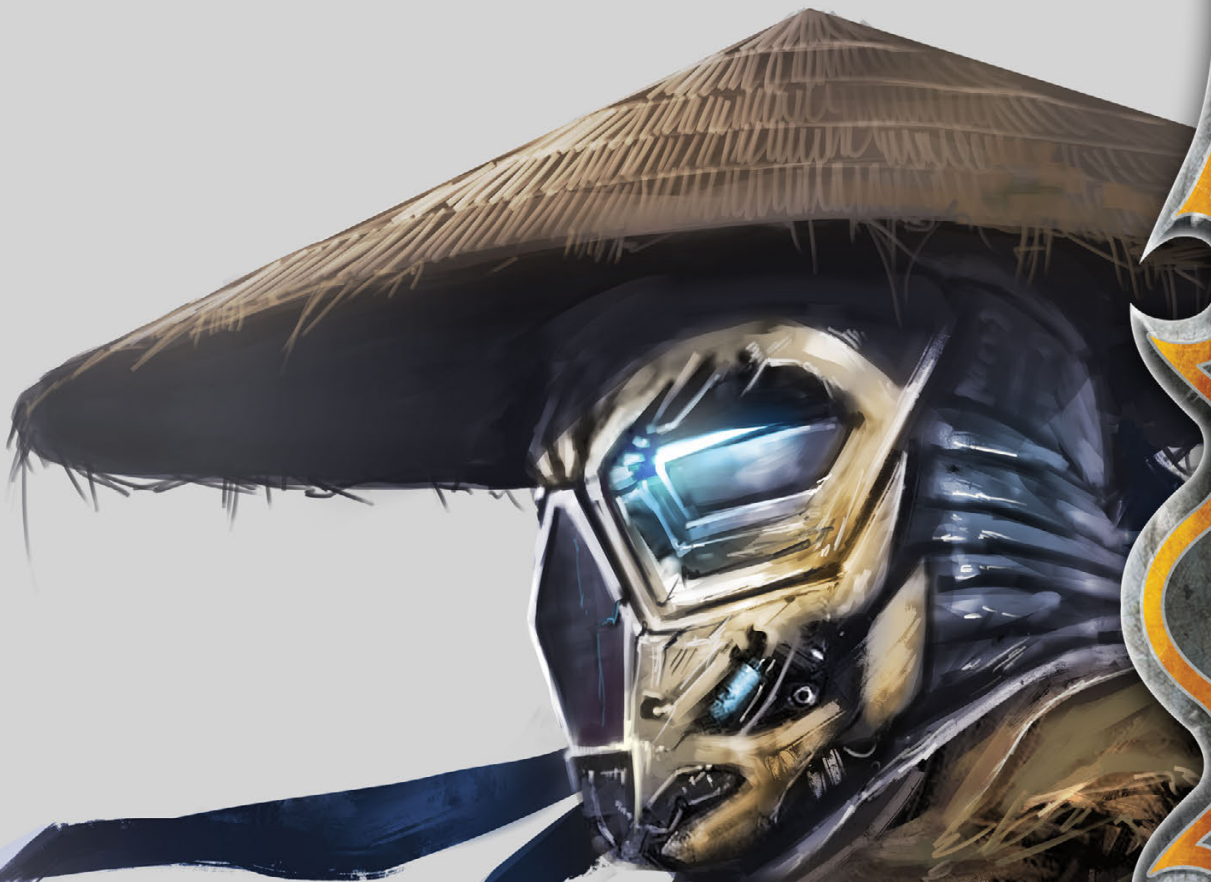


# FAQ



**SIEGE  
STORM**



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## SOLO / CO-OP MODE

### General questions

**Q: In Co-op Mode, do we both need to survive do win?**

**A:** *No, only one player needs to survive in co-op mode to achieve victory.*

**Q: Are we limited by “one deploy per turn” rule in co-op mode an thus deploy only on one track?**

**A:** *No, you can deploy one card on each track.*

**Q: Can I use boss cards after I used Steal and Raise on him or added them in my Resources in any other way?**

**A:** *Yes, you can use them. When they are used or removed in any other way from the play they are moved to your casualties and are considered yours till the end of the game.*

