

# ARENA OF THE PLANESWALKERS



## FAQ v1

10/30/15

This is a compilation of official Hasbro answers to questions that were submitted to them from boardgamegeek users Mcboone228 and Vydar. The original posting of these questions with answers was made in various posts on the boardgamegeek.com website by these users. (See the compendium) I am just compiling these into a pdf file for easy reference.

1. The Phoenix creature in the game has an ability called Rebirth that does something when the player "plays a sorcery spell" however, the blue spell Psychic Rebuttal can counter a played spell, does the Rebirth effect happen if the "played sorcery spell" is countered?

No. A spell that is countered is not considered played.

2. Can auras be attached to an army card in the army card graveyard or are they removed when the army card dies (as a result of all squad members being dead)?

Auras are attached to army cards that are in play, not in graveyards or reserves.

When all figures pictured on an army card have been destroyed, the army card is placed in your **army card graveyard**. When an army card is placed in your army card graveyard, any Enchantments attached to the army card are placed in their owner's graveyard.

3. Can Rise of the Dark Realms bring back a squad creature from a dead army card (all other squad creatures on the card are dead as well)? Does the army card come back then, and with or without its old enchantments?

If a figure on an army card that is in your **army card graveyard** is returned to the battlefield, that army card is placed back in play.

When all figures are pictured an army card have been destroyed, the army card is placed in your army card graveyard. When an army card is placed in your army card graveyard, any Enchantments attached to the army card are placed in their owner's graveyard.

4. Honor of the Pure, will the bonus still apply if all creatures in the enchanted squad are dead (and the army card was sent to the army card graveyard)? Or does Honor of the Pure go to the spell graveyard?

When all figures are pictured an army card have been destroyed, the army card is placed in your **army card graveyard**. When an army card is placed in your army card graveyard, any Enchantments attached to the army card are placed in their owner's graveyard.

5. Exactly when can activated abilities such as Liliana's Snuff Out be activated? Anytime between action 2 and action 5 or only between actions when the army card is considered chosen?

Page 7, Arena of the Planeswalkers game guide under **ACTION 2: CHOOSE AN ARMY CARD**: You can only use activated abilities from the army card you chose. For example, you can only use Liliana's Snuff Out ability on a turn in which you choose Liliana.

You can only use Liliana's Snuff Out ability on a turn in which you choose Liliana. Snuff out can be used after Action 2 and before Action 3, or after Action 4.

6. Can spells be cast any time before action 3 and after action 4 or just immediately before and after those actions?

Spells can be played from your hand anytime after action 1 and before action 3 and again after action 4 and before action 5. You can play up to a total of 3 spells per turn.

7. For the red spell Circle of Flame, which figure is required to have the damage markers already, the figure that is taking the damage (probably an opponent's) or the figure that you control that is adjacent to the figure taking damage?

The figure that you control is the figure that is required to have the damage markers already.

8. Does Unsummon, the blue spell, remove damage counters? How do partial squad summons work?

Page 13, Arena of the Planeswalkers game guide under **Returning a Unique Squad to Owner's Reserve:**

“Only figures on the battlefield are returned to an owner's reserve. Any figures in the figure graveyard stay there. All attached enchantments are discarded to their owners' graveyards. All damage markers are removed.”

Yes, when creatures are returned to a player's reserve all damage markers on those creatures are removed. The same rules would apply for summoning a partial squad as for summoning a full squad. You would take any creatures on that army card and place them onto the battlefield on an empty space within 5 clear sight spaces away from the planeswalker that is summoning them. If there are any squad creatures on that army card that are already in the graveyard, they are still destroyed and cannot be summoned.

9. Does a creature under the effects of Mind Control act as a creature you control or your opponent controls for disengagements and moving through friendly creatures?

If you play Mind Control and target a squad creature your opponent controls, you control that creature while you are moving and attacking with the target creature.

You cannot use activated abilities. An example of an activated ability is Liliana's Snuff Out. Currently, no squad creatures in Arena of the Planeswalkers have activated abilities.

A Mind Controlled creature would take a leaving-engagement attack from your opponent's figure, not your own. However, the opponent who controls the figure who would make the leaving-engagement attack can choose to not take the attack.

(Note that when I asked number 8, I did not realize that it unsummons an entire squad rather than just the target squad member, so partial squad summons are not currently possible.)

10. Page 7 says, "You can only use activated abilities from the army card you chose." Please, give a definitive list of the activated abilities currently in the game.

