a Card

1. Name: The name tells you who or what the card represents.
2. Abilities: Characters can have abilities in Politics (green), Intrigue (blue), the One Power (white) and Combat (black). Troops usually have only the Combat ability.
3. Card Type: The type of the card (advantage, challenge, character, event, or troop) is listed here. Additional information such as a card's sub-type (Advantage, Player or Event, Limited) and a character or troop's primary allegiance (Character, Andor or Troop, Dragon) is also listed here.
4. Effect Text: Any bold face traits and game effects for a card are detailed here.
5. Play Requirements: The cost required to play a card is listed here.
6. Caption: This text is intended to provide insight into the world of the Wheel of Time. It has no effect on game play.



## Card Descriptions

Cards in the Wheel of Time CCG can be grouped into one of five different card types: advantage, challenge, character, event, or troop.

### Advantages

Once played, advantage cards remain in play and provide their effects until some effect forces that card to be discarded. Advantage cards may be attached to another card in play, or they might affect your side in general or even the game as a whole.

There are four general types of advantages:

- Character advantages target a single character card.
- Troop advantages target a single troop card.
- Player advantages target a single player.
- World advantages target "the world" and affect all players in the game.

Additionally, certain Advantage cards can target either a character or a troop. If this is the case, the advantage is listed as just an Advantage in the Card Type section, and will not list a sub-type. You may only have one copy of a given advantage card on the same target at the same time. If an advantage is attached to a card and that card is discarded, the advantage is also discarded. Unless the text specifically allows otherwise, you may not play a player advantage on another player. Some character and troop advantages allow you to target cards controlled by another player. Any time such a card says "you" on it, "you" refers to the target or the target's controller.

Certain advantages have one or more bold face traits, which additionally modify the way they are played. These bold faced traits include: additional allegiances, Contested, Nation Contested (see Contested Advantage Challenges, page X), Prophecy, Starting Advantage, Weapon, and Unique (see Glossary, page X).

## **Challenges**

Challenge cards represent goals you may wish to accomplish in the game. There are a great variety of challenges available in the game that can result in a wide range of effects based on their success or failure. Some simple goals are relatively easy to achieve, while other more valuable ones are a little harder (see The Challenge Round, page X).

## **Characters**

Character cards represent the important people within the game. In order to use its effect text, a character must be in play unless the effect specifically states otherwise. If a character is killed, it is placed in your killed pile (see Killed Pile, page X). If a character in play does not have the Multiple trait, no other copy of that character can be brought into play, and if such a character is in any killed pile, it may not reenter play.

## **Events**

An event card represents a surprise twist that takes place within the game. The game effects of an event card are implemented as soon as the card is played. When an event is played, its results begin to resolve immediately; no other cards or effects, including other events, can be played until its effects are implemented. It is possible for the effects of some events to be on-going, but unless an event card specifically states otherwise, its effects automatically expire at the end of the current turn. Once the effects of an event are implemented, it is immediately discarded.

## **Limited Events**

Normally, you may play events whenever it is appropriate (see Event Play and Dominance Order, page X), and you are able to pay any required costs. However, certain events, called limited events, may only be played during your Take Actions Step of the Action Round (see Take Actions, page X). Limited Events cannot be played once the Last Battle has begun.

## **Troops**

Troop cards represent the various military units that exist in the world. Only one copy of each troop card may be in play, unless it is Multiple (just like characters). Unlike characters, if a non-multiple troop card is in a killed pile, another copy of that troop may be recruited back into play.

## **The Discard and Killed Piles**

When a card leaves play, it goes into one of two piles: the discard pile or the killed pile. The killed pile only contains troops and characters which were once in play and have been killed. Cards which are discarded, either from a player's hand (including characters and troops) or from play, are placed in a second pile, the discard pile.

Advantage cards are placed in the discard pile if an effect causes them to be discarded from play. Events are placed in the discard pile once their effects have been implemented, even if the effect lasts until the end of the turn. Challenges are discarded once they have been resolved. An exception to this is a challenge that becomes an Advantage card if it is successful.

## **Getting Started**

### **Choose Your Side**

The first thing to do is choose a side. You will either play the Dragon Reborn, Mat Cauthon, or Perrin Aybara as the Hero Player or follow the Dark One as the Villain Player. Your opponent plays the other side (you can not both be Hero players, for example).

### **Customize Your Game Deck**

The Wheel of Time Collectible Card Game has hundreds of cards to collect, trade and play with. Booster packs are available to expand your collection of cards. As your set of cards grows, you may wish to create your own customized decks. Choosing from all the cards in your collection, each of your play decks will

contain only select cards. Keep in mind that some cards will work better in combination with each other. A good way to start building a deck is to select the characters and challenges you will use during the game, then fill out the deck with cards that will support you in succeeding in those challenges. The following restrictions apply to every deck you build:

- Each deck must have a minimum of 50 cards.
- Each deck may have a maximum of 3 copies of any card.

## **Tournament Rules**

The following are additional restrictions for constructing a tournament legal deck. These rules are encouraged even in non-tournament settings, whenever possible.

- Each constructed (non-starter) deck must have a minimum of 60 cards.
- Each deck may not contain more than 50% character and troop cards (Example - in a 60 card deck, no more than 30 cards may be a combination of characters and/or troops).

*Your Starting Hand (see below) is considered to be part of your deck for these limits.*

## **Customize Your Starting Hand**

Select 4 cards from your deck to be in your starting hand. One of these must be a Starting Hero or Villain. (There are a variety of alternate Starting Heroes and Villains to collect in booster packs.) The other three cards must be of three different card types (advantage, challenge, character, event or troop). This can allow you to start with two characters: your Starting Hero or Villain and one other character. Select these cards carefully, as they will have a great impact on the early stages of the game.

A Starting Advantage card may allow you to begin with an additional card in play. This card is not part of your starting hand, does not count towards the 4 cards mentioned above, and is not included in your total deck size (see Starting Advantage, Page X).

### **Turn 1 Forced Discard Rule**

Any effect generated or card played by another player that would cause you to discard cards from your hand on the first turn of the game is ignored.

## **Prepare to Play**

Place your starting Hero or Villain and Starting Advantage (if any) face up on the table in front of you. Shuffle your deck thoroughly and allow an opponent to cut it, then place it to the left of your starting character.

Each player may place a play mat in front of himself.

Each player places two tokens on his section of the Pattern.

Begin play with the Ready Round.

### **Using the Mat Cauthon or Perrin Ayabara Starting Hero Cards**

The following rules apply in a two-player game if you begin play with the Starting Hero Mat Cauthon or Perrin Ayabara. Place a copy of a Starting Hero Dragon Reborn card face down when you play your Starting Hero. This card may not be the target of cards or effects until it is revealed and does not count against the cards in your opening hand or deck. At the start of the Last Battle you may reveal this card. If the Dragon Reborn was not in play, place this revealed card under your control and it permanently loses the trait Starting Hero. If the Dragon Reborn was in play before you revealed this card, discard the revealed card.