**Q: What happens when I have to play Leader and Frontline and No Man’s Land are both occupied?**

**A:** *If one of the cards in the Battle Zone is cheaper than card in boss hand, it is replaced. If both cards have equal cost (lower than card in hand) you choose which one is replaced. If cards in the Battle Zone are more expensive than card in hand, nothing happens – card stays in boss hand.*

**Q: Can boss play Leaders if I played card with passive that blocks Hold Ground order?**

**A:** *Yes, boss can still play Leaders because it is Command Action, not the Hold Ground order.*

**Q: If boss has 3 menace and his cheapest card costs 5, does it mean that he increases his Menace level once and doesn’t play any card in that turn or he increases it twice and plays his card?**

**A:** *No, if boss is not able to play any card he increases Menace level only once, even if he still won’t be able to play anything.*

**Q: How do cards that destroy Casualties affect Reserves?**

**A:** *They don’t. Casualties and Reserves are different, thus cards that affect Casualties have no impact on Reserves pile.*

**Q: Where does the boss card go after Storming?**

**A:** *All boss cards are moved to his Casualties after storming.*

**Q: Which card would boss target with removals (like Kill)?**

**A:** *Boss would always try to remove the most expensive card possible.*

**Q: Which card would boss Steal if that action is applied on me?**

**A:** *The card is picked at random, shuffle your hand and choose one card that is stolen.*

**Q: When Menace goes up because boss couldn’t play any card, does he play current hand or passes?**

**A:** *He raises Menace level and plays current hand (if he can). If boss still isn’t able to play any card, he passes.*



## HOW MY CARDS AFFECT BOSS?

### Interactions with Menace / Supporters

- » Whenever you are supposed to **Kill X** enemy supporters you lower menace level by X.
- » When you are supposed to **take X** supporters from opponent **lower menace level by X** and move that amount cards from boss casualties to your support zone (those supporters might be used immediately).
- » When boss is supposed to pay X (for example for Frost Dragon's penalty to move track) he **pays it automatically if he has X or more Menace**. If he doesn't have X or more menace the cost is considered to be unpaid (and in example with Frost Dragon his track wouldn't move).
- » When you are resolving any actions or abilities based on the number of supporters (damage from Purge Doctor for example) and menace level is 5+, the number of supporters is considered to be 5.
- » Menace level **never goes below 1** (if menace level is 1 you cannot lower it but you can still take boss supporters – see above, or play actions based on the number of supporters - resolve it as boss would have 1 supporter).
- » When a boss card is supposed to become a boss's supporter, discard it instead and **raise the menace level by 1**.

### Interactions when boss is playing cards

- » Only Actions (and cards played as Actions) **can be negated** during the boss's turn. Command and Special Actions **cannot be negated by the player**.

### Interactions with boss's cards and keywords

- » You can **Steal** boss cards (take his cards in "hand", shuffle them and pick one at random) and use them as if they were yours. Ignore Command and Special Actions on stolen card, if any. Play stolen card as a normal creature, or as a normal action (if it doesn't have ATT and DEF value):
  - **Evil Goblins – Goblin Leader** isn't providing Gang tokens for you, **Transmuted Goblin** - damage is dealt to boss if he has no Defender, **Dragon Fury** – destroy boss's Casualties (not Reserves) and deal damage to him
  - **Wild Fairies** – ignore Swap action on all cards
  - **Spectral Shamans** – ignore Spirit and Totem Actions on all cards (totems are useless for you, **Seals** – works as actions, with **Spiritual Shaman** you can put them back in your Resources (if you've stolen and used them)
  - **Shade Slayers** – deploy them as **Shade Slayers**, when you deal damage to boss turn all deployed Shades face up, **Midnight Dancer** passive is checked before discarding unused cards to the Reserves pile
- » **Undead Realms – Miner** after he storms **take him as your Supporter**, **Tainted Miracle** allows you to take top two casualties and put them at the bottom of the resources, amount of **Destroyed** cards is the same for you and the boss (for example if two Red Girls were Destroyed, whoever plays Awakened Red Girl is storming his opponent with all of them – in this case 2), **Awakened Miner** is described on pg. 5 but the rule of thumb is resolving action in the worst way possible for yourself.