## ARENA OF THE PLANESWALKERS

Gideon Jura, Combat Mage

Avatar of Justice - Static

Counter Strike - Triggered

Rhox Veterans

Battle Formations - Static

Trample - Triggered

Kor Soldiers

Detain - Triggered

Jace Beleren

Focused Thoughts - Activated

Mind Stealer - Triggered

Illusionary Projections

Collective Knowledge - Triggered

Illusionary Deception - Triggered

Leyline Phantoms  
Phantom Walk - Static

Nissa Revane,  
Keen Sight - Static  
Sprint - Triggered

Elf Rangers  
Squad Sprint - Triggered

Pummelroot Elementals  
Trample - Triggered

Chandra Nalaar, Pyromancer  
Double Attack - Triggered  
Super Heated - Activated

Blazing Firecats  
Haste - Triggered  
Intense Strike - Triggered

Flamewing Phoenixes  
Flying - Static  
Rebirth - Triggered

Liliana Vess, Necromancer  
Zombie Toughness - Static  
Snuff Out - Activated

Restless Zombies  
Darkness Arises - Triggered

Blighted Reavers  
Necrotic Stench - Static

11. When can activated abilities be used? (i.e., before moving the selected figure, in the middle of movement, after moving a figure but before attacking, between attacks, after attacking, etc.)

You can use activated abilities almost anytime: before moving, after moving and before attacking, after attacking. You cannot use activated abilities in the middle of a move or in the middle of

combat.

[*Note: The above actually contradicts the previous FAQ (Question 5), but I believe this is the correct ruling.*]

12. Page 7 of the rulebook states that “summoned figures must be...within 5 clear sight spaces of your Planeswalker.” Precisely, what does “clear sight spaces” mean? Does this require the Planeswalker to have line of sight (LOS) to the hex where the figure will be summoned, LOS to the figure that is being summoned, both, or something else?

Yes. You can place the figure you want to summon in a space to see if your Planeswalker can see it. If your Planeswalker can see it, you can summon it to that space. If your Planeswalker cannot, you need to find another space, one that meets the requirement of Clear Sight Spaces.

Page 13, Arena of the Planeswalkers game guide under Clear Sight Spaces:

Nissa’s Keen Sight mentions “clear sight.” To determine clear sight, use Nissa’s target point. If she can see any part of your figures (not just the hit zone) within the 4 spaces, they are affected by Keen Sight. To determine clear sight from a double-space figure, you may count from any of the spaces the figure occupies.

13. Please, clarify how your ruling to Question 3 affects the summoning of double spaced figures. Page 13 states that “only one hex of the base needs to be within the 5 clear sight spaces.” Let’s say I summon a double-spaced figure placing one half of the figure 5 hexes away and the other half of the figure 6 hexes away. If an obstacle blocks LOS to the portion of the figure 5 spaces away, but the Planeswalker can clearly see the portion of the figure 6 spaces away, can the figure still be summoned there? (Note: Page 10 of the rulebook states that line of sight "has nothing to do with the spaces on the battlefield.”)

In your example, your Planeswalker needs to see the double-spaced figure in the 5th space.

14. For line of sight (LOS), must a figure be facing its target to attack it or does LOS from the green dot on the army card (typically the figure's head) have a 360 degree arc? (i.e., can a figure look out the back of its head?)

No facing is required. You can look behind the attacking figure from any angle.

15. The Illusionary Projections ability "Illusionary Deception" states that it occurs "At the start of the turn of a blue Planeswalker you control..." When does a Planeswalker's turn begin? (i.e., when the Planeswalker is selected in Action 2, at the beginning of Action 3 right before the Planeswalker moves, etc.)

The Planeswalker's turn starts when the Planeswalker is selected.

16. Please, explain how your ruling for Question 6 relates to summoning. Must the blue Planeswalker summon before using "Illusionary Deception," after using "Illusionary Deception," or is it the players choice on order?

Yes, you can use Illusionary Deception before you summon.

[Note: I read the previous two statements as implying you cannot summon before using "Illusory Deception."]

17. The White spell "Inspired Charge" gives +2/+1 until end of turn. What is the point of the extra defense dice if it's gone by the time you would be attacked again?

In the Arena of the Planeswalker Core game alone, there is no use for increasing a creature's toughness on your turn.



18. Page 10 of the rulebook says, "Place one damage marker on its army card if it is a Planeswalker or a unique hero...Place the damage marker on the base of the figure if it is a squad figure or a common hero." However, page 11 contradicts this saying, "If the figure is common, then any damage markers go on the base. If the figure is unique, then the damage marker goes on the army card." I believe page 11 is a misprint as it would be difficult to differentiate between damage on different unique squad members. Which of these two statements is correct?