## **Playing the Game**

### **Overview**

The game is played in Turns. Each turn is sub-divided into different Rounds, which are further sub-divided into Steps. Game play during each round proceeds in Dominance Order, with each player completing all of his moves each round before the next player takes his moves (see Determine Dominance step below).

Certain steps are considered to be Simultaneous. When a step is simultaneous, all players take the appropriate moves at the same time. There is no timing gap between rounds. Events may not be played between rounds, but all players have the chance to play events at the end of one round before the next begins.

## Turn Sequence

Each turn proceeds through the following rounds:

- The Ready Round
- The Challenge Round
- The Action Round
- The Resolution Round
- The Draw Round

This turn sequence is repeated until a Hero, Villain, or other Ta'veren character is killed, or until the Last Battle begins (see Victory, page X.)

## The Ready Round

### Step 1. Ready Cards (simultaneous)

All cards which are rotated (turned to their side, when they acted previously) are now all simultaneously made ready (set upright) again. Return all cards in the battleground to their respective home fronts (see Character and Troop Placement, page X.).

#### Rotating

In the Wheel of Time CCG, cards may typically take one move every turn. To show that a card has taken its move, it is rotated 90 degrees. This provides an easy visual representation of which cards have moved. When a card is rotated, it cannot rotate again until it is readied. Cards are made ready at the beginning of each turn by returning them to a normal upright position, so they are once again ready to move. When a character or troop card is first recruited or an advantage played, it is brought into play readied.

### Step 2. Determine Dominance

The order for the turn is now determined. The players are ranked by the number of tokens each has on his section of the Pattern. The player with more tokens on his section of the Pattern is Dominant for the turn. The other player is Subordinate for the turn. If both players are tied in the number of pattern tokens they control, the Villain player is dominant for that turn. If a player is dominant for the turn and his opponent later has more tokens on his section of the pattern, he remains dominant until the end of the turn.

The subordinate player acts first in all steps that are not flagged as simultaneous. The dominant player then acts, allowing him to see the results generated by his opponent before making his decisions.

Example: On the first turn of the game, each player has two tokens on his section of the Pattern. They are tied. Therefore, the Villain player is dominant and the Hero player is subordinate.

Once dominance has been determined, the Dominance Order has been established for the turn. During a turn some effects and cards are resolved in Dominance Order. When this happens, the dominant player has the option of playing his card or generating his effect before the subordinate player.

#### Event Card Play and Dominance Order

Events, other than limited events, can be played any time during a turn after dominance is determined, except while another effect or event is being resolved, or during a simultaneous step. Additionally, some steps require all players to complete certain moves before events can be played. If both players wish to play events at the same time, the dominant player gets to play his first, followed by the subordinate player (see Determine Dominance, page X).

The dominant player may play events at any time he can pay the event's cost, but after playing the event he must allow the subordinate player a chance to play an event card before he is allowed to play his next event. If the subordinate player chooses not to play an event, the dominant player can then play his next event. If a subordinate player wishes to play an event, he must first ask the dominant player if he wishes to play an event first. If the dominant player chooses not to, the subordinate player must then play his event (if possible).

## The Challenge Round

### Step 1. Declare Challenges

During this round, each player (starting with the subordinate player) may play one challenge card or declare a Contested Advantage challenge. To play a challenge card, take your chosen challenge card from your hand and place it face down in front of you. After both players have placed any challenges face down, turn them face up simultaneously. After the challenges are revealed, declare any targets again starting with the subordinate player. The Pattern Challenge is automatically initiated every turn by the Hero player; this does not count as the one challenge he is allowed for the turn (see Pattern Challenge, page X).

### Contested Advantage Challenges

The control of certain advantage cards can be contested through the resolution of a specific challenge. These advantages have the bold face trait Contested or Nation Contested. A Contested Advantage represents an important entity (such as a kingdom) in the world that players may strive to control. When a Contested Advantage is in play, any player may initiate a contested challenge to gain control of the advantage by stating they wish to do so during the Declare Challenges step. This may be done only if the player does not play a challenge card, and counts as that player's one allowed challenge for the turn.

Only certain characters and troops may participate in Nation Contested Advantage challenges and in some Contested Advantage challenges. If a Nation Contested Advantage has an allegiance trait as part of its title (Andor, Cairhien, Illian, Tear), then only characters and troops with the matching allegiance may normally participate in a contested challenge generated by that advantage (see Allegiance, page X). Other Contested Advantages list in the card's effect text which characters and troops may or may not participate in its contested challenge. All Nation Contested Advantages are Contested Advantages, but not all Contested Advantages are Nation Contested Advantages.

A Contested Advantage challenge is not a card-based challenge. More than one player may initiate a challenge for the same contested advantage - these are treated as 2 separate challenges. If you initiate such a challenge and succeed, you may place one control token on the advantage for each 2 support by which you succeeded (see The Outcome, page X). The player with the single most control tokens on an advantage controls the advantage. (If there is a tie, no one controls it).

### **Step 2. Place Forces**

There are two areas where your characters and troops may be placed each turn, the battleground and your home front. Characters and troops that are in the battleground have the option to participate in challenges during the turn, but are limited in what other moves they can perform. Characters and troops in your home front may not participate in challenges, but are able to Heal and characters can generate Ability Symbols. The subordinate player decides first which of his characters and troops to move to the battleground (he may move any number he desires, from zero to all). After he has moved them, the dominant player does the same.

Example: It is early in the game. The Hero player has Rand al'Thor and Lord Pelivar in play. The Villain player has Aginor available, as well as a Trolloc Footmen troop. The subordinate player, in this case the Hero player, must make his decision first. He decides to move both Rand and Lord Pelivar into the battleground. The dominant player, in this case the Villain player, goes next and decides to leave Aginor in the home front so he can recruit. However, since the Trolloc Footmen can't recruit, he sends them to the battleground.

### **Step 3. Determine Participation**

Next the players simultaneously decide which challenges their characters and troops in the battlegrounds will participate in. The subordinate player places one colored token face down (so the white side is showing) on each of his characters and troops in the battleground to show where these cards are being committed. The color of the token placed on each card determines where it is being committed.

The possible choices are (Color = Participation chosen):

- White = A challenge initiated by the Hero Player
- Black = A challenge initiated by the Villain Player
- Green = The Pattern Challenge
- Blue = Stand down

When tokens are revealed, if a token matches one of the tokens denoting a challenge, that character or troop immediately becomes a participant in that challenge. If the token below a card is blue, the card is

standing down; it is not participating in any challenge. Cards revealed to be participating in a challenge remain participants until the challenge is resolved, or another effect would remove them from the challenge. After the subordinate player has placed tokens for his cards in the battleground, but before he has revealed them, the dominant player announces which of his cards in the battleground will participate in each challenge in play, and which are standing down. After the dominant player has announced his choice, the subordinate player reveals his tokens, showing his choices. If either player so desires, he may indicate his choices by placing tokens of the appropriate color face up by his cards in the battleground, or grouping them by challenge participation. If a card you control is participating in a challenge you initiated, it is Supporting the challenge. If a card you control is participating in a challenge your opponent initiated, it is Opposing the challenge. The Hero player is always considered to have initiated the Pattern Challenge.