- » If card is returned to boss's hand it is **moved to the Reserves** at the beginning of the next turn
- » If boss is forced to **Discard X** cards you shuffle his hand and **move X random cards to his Casualties**
- » It is possible to **Raise X** boss's cards – simply take X cards from top of his casualties to your hand
- » If boss is forced to **Sacrifice** a card he will always remove card with **lowest cost, without Shielded** special action

## FACTIONS

### Evil Goblins

- » Menace level is raised even if storming card didn't deal any damage
- » Special action, **Gang** is activated if boss's deployment zone is occupied

### Wild Fairies

- » **Battle Beetle** deals damage equal to its **DEF value after modifications** (for example if you have your Wild Lady in the Battle Zone Battle Beetle would deal 6 damage – basic 4 + 2 from leader's passive)

#### SWAP EXAMPLE:

*Boss hand is Forest Brownie, Wild Lady, Battle Beetle and Guard Stance menace level is 2. First step is **Deploy**, so you place Forest Brownie on deployment zone, then **Leader**, but you cannot play Wild Lady (her cost is 3), next is Special Action, **Swap** on the Forest Brownie triggers and you should put the Battle Beetle in the place of Forest Brownie (most expensive card from boss's hand) and discard the Forest Brownie.*

- » Key rules for **Swap** are:
  - You can only swap with cards that could be deployed on the track (Actions and Leaders cannot be swapped)
  - Card from hand doesn't have to have a Swap icon on it
  - If more than one card could be swapped and they have the same cost you choose which one is played
  - Cost of the swapped card can be higher than current menace level

### Spectral Shamans

- » **Spirit** special action is always played in addition to the Deploy or Action
- » Totems trigger **immediately after** spirit token is placed on them

### Shade Slayers

- » When **Shade** is triggered by DMG received by player **only Shades on the War Track** are turned face up, cards in his hand remain face down



**SPECIAL ACTION GHOST EXAMPLE:**

*Boss is playing Wild Fairies with Shade Slayers, his hand is Wild Lady and three Shades, his War Track is empty and Menace level is 3. First step is Deploy so he plays one of Shades into his deployment zone, next Leader so the Wild Lady is placed on the No Man's Land/Frontline. In the Special Actions both remaining Shades triggers – first is placed on the furthest spot on the track, and the second one is placed in the middle spot. Finally Actions, but boss hand is empty and his turn ends.*

 **Awakened Miner**

We are aware how confusing and unclear some interactions with this card could be, although he has very interesting action FAQ or errata rather was much needed. We came up with two ways you can resolve his action:

**A) Easy “Official” Mode** – when your top Casualty has negative action (**Kill, Discard, Sacrifice**) there is no problem, just resolve it like it was played by your opponent. If your top Casualty has positive action (**Heal, Draw, Vison**) preform it in an opposite way:

» **Heal X** deals you **X Damage**

» **Draw X** makes you **Discard X**

» **Vision** makes you **Discard most expensive card** and put rest on **the bottom of your Resources**

**Shoot** is very special action and requires Aim passives to work so if preformed by boss against you will work only if he has stolen your Aim cards, if he hasn't he would just Shoot you for 0. Any other Action that can't be clearly resolved against you is ignored.

**B) Hard “Homerules” Mode** – all rules from A apply, additionally you don't ignore unclear action but rather try to resolve them in the worst (for you) way possible by giving them opposite outcome. For example “Make your top Casualty your Supporter” becomes “Kill one of your Supporters”.





