

The Spoils - Rules FAQ Document v1.5

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The purpose of this document is to act as a quick "go-to" sheet for rules questions that may come up during a tournament. These are questions/card interactions that have come up frequently in past tournaments and have been discussed frequently by judges and on The Spoils Forums.

Many of the questions you will find here are likely to be asked by new/first time players and this document should serve as a quick way of providing them with answers. If an answer/ruling cannot be found in this document then it is likely to be a more obscure question and the The Spoils Comprehensive Rules Reference should be consulted to find the answer.

IMPORTANT RESOURCES TO USE IN CONJUNCTION WITH THIS DOCUMENT

The Spoils Rulebook

The Spoils Comprehensive Rules Reference

The Spoils Tournament Policy

The Spoils Penalty Guidelines

The Spoils Tournaments FAQ

The Spoils Judge Behaviour Document

Questions & Answers

Q: Who is the active player?

A: The active player is simply the player whose turn it is. The active player does not change regardless of who is currently performing an action or playing a card. The only way the active player changes is for one turn to end and another to begin.

Q: My opponent has played a Tactician Vacation. Can I play a card that "can be played whenever you could play a tactic?"

A: No, you cannot. Although the card that "can be played whenever you could play a tactic" is not actually a tactic (usually a character or item), the window for playing tactics has been closed for the entire turn. When Tactician Vacation resolves it closes all opportunities for tactics to be played, therefore closing all opportunities for cards to be played "whenever you could play a tactic." The card, however, can still be played when it normally could be played as it is only prevented from being played as a tactic, not as a character/item/location.

Q: Can I use my Faction's abilities at any time?

A: You can use your Faction's abilities (Draw, Resource, etc) any time you can legally use an ability. This can be any time during your turn, in response to your opponent playing a card/using an ability, or in response to your opponent declaring the end of his turn.

Q: At the start of my turn do I get to both draw a card AND play a resource?

A: No. Unlike most other card games, you cannot draw a card and play a resource at the start of your turn. You can only choose to draw a card or play a resource at the start of your turn, not both (unless so allowed by other cards/effects in play). Also, remember that your Faction's abilities allow you to draw cards and play resources whenever you can use abilities, so although you can't do both at the start of your turn you are likely able to do both throughout your turn.

Q: My opponent plays a Dwarvish Grimalkin when he has 9 Greed in play. Does he draw 3

cards at once or 1 card 3 times?

A: He draws 1 card 3 times. Each trigger on Dwarvish Grimalkin is separate from the others, therefore 3 separate instances of drawing. Although all three triggers go off at the same time (when Dwarvish Grimalkin enters play), each one is resolved separately. For example, if you have a Beatrix Winterbottom and 9 Greed in play when you play Dwarvish Grimalkin, you would draw 6 cards, not 4 (each instance of drawing 1 card is increased to 2 and there are 3 instances of drawing).

Q: What happens when multiple triggers go off at the same time?

A: If all the triggers originated from cards under one player's control, that player decides the order in which they happen. However, if the triggers originated from cards under both players' control then the active player decides the order in which they happen. The order does not have to be decided ahead of time; the deciding player lets one trigger happen, then afterwards decides which trigger happens next.

Q: If a card is flipped face down as a resource is it considered to have left play?

A: Yes. When a card is flipped face down as a resource it is considered to have left play and re-entered play as an entirely new card. This holds true for a card flipping-up from the resource row as well.

Q: I want to use Recur on my Encumber when it is in my discard pile. Is this considered playing a tactic?

A: No. Recur, is always considered an ability, regardless of what card type it is on. This is because it has a name (Recur), a cost, and an effect.

Q: What happens when a character has 0 life?

A: When a character has 0 life he is destroyed. This is because any character is destroyed when the damage on the character is equal to or greater than his current life. In this case, the character has 0 damage on him, which is equal to his 0 life.

Q: My character has 5 printed Life and 2 damage on him. Does he have 3 life now?

A: No. A character is always considered to have Life equal to his printed Life stat, plus/minus any modifications that may come from other effects such as gear or locations. Damage on a character does not reduce life, it simply indicates how much damage the character has taken this turn. A 5 life character with 2 damage on it is still considered to have 5 life.

Q: Can I have the same Unique card in play as my opponent?

A: Yes. The Unique trait on a card only applies to cards under your control. For example, if you have a Runic Field Enhancer in play, your opponent may also have a Runic Field Enhancer in play. If you manage to take control of your opponent's Runic Field Enhancer, however, one must be destroyed as you cannot control two of the same Unique card.

Q: If I have two copies of the same Unique card in play, what happens?

A: If a player ever has two copies of the same Unique card (two cards with the "Unique" keyword followed by the same identifier) in play one must be destroyed immediately. The controller of the two unique cards chooses which stays in play and which is destroyed.

Q: There are two cards in play that are forcing me to pick them ("anything that can pick this card must pick it" at the same time. Which one do I pick, or am I forced into picking both?

A: If two cards are forcing you to pick them at the same time then you simply pick one and ignore the other. Only the card you choose to be picked counts as "being picked," for purposes of other effects and triggers.

Q: What is the difference between Entering Play and Being Played?

A: A card is considered to be "being played" after its costs are fully paid for but before it hits the table. It is "being played" when the opponent has the chance to respond to the card in any manner he chooses. Once all responses have been taken, the card has resolved and enters play. When a card is "entering play" there is no more opportunities to respond to the card, however, there are opportunities for various triggers to occur when the card "enters play."

Anytime a card enters the play zone (also known as "In Play") it is considered to have "entered play." This can be done by paying for it, putting it into play (by the effect of another card), flipping it up from your resource row, or playing it from your discard pile. A card is "being played" when its costs have been paid. A card that has been "put into play" was never considered "being played."

Q: Can I play Quotidian Assassination and pick my opponent's Faction?

A: No. A faction can only be picked by cards/effects that specifically state it can pick a faction (ex. Bask Bile). Cards that say "pick a card" or "pick a non-resource card" only refer to cards that are in play, unless specifically stated otherwise.

Q: What can I use to represent tokens?

A: Anything that can be made clear to both players can be used as a token. Common tools used as tokens involve coins, dice, and beads. As long as both players understand that the item is a token and how many tokens it represents then it can be used.

Q: What is battle damage?

A: The term battle damage applies to the damage inflicted as part of the steps of resolving a battle. Any damage dealt by tactics, abilities, or triggers during battle is not considered battle damage.

Q: Can I begin to pay for a card, use an ability to detach resources, then continue paying for the card?

A: No. There is no way to "float" resources. In order to pay for a card or ability you must be able to pay for it all at once when you are attempting to play it. When playing a card there is no window to use abilities or effects to detach resources, therefore it is impossible to detach a resource that has already been used to pay for a card to pay for the same card again.

Q: Do characters with 0 speed assign damage?

A: Yes. 0 speed is simply the lowest speed a character can have and does not mean that the character cannot assign/deal damage. 0 speed characters assign their damage in the same manner as all other characters, although it is likely they will be assigning their damage last as there is no speed value lower than 0.

Q: Can I attack if both Hangdog Alley and Arcana Department are in play?

A: Although both cards are contradictory of each other it is still possible to attack. When two or more cards put requirements on the same action (in this case it is attacking) then the player must try to fulfill as many of the requirements as possible. If it is impossible to fulfill all requirements then the player must make the decision that satisfies as many of the requirements as possible.