

# *Spoils of War*<sup>TM</sup> Frequently Asked Questions

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**This set is legal for sanctioned Constructed play from May 5, 2009.**

## **1. Equipment**

Equipment work just like other cards in a character's Action Bar, except for the following differences:

- After each player has chosen their Action Bar cards and placed them with the appropriate characters, flip face up any equipment you wish to use. The player who will act first this game must flip first. You can't flip equipment face up later in the game so it's now or never. You can instead choose to leave an equipment card face down.
- On the right side of each equipment's middle information bar, you'll find the slot that equipment occupies on the character (for example, main hand, off-hand, and so on). Next to the slot is a number in parentheses. This tells you the maximum number of equipment at that slot a character can have in its Action Bar. The two-handed slot has a special rule. A two-handed weapon occupies **both** the main hand and the off-hand slots.
- Like character cards, equipment have an honor value in their upper right corner. This value increases the honor of the character with that equipment. For example, if a character with 5 honor has an equipment with 1 honor in its Action Bar, that character is considered to have 6 honor.
- Some equipment grant the character it's equipped to new payment abilities (including attacks). These are in addition to any other abilities that character already has.
- Playing a payment ability from an equipment doesn't exhaust that equipment.
- If an equipment becomes exhausted, it's considered "broken" and **all** its abilities (including ongoing abilities) are inactive and **can't** be played until it's readied (usually at the end of tick 10). However, its honor cost still applies to the user.
- The left side of equipment shows all of the class icons. When a class icon is highlighted, it means only a character of that class may have that equipment in its Action Bar. If none of the class icons are highlighted, the equipment is generic and any character may use it.

## 2. Channel

When a channel ability is played, resolve it as normal. Then, put a channel counter on the card to show that the channel is active.

At the start of a character's turn, if it has an active channel, it may choose to continue the channel effect by paying the channel cost, which appears at the top of the text box (for example, **Channel [Tick] 1** means the character advances its clock by 1). It doesn't matter if the channel card is already exhausted.

Continuing a channel repeats the channel effect (with the same targets and choices), and counts as that character's action for the turn, but it isn't an action.

A channel ends, and the channel counter is removed, if any of the following happens:

- The channeling character moves, is moved, teleports, takes damage, leaves play, takes any other action, plays an instant or react, or ends its turn without continuing the channel.
- An effect adds ticks to the channeling character.
- The ability for that channel is lost or becomes inactive.
- If the channel has targets, all its targets are illegal at the start of the channeling character's turn.

## 3. Specific cards

### *Arcane Flux*

*While attacking, if buffed character doesn't roll a [Crit] after initial rolls, rerolls, and die-changing effects have resolved, it must reroll all dice in that attack, keeping the result.*

If this card's full reroll ability is engaged, the roll that is kept is the new roll. The new roll doesn't get any rerolls or any die-changing effects (eg, Mark of the Wild).

Ongoing effects that treat a die roll as a different value apply as usual. (eg, Moonkin Form).

### *Blood Bond*

*This character deals up to 3 damage to target ally and heals 1 damage from itself for each damage dealt.*

You may choose to deal damage in excess of the ally's remaining health. If you do, that damage is still dealt and this character is healed for that much.

### *Bogstrok Razorclaw*

**Sea Legs [T2] >>>** *Remove a move -1 counter from this character. <p> Any character may play this ability.*

"This character" is the character playing the ability.

### *Cairne Bloodhoof*

**Bloodhoof Runespear [T3R1P7] (Melee) <p> [Crit]:** *Each defender may be moved off the board this turn. If it is, destroy it.*

This crit is applied after the attack roll, before damage is dealt for the attack. A space is a hexagon on the game board. Half-spaces on the edge of a map are "off the board".

### Call Blinky

**Warp:** If Blinky would make its natural move, it may teleport up to 2 spaces instead.

This only affects Blinky's natural move.

### Chain Heal

After this heal, make a [H2] heal **affecting** a second ally adjacent to the first target, then a [H1] heal **affecting** a third ally adjacent to the second ally. <p> All three heals have "[Crit]: Heal +1."

This card has received errata. The bold text above updates the printed card text, and clarifies the Shaman doesn't require LOS to the second or third ally.

### Conqueror Aluna

**Feign Death [T1]** >>> Enemies can't attack Aluna this tick.

Enemies can't make attacks proposing Aluna as a defender, and enemy attacks can't be redirected to her. However, enemies can make AOE attacks on the space she occupies. While an enemy is attacking, Aluna doesn't become a defender, even if she is in the affected area of an enemy AOE attack.

### Crashing Wave Spirit

**Water Creature:** Crashing Wave-Spirit can have cards in its Action Bar with Frost, Ice, or Water in their name. (Text restrictions still apply.)

You can't include cards with a non-matching text restriction. For example, Crashing Wave Spirit can't have Summon Greater Water Elemental (Lady Jaina Proudmoore Only) in its Action Bar.