## PVP MODE

### General questions

**Q: Are storming cards considered to be still on track?**

**A:** Yes, they are considered to be on your war track until placed on the Casualties pile (pg. 6).

**Q: Can I target my own cards on the Frontline/No Man's Land when I'm storming?**

**A:** No, you can't.

**Q: What is "Ability"?**

**A:** Abilities are active skills from passives, for example Archangel passive, that Deploys top Casualty for 1.

**Q: When I'm attacking multiple times (for example 4) with card with attack value X, how do I count total damage?**

**A:** Each attack should be resolved separately as (for example four attacks with strength X subtract Defender's DEF value). Moreover the DMG is considered to be dealt multiple times which is important for some passive abilities.

**Q: Can I choose multiple targets if card has multiple attacks?**

**A:** Yes, you can choose multiple targets.

**Q: What is resolved first when storming, Attack or Action?**

**A:** When your card is storming you always resolve Attack and then Action.

**Q: Can I react to my opponent deploying card?**

**A:** No, you can't because deploying card isn't considered to be action. However if he plays action that lets him deploy a card you can react to that action.

**Q: When do I discard cards that I used to pay for action?**

**A:** The order is always PAY > PLAY > RESOLVE, so for example if you want to play Heal 2 action from card that cost 4, you would discard four cards, play card with Heal and move 2 cards on the Heal Pile, finally the played card would be moved to the Casualties.

**Q: Can I choose order of cards going to my Casualties?**

**A:** If you are paying cost – yes, but if you are moving cards after receiving DMG you cannot choose order.

**Q: When card is referring to "ATT/ DEF value" can I boost them with various actions and abilities?**

**A:** Yes, you can.

**Q: When passives are active?**

**A:** Passives are active all time – on the War Track, in the Battle Zone and during Storm. Generally speaking – as long as card is on the table the passive ability is active.

**Q: Can I use supporters again in the turn in which they were used and made ready again?**

**A:** Yes, you can use them again.

**Q: What's the difference between "Sacrifice 1: Kill 1" and "Sacrifice 1, Kill 1"?**

**A:** In the first case the Sacrifice part is cost that you have to pay to preform second part. In the second example Sacrifice and Kill are separate parts of a single Action, if you can't Sacrifice you can still Kill. Rule of thumb is – ":" divides cost from the outcome and needs to be paid to preform second part. ";" divides separate parts of a single Action.

**Q: Does my Reaction need to be somehow connected to the Action or Ability that was played?**

**A:** No, it doesn't have to be connected. You can play any Action or Ability as a Reaction (provided you are able to pay for it).

**Q: How many Reactions can I play?**

**A:** For each Action or Ability played by Active Player you can react with your Action or Ability.



## PLAYING CARDS

### PAY

First step is always paying – commit supporters or / and discard cards equal to the cost of chosen Action or Ability.