Certain characters and troops have additional restrictions as to what other cards they can participate in challenges with. The most common is that characters and troops with the Monster trait, such as Trollocs, may only participate in challenges with other characters and troops that have the Dark One allegiance or Monster trait. (See Allegiance Specific Rules, p. X.)

### Tracking each Challenge

If there is more than one challenge taking place during a turn, you may wish to put your cards in separate groups to clearly show which cards are participating in each challenge.

Example: The Hero player is dominant and two challenges were initiated: the Pattern Challenge and Secondary Efforts, which was initiated by the Villain player. The Villain player sent Aginor, Padan Fain, and his Trolloc Footmen into the battleground. The Hero player has sent Rand al'Thor and Lord Pelivar into the battleground.

The Villain player decides he wants to win both the Pattern Challenge and his Secondary Efforts. He decides to send Aginor and his Trolloc Footmen to the Pattern Challenge, so he places a green token face down on each of them. The Trolloc Footmen can participate in the challenge with Aginor because he has the Dark One allegiance. He then decides to have Padan Fain support the Secondary Efforts challenge, and places a black token (since the challenge was initiated by the Villain player) face down on Padan Fain. If he wanted Padan Fain to stand down, he would have instead placed a blue token face down on him. Next, the Hero player announces where he will be participating. He decides to send Rand al'Thor and Lord Pelivar to the Pattern Challenge. Then, the Villain player's tokens are revealed. The final tally has Aginor, the Trolloc Footmen, Rand al'Thor and Lord Pelivar participating in the Pattern Challenge, and Padan Fain is participating in the Secondary Efforts challenge.

## **The Action Round**

### **Step 1. Generate Resource Pool**

Characters (but not troops) in the home front may rotate during this step to generate ability symbols. Both players may rotate any such characters they control to generate these symbols. The ability symbols generated by a player form his Resource Pool for the round, which he can use to pay for the cost of cards and effects. When rotating a character to generate symbols, roll one die for each point the character Currently has in each of his abilities (See below). If the character rolls an ability symbol, mark it with a die or a colored token on the character card as a reference. All other die results are ignored during this step.

### Current and Printed Ability

A card's abilities can be referred to as current or printed. A character's or troop's Current Ability rating is equal to its rating at that moment, after all modifications have been made to the card. Possible modifications include advantages, events, damage, and other cards in play (See Effects of Damage, page X). A card's Printed Ability is the ability (Politics, Intrigue, One Power, Combat) printed on the card.

First the subordinate player may choose to rotate any of his characters to generate symbols in any order desired, and may see the results of one of his character's dice before rotating another character he controls. When he is finished, the dominant player may do the same thing. No events may be played during this sequence except events which specifically allow rerolling (they must have the word reroll in their effect text). All symbols generated before the end of the action round are lost at the end of the action round. They may not be "saved-up" for a future round or turn. After a character has generated ability symbols, his controller may place colored tokens on him to show which ability symbols and how many of them he generated. The colors used should match the ability symbol rolled. For example, if a character rolled 2 Politics ability

symbols and 1 Intrigue ability symbol, his controller could place 2 green tokens and 1 blue token on him. These tokens are removed as they are spent from the resource pool to pay for the cost of playing cards or at the end of the Action round, whichever comes first. This step is the only time during the Action Round that characters may rotate to generate ability symbols.

Example: Aginor has stayed in his controller's home front to generate ability symbols this turn. He rotates to roll his dice. Since he currently has a 3 Intrigue ability, a 4 One Power ability and a 1 Combat ability, he rolls three Intrigue dice, four One Power dice, and one Combat die. The result of his roll is 1 Intrigue ability symbol, 2 One Power ability symbols, and no Combat ability symbols. All other results are ignored and his controller places a blue token and two white tokens on Aginor's card to show what he rolled (the colors of the tokens match the colors of the abilities).

## Step 2. Take Actions

First, the subordinate player takes all his actions. Then the dominant player takes all his actions.

Possible actions include:

- Heal troops or characters
- Play an advantage
- Play a limited event or use a limited event card effect
- Recruit a new character or troop
- Reinforce a challenge

As Events can be played at any time, they may be played during your own or an opponent's Take Actions step. Events may not be played as an action or event is being resolved, but any number of events may be played between one action and the next, following the method described in Event Card Play and Dominance Order on page X.

### Actions:

*Heal troops or characters:* A character or troop in the home front may rotate to remove one damage token from itself.

*Play an advantage:* You may play advantages on any appropriate targets, including legal targets which are in the battleground. Remember that you may not play an advantage on a target (including the "world") that already has another copy of that advantage on it.

*Play a limited events or use a limited event card effect:* You may play limited events from your hand. Unlike events, you may only play limited events during your Take Actions Step. Cards that generate their effects as a limited event may only be used during your Take Actions Step.

*Recruit a new character or troop:* In order to recruit a character or troop, pay the printed cost listed in the lower right hand corner of the card from the ability symbols you just generated (see Generate Resource Pool, page X) and play the card from your hand. The recruited cards are placed ready in your home front. Note: Since the Generate Resource Pool step is over when this is done, these new characters may not rotate to generate ability symbols until next turn.

Ability symbols rolled have the Allegiance(s) of the character who rolled them. If a character gains or loses a new allegiance later during a turn, any of its attached ability symbols additionally gain or lose the new allegiance. In effect, the allegiances of a symbol are checked when the symbol is spent, not when it is generated.

Other sources of ability symbols will list what allegiances they have, if any. While recruiting, if you pay for any part of a character's cost with an ability symbol that does not have an allegiance in common with that character, the cost to recruit that character is doubled. So, if you want to recruit a Tear character, all of the resources you use must have been generated by Tear characters, or by other cards that create ability symbols with the Tear allegiance; otherwise, the cost is doubled. All symbols used to pay for the cost of a troop must have the allegiance of the troop being recruited.

Exception: Characters and troops with the Mercenary allegiance may be recruited with ability symbols of any allegiance without penalty. Characters or troops with Dark Nature trait cost a Hero player double to recruit. Characters or troops with Light Nature cost a

Villain player double to recruit. This doubling is cumulative with the allegiance doubling detailed above. A character that has the Tear allegiance with a printed cost of 1 Politics and the Dark Nature trait, would cost a Hero Player using only ability symbols with the Cairhien allegiance a total of 4 Politics.