### Daspien Bladedancer

**Interfere:** Adjacent enemy **characters** pay [T1] more to make [Magic] attacks.

This ability has received errata. The bold text above updates the printed card text, and clarifies Intefere doesn't affect totems.

This will increase a [Magic] attack ability with no tick cost by 1. For example, if Vindicator Hodoon crits with Hammer of the Naaru, he must pay [T1] for the Magic attack. An instant ability raised in cost remains an instant, and doesn't become an action (eg, Fire Blast).

### Doomfinger, Equipment—Weapon, Main Hand (1)

**Channel [T1]** <p> [T2R3] >>> Deal 1 damage to target enemy.

If this becomes exhausted while it has a channel counter, that channel ends and the counter is removed.

### Energy Leach

Put a [Physical] [Magic] +1 counter on this character.

Multiple [Physical] [Magic] +1 counters on a character 'stack'.

### Flame Wave

**Channel [T1]** <p> This attack also **affects** enemies in the next 2 spaces beyond the initial target in a straight line from the attacker. <p> [Crit]: Damage +1.

This card has received errata. The bold text above updates the printed card text and, clarifies that Flame Wave has only one target.

### Fog of War

Characters can target only adjacent allies and enemies this tick.

Characters can't make AOE attacks, because they target a space.

### *Ice Block*

*Play only when an attack targets this character. <p> Remove any number of debuffs and counters from this character. Buffed character can't be damaged. Remove this buff at the start of buffed character's next turn.*

This doesn't negate the attack. The attack still resolves as usual, but no damage is dealt. Damage 'stopped' by this effect can't be replaced. A character buffed with Ice Block may play abilities as usual.

### *Intercept*

*Play only at the start of a tick before any characters have taken a turn. <p> Teleport this character to the nearest available space adjacent to target enemy and add [T1] to that enemy.*

This may be played at the start of a tick even if no character's personal clock matches it. Spaces the warrior can teleport into are "available", and includes those occupied by cover, high ground and/or totems. Spaces already occupied by another character are not "available".

At the start of a tick, the turn player (the player whose character was the last to act) has the first option to play Intercept, then each player clockwise from that player has one such option. A player must play Intercept before the next character to act is chosen. Sufficient time must be given by the turn player for this to occur.

### *Kael'thas's Flamestrike*

*Place a flame counter in target space within range. <p> At the start of Kael'thas's next turn, **he** makes a [M8] (Fire) attack against all enemies **on or adjacent to that counter**. <p> [Crit]: Damage +1. (Remove that counter after the attack or as Kael'thas leaves play.)*

This card has received errata. The bold text above updates the printed card text, and clarifies that Kael'thas is the attacker.

The flame counter is removed after the attack or as Kael'thas leaves play. Enemies can't attack the counter.

### *Lacerate*

*Play only if this character is in Bear Form. <p> Up to 5 Lacerates can affect a single character. <p> At the end of ticks 5/10, debuffed character takes 1 damage. ¶*

This can only be played if the Druid is in Bear Form, and it remains in Bear Form if you do. Multiple damage packets are dealt if there is more than one Lacerate on a character.

### *Marlowe Christophers*

***Fel Armor: If damage would be healed from Marlowe, that much +1 is healed instead.***

This card has received errata. The bold text above updates the printed card text.

### *Mind-numbing Poison*

*Debuffed character pays [T1] more to play non-[Physical] abilities. Remove this debuff at the end of tick 10.*

See Daspian Bladedancer.

### *Morova of the Sands*

***Starburst (Instant):*** *Morova starts the game with a starburst counter. <p> Remove a starburst counter >>> Morova may immediately play an ability with cost [T2] or less without paying its [Tick] cost.*

This ability effectively allows Morova take a second action on the turn it's used.

*Parvink*

**Despair** [T2R1P4] (Melee) <p> [Crit]: Damage +1, and exhaust 1 of a defender's equipment.

**Interfere:** Adjacent enemy **characters** pay [T1] more to make [Magic] attacks.

Despair's damage +1 crit effect is immediately applied to the attack roll, as usual. However, its "exhaust an equipment" crit effect waits until after attack damage is dealt.

As such, a defender with Bulwark of Azzinoth will get an [Armor] +1 counter, and a defender with Signet of Eternal Life may reroll 1 defense die.

Interfere, see Daspien Bladedancer.

*Prophet Velen*

**Lightning Bolt** [T3R3M6] (Nature) <p> [Crit]: Each damaged enemy takes 1 damage.

**Call of Fire:** When a non-pet ally **character** (including this character) is destroyed, each enemy takes 1 damage.

Lightning Bolt's crit deals damage to each enemy character that isn't at full health after the attack, and not just those damaged by that attack.

Call of Fire has received errata. The bold text above updates the printed card text, and clarifies it doesn't trigger when an ally totem is destroyed.