### PLAY

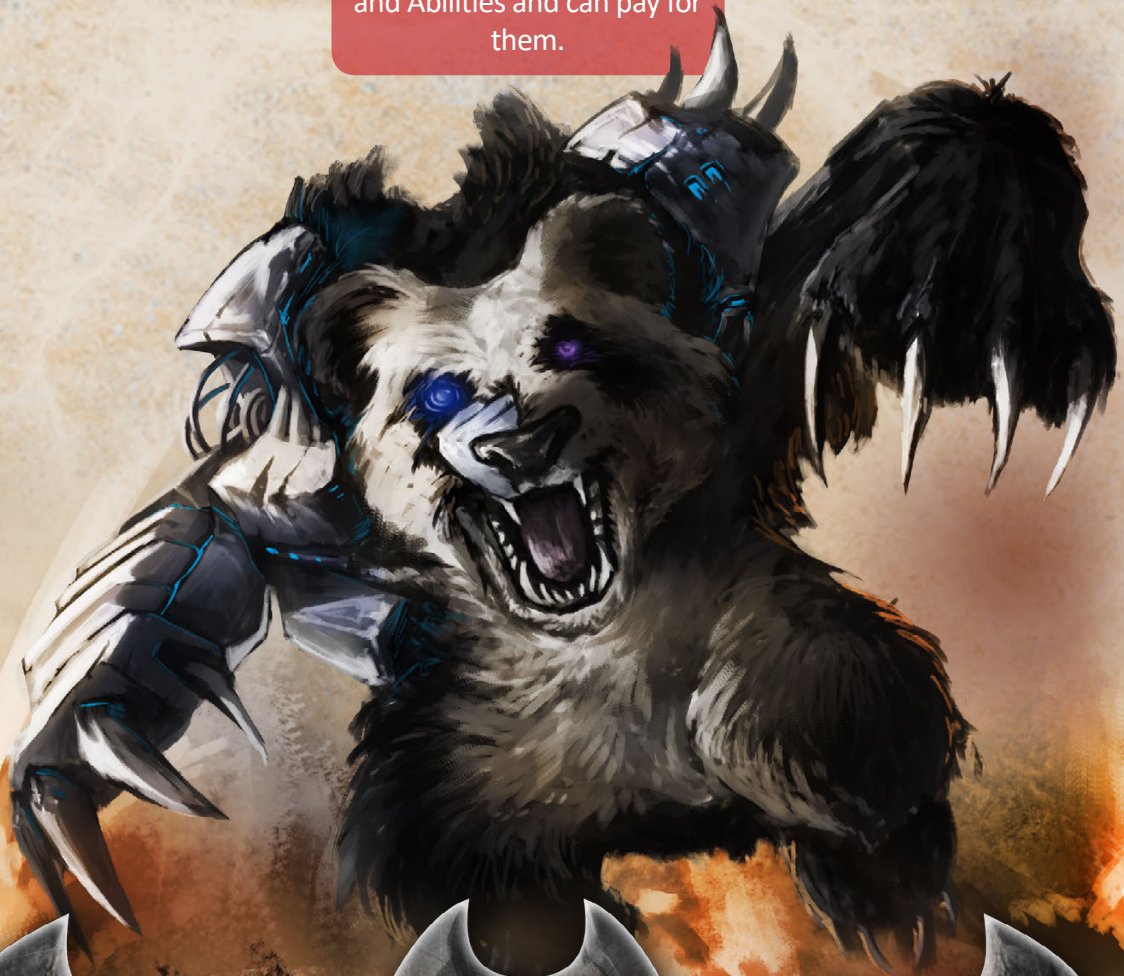
Reveal chosen card with Action or point chosen passive Ability, declare target, after that your opponent can REACT.

### RESOLVE

Finally you resolve your Action (of Ability) or Chain Of Command (see below).

### REACT

If you want you can React to any Action or Ability played by your opponent. Pay the cost and Play your reaction. That cycle alternates as long as you want to play Actions and Abilities and can pay for them.





## CHAIN OF COMMAND

Sometimes multiple Actions and Abilities are played as Reactions, they form Chain of Command. When the Chain is formed resolve it in last-in, first out order. That means that first card resolved will be the last card played. Basic rules are:

- » You always have to pay cost and then play card. Cost is paid even if that Action is Negated or couldn't be resolved for different reason
- » Always alternate playing Actions, you can't play more Actions than Active player
- » You must declare target (for targeted Actions or Abilities) right after you play card and before opponent can react

For an example of Chain of Command resolution check Rulebook, pg.8.

## GLOSSARY ERRATA

**Card (new)** – any card that is in play, on the War Tracks, Battle Zone and in the Support Zone

**Creature (new)** – cards on the Battle Zone and both War Tracks

**Heal (pg.19)** –add this sentence: "You can't use Heal if you don't have any cards in the Casualties"

**Kill (pg.19)** – add this rule: "If target isn't specified (for example Kill 1 Enemy) you can target any card in play (on both War Tracks, Battle Zone and Support Zones)"

**Passive Ability (pg.19)** – add: "and during Storm"

**Raise (pg.19)** – add rule: "Raised cards are considered to be yours till the end of game"

**Recover (pg.19)** – replace with "Recover X – replenish boss's Life Points by X, up to his starting value"

**Reset (pg.19)** – add rule: "You can use them again in your current turn"

**Steal (pg.19)** – add: "Stolen cards are considered to be yours till the end of the game"

### FAQ v.1.0

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