#### Reducing Recruitment Cost By Converting Pattern

As you recruit a character or troop during your take actions step you may convert one of your Pattern tokens into a neutral token to reduce the cost of the card by 1 symbol of each ability (politics, intrigue, one power, and combat) listed in its printed cost. Furthermore, this reduction in cost may be used multiple times to reduce the cost of a single card, and may be used as often as desired - provided the player still has Pattern tokens left to convert. This cost reduction takes place before any of the other modifiers or multipliers listed above. You may not use this ability to reduce the cost of an event or an advantage.

#### Recruiting with the One Power Ability Symbol

When recruiting a character or troop, you may pay a One Power ability symbol instead of any other ability symbol (Politics, Intrigue, Combat) listed in the card's printed cost. This in no way changes the allegiance of the symbol, and all allegiance penalties apply if the One Power symbol does not have the required allegiance. This ability does not apply when paying any other cost, including event or advantage costs.

#### Allegiance Specific Rules

Cards with certain allegiances have restrictions when they are recruited or participating in challenges. These penalties are cumulative, and if a card has 2 or more allegiances with restrictions, all restrictions need to be followed.

*Aiel:* All symbols used to recruit Aiel characters must have at least one of the Aiel, Dragon, or Dark One allegiance. If any of the symbols have only Dragon or Dark One allegiance (not Aiel), the cost is still doubled as normal. Only ability symbols with the Aiel allegiance may be used to recruit Aiel troops.

*Children of the Light:* A Children of the Light character or troop may only participate in challenges with characters and troops that have at least one allegiance in common with it, and/or any card which only has the printed Mercenary allegiance.

*Dark One and Monster:* Dark One characters and troops may not be recruited or controlled by a Hero player. Dark One cards may not gain the Dragon allegiance; any effect that would add this allegiance is ignored. Additionally some Dark One cards have the trait Monster. While not an allegiance, the Monster trait provides a restriction on what types of cards a Monster may participate with during a challenge. Monster cards may only participate in challenges with other characters and troops that have the Dark One allegiance or Monster trait.

*Dragon:* Dragon characters and troops may not be recruited or controlled by a Villain player. Dragon cards may not gain the Dark One allegiance; any effect that would add this allegiance is ignored.

*Mercenary:* Characters and troops with the Mercenary allegiance may be recruited with ability symbols of any allegiance without penalty.

Example: The Hero player wishes to recruit Lord Pelivar with symbols rolled by Rand al'Thor. (This example assumes that the version of Rand al'Thor found in the 2nd Edition Dragon Reborn starter decks is used.) Lord Pelivar's base cost is 2 Politics and 1 Combat. Since Rand has the matching Andor allegiance, the cost for Lord Pelivar is 2 Politics and 1 Combat.

Example: The Villain player with Aginor is curious to see if he can reasonably expect to recruit Elayne Trakand before the Hero player can. Her base cost of 2 Politics is doubled because he does not have the Andor allegiance. Even worse, it is doubled again (due to her Light Nature) bringing the total to a staggering 8 Politics cost. It doesn't look good.

After musing upon the problem a little longer, he realizes that he could convert his initial 2 shadow tokens, reducing her base cost from 2 to 0 Politics - enabling him to bring her out for no cost! This works because the cost reduction from the pattern converting applies before any other modifiers or multipliers.

*Reinforce a challenge:* A card with the Reinforcement trait that is standing down in the battleground may immediately become a participant in a challenge with this action. This card must meet all other requirements and limitations for participating in a given challenge.

Example: The Hero player has an Andoran Cavalry troop in the battleground, but not committed to any challenge (it chose to stand down during the Determine Challenge Participation step). Now that he has seen where his opponent's cards are participating, he can have his cavalry reinforce a challenge. He announces that his cavalry is reinforcing the Pattern Challenge, and it immediately becomes a participant in that challenge as if it had been declared a participant during the Determine Challenge Participation step.

### Effects Generated by Cards in Play

Some cards (characters, troops, advantages) can produce game effects or provide bonuses to other cards in play. These effects are either Continuous or are generated and resolve as an Event or Limited Event. Effects that provide an on-going bonus or restriction to cards you control are Continuous - and continuously provide their effect throughout game play. Control of a card is a continuous effect. Usually, cards that provide continuous effects do not need to rotate to provide these effects.

Example: Verin Sedai says while you control Verin, your maximum hand size is increased by one. This is a continuous effect. You do not need to rotate Verin to gain this ability, and you retain it until you lose control of Verin.

Event or Limited Event effects may or may not require you to rotate the card producing the effect, and usually require you to pay a cost to generate the effect or to target another card in play. Generally, these effects are generated and resolved in the same way event cards are played, including having their effects expire at the end of a turn. Unless a card provides a continuous effect or says that its effect may only be generated as a limited event, follow the timing and resolution rules for Event Card Play. Cards which generate their effects as a limited event, may only be used during your Take Actions step. If a card does not list the timing of when its special effect can be used (either as an event or as a limited event) it defaults to being generated and played as an event.

Example: Lan Mandragoran effect text allows his controller to pay two combat symbols to generate either a politics or intrigue. This effect resolves as an event, as it is not a continuous effect nor is it a limited event. Longbows effect text tells the player to rotate as a limited event. This effect can only be generated during your Take Actions step.

### Paying Costs

If you wish to use a special effect that is in the effect text of a character or troop card in play, that card must itself generate any required ability symbols. No other cards may contribute ability symbols toward paying for the effect. If a card's special effect says that the cost may be paid from your resource pool (or pool), then the ability symbols used to power the effect can come from any cards you control. For most other expenditures, such as paying the cost to play a card from your hand, symbols can be used in any combination from your resource pool.

Example: During a challenge, the Hero player wishes to use Lord Pelivar's special ability to remove a point of damage from his opponent's character damage pool. If Lord Pelivar rolls a Combat ability symbol, he can use it to pay the cost of using his special ability. He may not, however, use a Combat ability symbol from another character to pay the cost.

## **The Resolution Round**

Challenges are resolved one at a time, starting with the Pattern Challenge. After the Pattern Challenge is resolved any challenge initiated by the subordinate player is resolved then any challenge initiated by the dominant player.

All challenges proceed through three steps: Opening Moves, Coming to Grips, and The Outcome. Each step of the Resolution Round is repeated from the beginning for each challenge that is resolved.

### **Step 1. Opening Moves**

Each player may rotate any or all of his characters (not troops) participating in the challenge to roll their dice. If a player chooses not to rotate one of his participating characters, that character does not roll his dice but is still a legal target for damage assignment (see Damage and the Damage Pool, page X). The subordinate player must first announce which of his characters will rotate. The dominant player must next announce which of his characters will rotate. Then both players must rotate all of the designated characters and roll their dice. Each character that rotates rolls one die for each point that character currently has in each ability. Rolling dice during this step is simultaneous.

For each ability symbol rolled, mark the card you are rolling for with a die face showing the appropriate ability or a colored token. These make up your resource pool for this resolution round.

