Preface

Worlds Unchained (TM) is a competitive Trading Card Game in which two powerful deities command a team of Vassals in an all-out battle for superiority. Each player begins the game with 5 of these Vassals in play. The battle is fought using a resource called Boosts, allowing players to empower their Vassals and access their Vassal's special skills. The only way for the battle to end is the complete incapacitation of one player's team.

The rules contained within this rules document apply to any game of Worlds Unchained and supersede all former rules documents for this game.

This version of the rules was completed at 4:16pm on 10/12/22.

Narrative

    The gods have a tradition to settle their many disagreements, a game that has decided countless conflicts through the millennia. The game was designed to test the wits and charisma of each god to prove that their minds were superior to those that opposed them. The rules of the game are simple. Recruit powerful people to fight for your and command them to victory in combat.

    The gods call upon the strength of heroes, villains, and legends of worlds across the multiverse to be their Vassals, offering glory, fame, and wealth in exchange for their service. Once they have gathered their Vassals, the gods then lead and empower them in arena-style combat with the Vassals of their foes. A winner is decided only when only one deity has remaining, capable Vassals, with that god's Vassals being recognized as the strongest and that god's mind and will being recognized as the sharpest.

    You, the player, are one of these deities, trying to prove the strength of your convictions and lord your army of Vassals over your peers, proving your godly authority, even amongst the other gods. Will you be able to prove yourself in the gauntlet of the gods? Prove yourself in Worlds Unchained (TM).

Table of Contents

1. Game Concepts

1.0. General

    1.0.1. If an effect directly contradicts a rule contained in this document, the effect supersedes that rule.

1.1. Players

    1.1.1. A player is defined as a person participating in a game, requiring possession of a deck, a play-space, and a method to bet their Boosts and record Boost totals, Injury counters, and Exhaustion counters.

    1.1.2. A player's deck is a collection of Vassal cards.

    1.1.3. A player's play-space is an area for designated zones owned by the player.

    1.1.4. A player's opponents are the other players in the game.

1.2. Game Objects

    1.2.1. A game object is defined as any existence within the Worlds Unchained game as defined by the rules.

    1.2.2. A game object can be interacted with by other game objects through the effects of a Skill.

    1.2.3. Vassals, Statuses, and Resources are considered game objects.

1.3. Cards

    1.3.1. A card is defined as a distinct piece of official Worlds Unchained memorabilia used to represent a game object.

    1.3.2. Cards can be broken down into five separate components, going from the top down: name bar, card art, card info bar, skill box, and game info bar.

    1.3.3. The owner of a card is the player that started with the card as part of their deck.

    1.3.4. The controller of a card is the player that has the card in their domain.

1.4. Tokens

    1.4.1. A token represents a game object. Tokens are created via the effect of a card.

    1.4.2. Tokens are not considered cards or a part of a player's deck.

    1.4.3. If a token leaves the domain, it ceases to exist.

    1.4.4. Tokens have the same World as the game object that created them.

1.4.5. The owner of a token is the player instructed to create it.

1.4.6. The controller of a token is its owner.

1.5. Skills

1.5.1. A Skill is a grouping of text found in the skill box of a game object.

1.5.2. The game object that has the Skill in its skill box owns the Skill.

1.5.2.1. The controller of a Skill's game object is also the owner of that Skill.

1.5.3. Skills are organized based on their usage condition, falling into three categories: Chains, Abilities, and Passives.

1.6. Boosts

1.6.1. A Boost represents a player's strength as a commander and their remaining combat assets.

1.6.2. Boosts persist throughout the game and can be spent by a player, decreasing their total number of Boosts by the spent amount.

1.6.2.1. Boosts are spent to provide Vassals with power and to activate Chains but can be further interacted with through Skills.

1.7. Counters

1.7.1. A counter tracks the state of game objects, being placed on the card of the game object to represent the altered state.

1.7.2. Injury counters and exhaustion counters are the primary types of counters and can only be placed on Vassal game objects to track their injuries and exhaustion.

2. Vassal Properties

2.0. General

2.0.1. A Vassal is a game object that represents a servant of a player. Their cards and tokens are identifiable from their symbol in the middle of their information bar.

2.1. World

2.1.1. A World signifies a Vassal's place of origin and represents their affinity towards other Vassals of the same World.