*Razaani Nexus Stalker*

**Warp Discharge** [T2R1M4] (Arcane) <p> [Crit]: Razaani Nexus Stalker may teleport 1 space. **If he does, he may immediately play Warp Discharge without paying its [Tick] cost, targeting an enemy character who hasn't been attacked this turn.**

**Astral Traveler:** At the start of each Ethereal ally's turn, it may teleport adjacent to an enemy within [R2]. If it does, it doesn't make its natural move this turn. (This character counts as an ally.)

Warp Discharge has received errata. The bold text above updates the printed card text.

"This turn" refers only to Razaani's turn, not tick or other characters that have attacked this tick.

Astral Traveler requires LOS to the enemy, as it uses the [Range] icon. It doesn't require LOS to the adjacent space it teleports to. At the start of that character's turn, you decide whether to teleport or not. You may do so even if that character is prevented from moving for any reason.

*Rexxar*

**Twin Axes** [T3R1P4] (Melee) <p> After this attack, make this attack a second time. (May choose different targets.)

**Champion of the Horde:** When Rexxar destroys a non-pet enemy **character**, put a [Physical] +1 counter on him.

Twin Axes attacks are made one after the other. You may attack the same character again if it survives the first attack.

Champion of the Horde has received errata. The bold text above updates the printed card text, and clarifies it doesn't trigger when an enemy totem is destroyed.

*Rotten Eggs*

Put an egg counter with 1 [Health] on this character's space. At the end of ticks 5/10, add [T1] to each enemy on or adjacent to this counter. <p> When an enemy destroys this counter, add [T1] to that enemy. <p> This counter follows all rules for totems (but it isn't a totem).

The egg counter follows all rules for totems (but it isn't a totem)

*Serpent Sting, T2R4, Hunter*  
*Debuff—**Poison**, Marksmanship*  
*When debuffed character takes an action, deal 1 damage to it.*

Serpent Sting has received errata, and now has the Poison tag.

*Sha'do*  
***Master of Deception:*** *During the first round of the game, Sha'do's stealth ignores adjacent enemies.*

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*Sidian Morningblade*  
***Steely Resolve:*** *Sidian gains [Health] +1 while he has a ready equipment card in his Action Bar.*

This only grants +1 health, even if Sidian has more than 1 ready equipment card in his Action Bar.

*Sulfuras, Hand of Ragnaros*  
*When this character **is dealt attack damage**, the attacker takes 1 damage.*

This card has received errata. The bold text above updates the printed card text, and clarifies Sulfuras is triggered by attack damage.

A totem that deals attack damage will trigger Sulfuras and take 1 damage (eg, Magma Totem).

*Summon Jhuroon*  
***Cleave [T3R1P4] (Melee) <p> [Crit]: Make a [RIP3] (Melee) attack against a different enemy.***

This card has received errata. The bold text above updates the printed card text, and clarifies Cleave's crit can attack a totem.

*Summon Piztog*  
***Phase Out:*** *Enemies can't attack, target, or damage Piztog.*

See Conqueror Aluna.

*Tempest-Forge Destroyer*  
***Static Power Core:*** *At the end of tick 5, ready any upgrade card.*

If the only exhausted upgrade card is on an enemy, you must ready it.

*Tranquility*  
***Channel [T1] <p> Make a [H1] heal **affecting** this character and each adjacent ally. <p> [Crit]: Heal +1.***

This card has received errata. The bold text above updates the printed card text, and clarifies Tranquility doesn't target.

*Umbrage*  
***Gladiator's Shanker [T2R2P4] (Ranged) <p> [Crit]: Damage +1.***

This attack has [Range] 2. It's not a misprint.

*Vindicator Kauston*

**Revive Pet:** *If Kauston has played a pet card this game, he pays [T3] less to play pets. If this reduces the cost to 0 or less, that pet may be played as an instant.*

You must announce if you're playing a pet as an instant as you play it. A pet may be played as an instant if Revive Pet reduces its cost to 0, even if another effect then increases it.

This ability refers to the "game", so it supercedes the rule saying a character that respawns is no longer the same character. Its effect applies once Kauston has played a pet this game, and will continue to apply even if he respawns. He only pays [T3] less to play pets, even if has played more than 1 pet this game.

*Warp Strike*

*Before this attack, teleport this character adjacent to the target. <p> [Crit]: This character may teleport to any space.*

Applicable protectors can only protect before the attacker teleports. Protecting changes the defender, but not the target. If the attacker can't teleport adjacent to the target (eg, it's surrounded), it remains in its space. Then, the attack proceeds as usual.

*Wrathguard*

**Demonic Wrath (Instant):** *Put 1 damage on an adjacent ally >>> Put a [Physical] +1 counter on Wrathguard.*

The payment for this ability can't be replaced (increased, prevented, redirected or otherwise replaced).