These ability symbols and any you generate during the Coming to Grips step allow you to pay for the cost of events or card effects any time during the current resolution round, including the Opening Moves, Coming to Grips, and the Outcome steps. Ability symbols generated during the Opening Moves and Coming to Grips steps of a resolution round remain in your resource pool until they are spent or until the end of the current resolution round.

For challenges you initiated, mark the total amount of support you generated. This is the support for the challenge. Any support you generate during later steps is added to this total support.

For challenges your opponent initiated, mark the total amount of opposition you generated. This is the opposition for the challenge. Any opposition you generate during later steps is added to this total opposition. For each damage symbol you generate, place it in the appropriate damage pool (character or troop). See Damage and the Damage Pool for details on assigning damage. Damage in all damage pools is assigned and cleared before moving on to the next step.

If you roll a die face that has more than one symbol on it, record all symbols rolled. If you are opposing an opponent's challenge, any support you generate is typically ignored. Conversely if you are supporting your own challenge, all opposition you generate is typically ignored. While non-appropriate support and opposition results are typically ignored, some card effects may allow you to convert them into meaningful symbols or effects.

### Damage and the Damage Pools

The number of damage symbols generated by a player during a challenge is totaled and marked in the appropriate damage pool. Damage generated by characters and troops is separated into one of two different pools: the character damage pool and the troop damage pool. Usually, only one damage pool (character or troop) will have damage in them at a time, but if both pools have damage in it, all damage is applied as detailed below. Each player applies the damage in his opponent's damage pools to his own cards participating in the challenge. This is done by placing a damage token on a participating card for each damage which is removed from a damage pool.

A player may apply the damage in an opponent's damage pool to the cards he controls in any manner he wishes, subject only to the following restrictions: a) Damage in the character damage pool may only be placed on participating characters; b) Damage in the troop damage pool may only be placed on participating troops; c) No mortally wounded (see Effects of Damage, page X) character or troop may be assigned damage, until all eligible characters and troops have been mortally wounded; d) All damage must be assigned unless there are no legal targets remaining.

The subordinate player assigns his opponent's damage pool to his participating cards first, followed by the dominant player. Once the subordinate player begins assigning his damage, no events may be played or effects generated (including Ta'veren Damage Healing, page X) until the dominant player has finished assigning damage to his participating cards.

Again, it is possible during both the Opening Moves and Coming to Grips step to have damage in both the character damage pool and the troop damage pool. Damage from all pools is applied during the step in

which it is generated. This could lead to troops taking damage during the Opening Moves step, and characters taking damage during the Coming to Grips step.

### Effects of Damage and Mortally Wounded

If a character or troop has damage tokens on it, all its abilities are reduced by the number of damage tokens, to a minimum value of zero. A character or troop has been mortally wounded when it has taken at least one point of damage, and it has no current ability above zero. If any character or troop is mortally wounded during the Discard the Dead step, it is placed in a killed pile. (See Discard the Dead, page X).

### Special Effects and Targeted Damage

A damage token may only carry 1 special effect. Special effects include targeted damage; damage that will automatically kill, or damage which cannot be healed. If a damage token with a special effect would gain a second special effect, the player who generated the damage chooses which special effect it keeps. Special effect damage may only be attached to rolled damage.

Some damage is targeted. Such damage does not go into the damage pools, and is applied before pool damage with the subordinate player assigning his targeted damage first followed by the dominant player.  
Ta'veren Damage Healing

A Hero player who controls one or more Ta'veren characters (Rand, Mat or Perrin) can choose to convert one of his tokens to a neutral token as an event to remove a point of damage (of his choice) from a Ta'veren he controls. Multiple tokens may be converted to remove multiple points of damage.

Example: The Villain player is subordinate for the turn and has Aginor and his Trolloc Footmen participating in the Pattern Challenge. In the Opening Moves step he declares Aginor, his only character, to be rotating and he rolls Aginor's dice. Aginor has no damage on him so his current abilities are three Intrigue, four One Power, and one Combat. The Villain player rolls three intrigue dice, four one power dice, and one combat die. He rolls four support symbols, two opposition symbols, two damage symbols, and a One Power ability symbol. Note he generated more symbols than dice he rolled because some die results generate more than one symbol.

As a One Power ability symbol was rolled, the Villain player places a white token on Aginor (the same color as the ability) to mark it. This forms his ability pool for this resolution round. He will have the opportunity to use the One Power ability symbol to pay the cost of playing any event cards.

The hero player always initiates the Pattern Challenge. Thus, Aginor is opposing the challenge and the Villain player ignores the four support symbols rolled.

Aginor rolled two opposition. Since the Villain player is opposing the challenge, he marks two opposition.  
Aginor rolled two damage. The Villain player marks two damage in his character damage pool.

He assigns his opponent a character damage pool of two. He then receives his opponent's damage pool. In this case, Aginor's opponent has three points of damage in his character damage pool. The Villain player must assign to this damage to Aginor as it is his only participating character. If the Villain player didn't have any characters participating in the challenge, the opponent's damage is ignored.

The Villain player keeps track of his running opposition total (currently two), assigns his damage pool, waits for his opponent to do the same, then moves on to the coming to grips step.

## **Step 2. Coming To Grips**

Each player may rotate any or all of his troops (not characters) participating in the challenge to roll their dice. Participating troops which do not rotate to roll their dice are still legal targets for damage assignment. The subordinate player must first announce which of his troops will rotate. The dominant player must next announce which of his troops will rotate. Then both players must rotate all of the designated troops and roll their dice. Each troop that rotates rolls one die for each point that troop currently has in each ability. Rolling dice during this step is simultaneous. Ability symbols, support, opposition and damage are marked and applied as listed in Step 1 Opening Moves above. This step is normally the only step during a turn when a troop can produce ability symbols that can be used to pay for events and card effects. Again, clear the character and troop damage pools at the end of this step before moving on to the next step.

Example: The Villain player announces that his Trolloc Footman will rotate and roll their dice in the challenge. The Trolloc Footman have no damage and roll five combat dice. The Trollocs roll two Combat

ability symbols. The Villain player places two black tokens on the Trollocs. These two new ability symbols are added to the One Power ability symbol generated (and not spent) in the previous example during the Opening Moves step. As the Coming to Grips step is the last step during a resolution round when ability symbols can be generated, the Villain player's resource pool is now completed and currently has one One Power ability symbol and two Combat ability symbols in it.

The Trollocs didn't roll any support, but since they are opposing the challenge, any support would have been ignored anyway.

The Trollocs rolled two opposition. Since the Villain player is opposing the challenge, he marks two opposition. This brings the Villain's total opposition for this challenge to four, two generated by Aginor from the previous example and two generated by the Trolloc Footman.

The Trollocs rolled one damage. The Villain player marks one damage in his troop damage pool. He assigns this damage pool to his opponent. His opponent had no troops participating in the challenge, so this damage is ignored and the Villain player doesn't receive any damage to place on his troop.