This was a mistake, this is the correct text:

For each damage dealt, a damage marker is placed on the base of the figure if it is a squad creature or on the army card if it is a hero creature or a Planeswalker.

[*Note:* I believe the statement above fails to take into account the possibility of Common Heroes (which existed in HeroScape). An alternate wording may be found in the official Hasbro instructional video. At 7:55, James D'Aloisio (the game designer) states, "For each damage dealt, a damage marker is placed either on the base of the figure or on the army card depending on if there is just one or more than one figure on the army card."]

19. The rules state that if a hidden enchantment's trigger is forgotten, it is "put out of play" as a result. Does this mean that the card is immediately discarded once a player has discovered that the trigger was missed, or that the trigger was simply missed and play continues until the next time?

Page 6, Arena of the Planeswalkers game guide under Enchantments-Aura cards:

"If you forget to trigger a hidden enchant card, it is placed out of play without being triggered. So don't forget."

If a hidden enchantment's trigger is forgotten, it is placed out of play – it is not discarded and placed into the player's graveyard, it's placed entirely out of the game. If it is not triggered at the first opportunity, it does not trigger at all and is placed out of play.

20. It seems that there is an implied "reserve" zone where nonsummoned squads are located, and when they are summoned by a Planeswalker they are moved to a more general "play" zone to signify they are no longer in the reserve. I got this impression due to the rules on what happens when units die, since they go to their own graveyards. Does this mean that squads can only ever be summoned once per game, and as units die they can never be replaced by resummoning? Since squad cards go to a graveyard when all units of a particular squad die, does this mean that once a squad is lost there is no way to summon that squadron anymore until another game?

Page 6, Arena of the Planeswalkers game guide under 2. Place your army cards in front of you:

“Place all non-Planeswalker army cards and figures in your army off to one side face up. This location is called your reserve.”

Page 7, Arena of the Planeswalkers game guide under PLANESWALKER RULES:

“Before Action 3 of your Planewalker's turn, your Planewalker may summon up to two squads and heroes from your reserve to the battlefield.”

It is not an implied “reserve” zone. It is clearly stated in the rules. See quotes above.

Since summoning only happens from the reserve and not the graveyard, destroyed figures by definition cannot be summoned. However, sometimes you can still play abilities and spell cards on figures once they are in the figure graveyard that can return them to the battlefield! Restless Zombies' Darkness Arises ability, Flamewing Phoenixes' Rebirth ability, and spells like Rise of the

Dark Realms have rules that allow players to interact in different ways with figures in your figure graveyard.

21. Stemming off from the previous question, if a unit from a squad is the target of the spell Unsummon and is thus sent back to the reserve, is it correct to deduce that they can be resummoned once you choose the Planeswalker as the unit to control on your turn?

Correct.

Page 7, Arena of the Planeswalkers game guide under PLANESWALKER RULES:

“Before Action 3 of your Planewalker’s turn, your Planewalker may summon up to two squads and heroes from your reserve to the battlefield.”

22. The actual flow of combat is a bit confusing, especially when certain spells can trigger from an attack. Cards like Strangling Soot trigger when a unit is being attacked by an opposing unit, and in this case it destroys the attacking unit. Does the trigger happen immediately upon the declaration of the attack, before dice are rolled? Or does the rolling of the attacker's dice act as the indication that the attack has been made and the trigger happens before defense dice are rolled? Or does this only happen if damage would be applied at all (a failed defense)?

Cards like Strangling Soot and Call to Heel trigger on the announcement of the attack.

Page 11, Arena of the Planeswalkers game guide under HOW TO ATTACK

“To carry out the attack, follow these steps: 1. Announce which figure is the attacker and which figure is the defender.”

23. Do the rules of when spells go to the graveyard apply in this game the same way as in the original Magic the Gathering card

game, in that after the effect of the spell happens it goes to the graveyard and thus be targeted by Twinflame for another recasting of the first spell?

Yes. Spells go into the graveyard immediately after being played, so Dual Casting (which allows you to play a red sorcery from your graveyard that you played this turn) can be used as written.

# Compendium

You can find the original threads created by the original authors at these links

<https://boardgamegeek.com/thread/1409388/hasbro-provided-rules-faq>

<https://boardgamegeek.com/thread/1459873/hasbro-provided-rules-faq-part-2>