2.1.2. Each Vassal's World can be found on the left-hand side of their information box.

2.1.3. Wanderer is a special designation for Vassals that can be placed within their information boxes in place of a World.

    2.1.3.1. A Vassal with the Wanderer designation can be referred to as a Wanderer.

    2.1.3.2. Wanderer does not count as a World, and as such, any Wanderer is considered not to have the same World as any other Wanderer.

2.2. Class

2.2.1. A Class signifies a Vassal's specialty in combat, summarizing their role and best position. Classes primarily act as a convenient shorthand for players, but occasionally have other uses, especially the Mob class.

2.2.2. There are 9 Classes: 4 challenger classes, 4 reinforcer classes, and Mob.

    2.2.2.1. Challenger Classes: Vanguard (offense), Protector (defense), Scout (resource management), and Disruptor (opponent resource disruption)

    2.2.2.2. Reinforcer Classes: Assault (offense), Sentry (defense), Support (resource management), and Saboteur (opponent resource disruption)

    2.2.2.3. Mob: A generalized class for ordinary citizens of a world. Mobs are weaker than Vassals with other Classes but increase the number of Boosts you start a bout with by 1.

2.3. Injury

2.3.1. Injury is a condition that Vassals can have, signifying debilitation from combat or effects.

2.3.2. A Vassal that has the injury condition is described as injured.

2.3.3. The injury condition can stack. An injured Vassal has an injury counter placed on them as a tracker for each stack of the injury condition they have.

2.3.4. If a Vassal has two stacks of injury, they are eliminated.

2.4. Exhaustion

2.4.1. Exhaustion is a condition that Vassals can have, signifying weakness from combat or effects.

2.4.2. A Vassal that has the exhaustion condition is described as exhausted.

2.4.3. The exhaustion condition can stack. An exhausted Vassal has an exhaustion counter placed on them or is turned 90 degrees to the right as a tracker for each stack of the exhaustion condition they have.

2.4.4. If a Vassal has four stacks of exhaustion, they are eliminated.

3. Formats

3.0. General

    3.0.1. A format is a specific way of playing the game that changes the deckbuilding and bout preparation. Some specific formats may even change other rules of play.

    3.0.2. These official formats are not the only ways to play the game. Players should feel free to play the game under custom formats, given that all players agree to play under that format's rules.

3.1. Standard

    3.1.1. Decks built for the Standard format must follow these rules:

        3.1.1.1.   Deck size of 20-25 cards

        3.1.1.2.   Maximum one copy of any non-Mob Vassal

        3.1.1.3.   Any number of copies of Mob Vassals

    3.1.2. Standard format uses the following bout preparation rules:

        3.1.2.1.   3 bouts

        3.1.2.2.   7 cards drawn

        3.1.2.3.   2 mulligans

3.2. Speed

    3.2.1. Decks built for the Speed format must follow these rules:

        3.2.1.1.   Deck size of 12-15 cards

        3.2.1.2.   Maximum one copy of any non-Mob Vassal

        3.2.1.3.   Any number of copies of Mob Vassals

    3.2.2. Speed format uses the following bout preparation rules:

        3.2.2.1.   1 bout

        3.2.2.2.   7 cards drawn

        3.2.2.3.   0 mulligans

3.3. Draft

    3.3.1. Deckbuilding for the Draft format requires the following process:

        3.3.1.1.   Players agree upon a pre-prepared selection of 25 face-down cards, constructed as decided by the players or by whole world pack.

        3.3.1.2.   One of the players is selected using a random method that is mutually agreeable. The selected player chooses the first-draft player, who shuffles the deck.

3.3.1.3.   Starting with the first-draft player, the players draw two cards off the top of the selection of cards, choose one to keep, and hand the other card to their opponent. This continues until only 1 card is left, which is automatically given to the second-draft player.

3.3.1.4.   The second-draft player may choose to remove one card from their 13-card collection, placing it to the side if they do.