### **Step 3. The Outcome**

The final support (from the player who initiated the challenge) and opposition (from the player who opposed the challenge) for a challenge is tallied, and the results are applied. If there is more total support than total opposition, the challenge has succeeded. If the total opposition is greater than or equal to the total support, the challenge does not succeed. It is possible for a challenge to succeed, but for no effect to be generated. The amount by which a challenge succeeds or does not succeed may have a special effect, based on the challenge being resolved.

With the exception of Pattern or Last Battle challenges, the player generating opposition can't "succeed" in a challenge, he can only prevent the player who initiated the challenge from succeeding.

After The Outcome is determined, all of your pools are cleared (the total for all ability symbols, and the support, opposition are returned to zero). It is not possible to "save" any ability symbols rolled for future rounds. The challenge is then completed and all cards participating in that challenge are no longer challenge participants. Play continues to the next challenge, if more remain to be resolved. Otherwise, play continues with the draw round.

### **Pattern Challenge**

If the Last Battle has not yet begun, the Pattern Challenge is initiated each turn during the challenge round by the Hero player. The Hero player is looking to support the Pattern Challenge, and the Villain player is looking to oppose it. If the Pattern Challenge resolves with at least 3 more support than opposition, the Hero player places a token on his section of the Pattern. If it resolves with at least 3 more opposition than support, the Villain player places a token on his section instead. Otherwise, a token is placed on the neutral section of the Pattern. The challenge is still successful if the Hero player generates more support than opposition, even if the Hero player does not win with enough additional support to place a token on his section of the Pattern.

Example: With Rand al'Thor and Lord Pelivar, the Hero player managed to generate 8 support for the Pattern Challenge from the previous example. The Villain player only generated 4 opposition. The challenge resolves with at least 3 more support than opposition, so the Hero player places a token on his section of the Pattern. If the Hero player had only generated 6 total support, he still would have succeeded in winning the Pattern challenge, but since he did not win by at least 3, a neutral token would instead be placed on the pattern. If the Hero had generated no support, the Villain player would have placed a token on his section of the Pattern.

### **The Draw Round**

#### **Step 1. Discard Dead (simultaneous)**

Any character or troop that is currently mortally wounded is placed in its owner's killed pile. Characters in the killed pile who do not have the Multiple trait may not re-enter play.

#### **Step 2. Victory Check (simultaneous)**

During this step, check to see if either player has won or lost the game. A player wins the game if any of the following occur.

- His opponent loses and he does not.
- If the Last Battle has not yet begun, he has no Starting character or Ta'veren in his killed pile, and his opponent does.
- He succeeded in winning a Last Battle challenge (by 5 or more), and he does not have a starting character and/or Ta'veren character in his killed pile (see Last Battle, page X).

A player loses the game if any of the following occur.

- His starting character and/or a Ta'veren character he controls is in his killed pile.
- An opponent wins a Last Battle challenge (by 5 or more).
- He generates no support or opposition (which ever he needed for victory) during a Last Battle challenge which he did not win (by 5 or more), (see Last Battle, page X).

*Note: It is possible for both players to lose.*

If none of the above conditions are true, game play continues as normal. The game ends when one player wins or both players lose.

### **Step 3. Discard Cards (simultaneous)**

Each player may discard as many cards as he wishes from his hand. Any player with more than 8 cards in his hand must discard until he has no more than 8 cards. (He may discard more so he can draw cards during the next step.) Card effects may increase or decrease the 8 card hand size. All discards are placed face-up in the discard pile next to a player's draw deck. A player may examine any discard pile or killed pile at any time.

### **Step 4. Draw Cards (simultaneous)**

Each player draws two cards, up to a maximum hand size of 8. A player who draws through his entire play deck is out of new options; he may not reshuffle his discards; however, he may continue to play on without drawing.

## **The Last Battle**

If, at any point, there are 20 or more total tokens are on the Pattern (Light + Neutral + Shadow), the Last Battle begins on the following turn. When the Last Battle begins, the game turn sequence is altered. Once the Last Battle begins, the Last Battle sequence continues until the end of the game, even if some effect reduces the total Pattern in the game. During the Last Battle, the following changes are made to the turn sequence:

The Ready Round: No changes.

The Challenge Round: No challenge (including the Pattern challenge) may be initiated other than the Last Battle challenge. All characters and troops must be placed in the battleground. Only the Determine Challenge Participation step of the Challenge Round is used. Politics dice may not be rolled, and Politics ability symbols may not be generated in the Last Battle challenge. Only characters and troops that are currently capable of rolling Intrigue, One Power, and/or Combat dice may participate in the Last Battle challenge; all other characters and troops must stand down.

The Action Round: This round does not occur. Therefore, characters, troops, advantages, and limited events cannot be played for the rest of the game.

The Resolution Round: No changes.

The Draw Round: No changes.

### **The Last Battle Challenge**

The first turn of the Last Battle, the Hero player initiates the Last Battle challenge, seeking to generate Support while the Villain player seeks to generate Opposition. If there is no winner (see below) on the first turn of the Last Battle, on the next turn the Villain player initiates the Last Battle challenge, and seeks to generate Support while the Hero player attempts to generate Opposition. If a winner is not determined, the players continue taking turns initiating the Last Battle challenge until one player succeeds or loses the game.

During the Outcome step of the resolution of the Last Battle challenge, each player adds his total number of Pattern tokens to his total support or opposition, as appropriate.

Example: If the Hero player has 5 Pattern tokens at the resolution of the first Last Battle challenge, and generates 20 Support, his final Support would be 25.

If one player's total (support or opposition, as appropriate) exceeds his opponent's total by 5 or more, he wins the Last Battle challenge. If a player is required to support or oppose a Last Battle challenge and does not generate any corresponding support or opposition, he will lose the game unless his Pattern total is high enough to allow him to win by 5 or more.

## **Additional Rules**

### **Rulebook Version**

This rulebook contains the standard rules of game play. This rulebook is the Second Edition, version 2.0. Any rulebook containing a higher edition, or higher version number if the same edition, takes precedence over these rules unless all players agree to play by an earlier version of the rulebook.

### **Shuffling and Searching Your Deck**

If at any point during the game you are instructed to search through your deck and remove a card, shuffle your deck after the card has been removed. Do not shuffle your discards back into your deck. If you are just instructed to look at the cards, do not shuffle your deck. If a card's effect text allows you to search your deck for one or more cards and place them in your hand, you may not choose to take a copy of the original card that was used to do the searching and place it in your hand.

If a card's text allows you to shuffle it from your hand into your deck to search your deck for another card and place it in your hand, you must first reveal the card being shuffled back into your deck to all players. When doing so, you need only shuffle your deck once (instead of twice) during this sequence of events. This shuffle comes after the retrieved card is placed into your hand, and the original is returned to your deck.

### **Personalities and Replacement**

Personality Rule: Some characters in the game, such as the Ta'veren, have character cards which can replace them if certain requirements are met. All such replacements are considered to be the same Personality as the first character in the replacement chain. This is true even if the character is replaced multiple times, and does not share a name in common with the card it replaced. For example, Young Bull is the same Personality as Perrin Aybara. Character cards sometimes use a portion of their card title within their effect text to refer to the Personality of the card. Mat Cauthon's effect text refers to Mat as the Personality of the card. All cards that replace Mat Cauthon are still the same Personality of Mat. Additionally, all cards that can target Mat can target Mat Cauthon and all cards which replace the Mat Personality.

Note: If a card or effect would allow you to search your hand, deck, discard pile, or killed pile for character card, it will only you to search for (and retrieve) the specific personality of the character which matches the character's printed title on the card or effect.

When replaced, the old version of the character is removed from play and may never reenter play. The new version of the character is treated exactly as if it were the original character in all respects: (rotated/readied) and keeps any allegiances, damage, traits, and tokens as well as any advantages previously attached to that character. If a card or effect would give a character a temporary allegiance or trait until the end of the turn and that character is replaced, the replacement will lose the temporary allegiance or trait at the end of the turn as if it were the original character. You may only replace a character you own. You may replace a character whenever you could play an event.

### **Duplicate or Overlapping Requirements**

There may be times when more than one card you control instructs you to apply an effect to it before any other card. For example, you might control two troops that say a point of damage must be applied to it before any other card. If this happens, you may choose which card takes the required effect. This does not negate the requirement for the other card if it is possible for that card to fulfill its requirement as well.

### **Addition and Multiplication**

When applying mathematical modifiers, you normally perform all multiplication modifiers before any addition or subtraction modifiers. For example, you wish to recruit a card with a two Politics cost. You do not have the correct allegiance, which requires you to double the cost. You also have a card which gives you minus one cost to the next card you recruit. Your final cost would be 3 Politics (two doubled, then minus one). The only exception to this rule is the cost reduction provided by converting Pattern when recruiting, which is applied before any other modifiers. If a card does not indicate which way to round, round up.

If you ever reduce the cost of recruiting a character to zero, you do not even need to have a character in the home front. If a character has an effect that reduces the cost of recruiting when that character pays a part of the cost, that character must spend at least one appropriate symbol even if this results in paying a greater cost than normally required.

## Multi-player

The Wheel of Time CCG is a 2-player game but official variants of the game allow for multiple players. These variants can be viewed on-line by following the links from our official web page at [www.etscorp.com](http://www.etscorp.com).

## Glossary

**Action** - Actions are taken during your Take Actions Step of the Action Round. Actions include healing, playing advantages and limited events, recruiting, reinforcing a challenge, and generating effects on cards that resolve as limited events.

**Against** - There are times you can only use an ability or effect when you are using it "against" a specific type of card. To be using it against a card, you must be participating in a challenge with that card, and be supporting the challenge while it is opposing, or vice versa.

**Allegiance** - The allegiance of a card reflects its primary loyalty, or perhaps where it has a strong influence. It is possible for cards to have or gain more than one allegiance, or to lose ones they have. A card can also have no allegiances. An ability symbol has the same allegiance(s) as the card that generated it. All allegiances a card has are always considered traits. There is no difference between the allegiance that appears in the Card Type and the additional allegiances that appear in the Card Text. There is no difference between 'Andor characters' and 'characters with the Andor allegiance'. If a card has multiple printed allegiances, its cost is not doubled so long as any of the ability symbols used to pay for the card have at least 1 of the multiple allegiances listed. The current allegiances as of 2nd Edition are: Aes Sedai, Aiel, Andor, Cairhien, Children of the Light, Dragon, Dark One, Illian, Mercenary, and Tear.

**Cannot** - Some cards state they "cannot" be used to perform an action. Other cards will not allow them to perform that action unless they specifically remove that restriction.

**Car'a'carn** - A character is considered to be a Car'a'carn if he is the target of the Car'a'carn character advantage and/or he has the bold face trait Car'a'carn. These two definitions are interchangeable for purposes of effect text on cards.

**Card-Based Challenge** - A challenge that is initiated by a challenge card is called a card-based challenge. Challenges that are initiated by any other means, such as the automatic Pattern Challenge or Contested Advantage challenges, are not.

**Card Retrieval** - If a card's effect text allows you to search your deck for one or more cards and place them in your hand, you may not choose to take a copy of the original card that was used to do the searching and place it in your hand.

**Convert** - There are times when you are instructed to convert one or more tokens. When you convert a token, you move it from your section of the Pattern to the neutral section of the Pattern. The total number of tokens on the Pattern does not change when this is done.

**Continuous** - Some effects, requirements, and restrictions in the game are continuous. Continuous effects are always in effect. Continuous requirements and restrictions must be satisfied at all times; if they ever fail, then you must immediately perform the stated consequences for this failure.

**Control** - If you take control of a character from another player, the character acts as if you had recruited it until control of that character is lost. You are not the owner of a card if you did not recruit it, even if you currently control it. If an effect would place a character or troop in a player's control, and that card could not be legally controlled (for example, if it now has an invalid allegiance), the character and all attached cards are placed in their owner's respective discard piles. Control of a card is a continuous effect. You only control cards in play; you do not control cards in your hand, deck, discard, or killed pile.

**Corruption Tokens** - Corruption Tokens are treated like damage, but can not be healed. As an event, a player may pay [OP] [OP] to remove a corruption token. Once generated, corruption tokens continue to have their effect even if the source of the tokens leaves play.

**Cost** - The cost is the set of ability symbols you are required to pay to bring a card into play. The cost is listed in the lower right corner of a card. Cards with no cost are not valid targets for effects that refer to the cost of their target. Some cards refer to the "total cost" of a card. The total cost of a card is equal to the total number of symbols in the card's cost, regardless of what kind of symbols are required to pay for it. Some cards refer to the "printed cost" of a card. This is cost listed in the lower right hand corner of the card, and not any additional costs which may be listed in the card's effect text.

**Current Ability** - A character's or troop's current ability rating is equal to its rating at that moment, after all modifications have been made to the card. Possible modifications include advantages, events, damage and the effects of other cards in play.

**Discard from Play** - If an advantage or other card in play requires you to discard certain cards, unless it specially instructs you to only discard said cards when the advantage first comes into play, checking for the required discards is a continuous effect.

**Event** - Unless specified otherwise, card effects and abilities happen 'as an event' or when an event could normally be played. Events may not be played until dominance has been determined, during simultaneous steps, or during other steps when both players are generating dice results (unless the event allows for a reroll). If discarding a card from your hand generates an effect, it happens as an event. Unless otherwise stated on the card, the effects of an event or event-like effect expire at the end of the turn.

**Future Traits** - Some cards may have traits listed which currently provide no game effect, but serve as a set up for future mechanics in subsequent releases. Some examples include Bonded, Two Rivers, Hunter of the Horn, Borderland, and Malkier.

**Generated** - If a card or effect refers to the total you generated, it means to count your results from rolling the dice and any other modifiers you may have from other sources such as advantages, events, and cards in play. This may be different from its Rolled total.

**Hero** - A Hero character is the leader for the light side. Currently, all Heroes are different versions of Rand al'Thor, Mat Cauthon, and Perrin Aybara. Each version has different strengths and abilities, showing how that version is focusing his efforts to win the Last Battle. If a card is listed as a Starting Hero, it is eligible to be used at the start of the game. There are cards that can only come into play during the game by replacing your Hero. Any card that replaces your Starting Hero becomes your new Hero.

**Ignored/Negated** - These terms are interchangeable. If a die result or ability symbol is ignored or negated, it is as if the result or symbol had never been rolled or generated.

**Killed** - if an effect requires a card to be 'killed' it is placed in the "killed pile".

**Limited Event** - Some events and card abilities happen 'as a limited event'. Limited events may only be played during your Take Actions step and not during the Last Battle. Other than the restriction on when they can be played, limited events are played and resolved as if they were events.

**Multiple** - Multiple cards reflect non-specific people and troops in the game. More than one copy of a Multiple card can be in play at one time. Furthermore, copies of Multiple cards that are in killed piles can (re)enter play.

**Opponent** - The other player in the game is your opponent.

**Participate As** - Certain characters may participate in challenges as troops, and certain troops may participate as characters. This ability does not change the type of the card in any way. Characters participating as troops merely roll their dice during the Coming to Grips step, and add damage to (and take damage from) the troop damage pool; they are still characters for all other purposes. Troops participating as characters merely roll their dice during the Opening Moves step, and add damage to (and take damage from) the character damage pool; they are still troops for all other purposes.

**Participating in a Challenge/Participant** - A card is considered to be a participant/participating in a challenge from the moment they commit to the challenge (when tokens are revealed, it reinforces, etc) until the moment the challenge in which it is participating is resolved. This may mean you occasionally need to keep track of the symbols (support, opposition, damage, ability symbols) for a challenge before the resolution round begins. Those symbols can not be used until the challenge is being resolved. 'While participating' effects can be generated with symbols during the Action Round, or from earlier-resolved challenges. If a character or troop has an effect that uses the phrase 'during a challenge', it may be used any time the character is a challenge participant. If a character has an effect that uses the phrase 'in a challenge', it may only be used during the Resolution Round when that character rotates to roll dice for the purpose of challenge participation.

**Pattern Requirement** - A card is considered to have a Pattern requirement if it requires you to have a specified amount of Pattern, or if it requires a minimum total amount of Pattern in the game to be played. If a card requires you to have a prerequisite amount of Pattern to place it into play, the prerequisite Pattern must still be met after converting all Pattern to reduce the card's cost.

**Pools** - Either Resource or Damage, a pool is a running total of something that needs to be remembered and counted. There are pools for ability symbols and the different types of damage (character/troop). If an ability symbol is generated outside the action or resolution round, it is kept in a temporary resource pool and is lost at the end of the round it was generated.

**Printed Ability** - If an effect refers to a card's printed ability, it refers to the ability (politics, intrigue, one power, combat) printed on the card.

**Prophecy Cards** - A prophecy card is a player advantage that provides a specified bonus only if the conditions on the card are met. A prophecy card will list the requirement(s) that must be fulfilled, and the benefit(s) for fulfilling that prophecy. Prophecy cards with the Repeatable trait can be completed more than once. A non-Repeatable prophecy can only be fulfilled once per game, while a Repeatable prophecy can be fulfilled multiple times by the same player or different players, so long as each player has a copy of the prophecy in play. If the requirements of a non-Repeatable Prophecy card are fulfilled a second time, no benefit is gained. Prophecy cards cannot be the target of cards or effects. Unless otherwise noted on the card, the benefits provided by a prophecy are gained immediately upon fulfilling the prophecy's requirements. Additionally, unless otherwise allowed for in the text of the prophecy, requirements for a given prophecy only count towards fulfilling the prophecy once the prophecy is in play. The exception to this is needing to 'control' certain cards, as control is a continuous effect.

**Reinforcement** - If a card which can reinforce is standing down in the battleground, it may choose, during the take action step, to begin participating in an existing challenge.

**Removed From Play** - If a card is removed from play it is placed in an out of play pile, and is not placed in either the discard or killed pile. If a non-Multiple character card is removed from play, that character may not enter play for the rest of the game.

**Rolled** - If a card refers to the total you rolled, only count those results you gained from rolling your dice, without any other modifiers added in. This may be different from its Generated total.

**Simultaneous** - There are certain times in the game when no effects may be generated or events played. The rules will specify when part of a turn is simultaneous, such as rolling dice during the resolution round.

**Starting** - Starting Heroes and Villains may not be recruited. Each player chooses one Starting Hero (if playing for the light side) or Villain (if playing the shadow side) to begin the game.

**Starting Advantage** - A player may begin the game with 1 (and only 1) Starting Advantage card. If a player chooses to begin play with a Starting Advantage, it comes into play after all players choose their starting hands, and does not count against the cards in his opening hand or deck. Otherwise, a Starting Advantage may be placed in his opening hand or deck, as per a normal advantage. Regardless of how a Starting Advantage enters play, once it is in play, it cannot be the target of cards or effects.

**Step/Phase** - The terms Step and Phase are interchangeable when used in a card's effect text.

**Timing** - If a card does not state when its effects may be used, it is resolved with the same timing rules as an event.

**Token** - A token is anything that can be used to temporarily mark cards and the play mat. Tokens are provided with the starter decks, but you may use beads, paper clips, or any other available item instead.

**Trait** - Traits are boldface words or phrases that appear in the same area as the effect text of a card, before the effect text actually begins. Traits are not, however, part of the effect text of a card. Common traits include: allegiances, Light Nature, Dark Nature, Multiple, Reinforcement, Ajah and Unique. Traits may provide an effect on their own, or may allow other card play. Not all traits in this set have an effect, but they may be used in the future. When something alters the effect text on a card, it does not affect any traits in that area of the card. If a card is replaced, all traits transfer to the replacement character.

**Unique** - If any copy of a Unique card is in play, then no other copy of that card may ever enter play.

**Villain** - A Villain is one of the leaders of the Shadow side. They are all also known as the Forsaken, the greatest users of the One Power that went over to the Dark One. They also included other servitors of the Dark One, including Shaidar Haran. If a card is listed as a Starting Villain, it is eligible to be used at the start of the game. If a Forsaken is not a Starting Villain, you can not start with it in play. A Villain player may not control a Tav'eren.

**Weapon** - A card that is the target of a weapon advantage may not be targeted by another weapon advantage. As a limited event, a player may discard a non-Unique weapon advantage that targets a card he controls. If a Weapon advantage modifies damage caused by its target, it only affects the damage rolled by the target while it is participating in a challenge.