3.3.1.5.   These collections of cards serve as their player's decks for the Draft format.

3.3.2. Draft format uses the following bout preparation rules:

3.3.2.1.   1 bout

3.3.2.2.   7 cards drawn

3.3.2.3.   0 mulligans

3.4. All Stars

3.4.1. Decks built for the All Stars format must follow these rules:

3.4.1.1.   Deck size of 7 cards

3.4.1.2.   Maximum one copy of any Vassal

3.4.1.3.   No copies of Mob Vassals

3.4.2. All Stars format uses the following bout preparation rules:

3.4.2.1.   3 bouts

3.4.2.2.   7 cards drawn

3.4.2.3.   0 mulligans

4. Play Area

4.0. General

    4.0.1. Each player has a play-space, widely labelled as their domain.

    4.0.2. A zone is a physical space within the domain that can contain game objects. When a zone contains a game object, it is considered filled. When a zone does not contain a game object, it is considered empty.

    4.0.3. Each player's domain should have 7 Reinforcer Zones, 5 of which are Vassal Zones and 2 of which are Extra Zones, a Challenger Zone, Stockpile, Infirmary, Deck Area, Boost Tracker, and Antechamber.

4.1. Reinforcer Zone

    4.1.1. A reinforcer zone is a zone owned by a player. There are two types of reinforcer zones: vassal zones and extra zones.

    4.1.2. Reinforcer zones contain Vassal game objects.

4.2. Vassal Zone

    4.2.1. A vassal zone is a reinforcer zone owned by a player, used to contain Vassals that are placed during bout preparation.

4.3. Extra Zone

    4.3.1. An extra zone is a reinforcer zone owned by a player, used to contain Vassals that are created during the game.

4.4. Challenger Zone

    4.4.1. The challenger zone is a zone owned by a player, used to contain the Vassal that has been selected as a player's Challenger for the round.

4.5. Stockpile

    4.5.1. The stockpile is a generalized zone owned by a player, able to contain any number of non-Vassal game objects. Non-Vassal game objects are placed in the stockpile.

4.6. Infirmary

    4.6.1. The infirmary is a zone owned by a player, used to contain a player's owned Vassals that have been eliminated.

4.7. Deck Area

4.7.1. The deck area is an area of the domain that a player uses to hold their deck.

4.8. Boost Tracker

4.8.1. The boost tracker is an area of the domain that a player uses to display their number of remaining Boosts explicitly and openly.

4.8.2. Each player needs a way to track their Boosts and share the number with other players.

    4.8.2.1. Each player must be able to understand the tracking method of each other player. This tracking method can be spin down dice, a countdown tracker, an application, or anything else that clearly shares the information with all players.

4.9. Antechamber

4.9.1. The antechamber is an area of the domain that a player uses to officially select their Challenger during the challenge phase, their spent Boosts during the power phase, and perform any other hidden action.

4.9.2. Each player needs a way to signify a number from 0 to 9 (or more, at the player's discretion) and share the number with other players.

    4.9.2.1. Each player must be able to understand the signaling method of each other player. This signaling method can be a d10, an application, or anything else that clearly shares the information with all players.

5. Game Structure

5.0. General

5.0.1. A game of Worlds Unchained consists of one or more bouts between players using the same decks.

5.0.2. Depending on the game format, a game may consist of one or more bouts.

5.1. Bouts

5.1.1. A bout is a started and ended cycle of rounds, resulting in a win, a loss, or a tie for each player.

5.1.2. To start a bout, each player must complete the bout preparation procedure.

5.2. Bout Preparation

5.2.1. First, each player shuffles their deck.
    5.2.1.1.   In formats where games consist of multiple bouts, only perform this step on the first bout of the game.

5.2.2. Second, draw cards from your deck as determined by the game format.
    5.2.2.1.   If a player is unable to draw the designated number of cards, that player may shuffle their infirmary back into their deck to allow them to draw the necessary cards.

5.2.3. Third, each player may choose to mulligan. When a player mulligans, they shuffle their cards back into their deck and draw another set of cards. Depending on the game format, players may take choose to take this action zero or more times per game.

5.2.4. Fourth, after drawing cards, a player is selected and chooses the prime player. If it is the first bout of a game, one of the players is selected using a random method that is mutually agreeable. If it is not the first bout of a game, the player who did not choose the prime player in the previous bout of the game is the selected player. The selected player then chooses any player to be the prime player.

5.2.5. Fifth, starting with the prime player, each player takes turns placing one Vassal card from their hands into the vassal zones of their domain until they have either filled all five of their vassal zones or until they choose to stop, whichever comes first.

5.2.6. Sixth, if a player has any remaining cards in their hand, that player places those cards at the bottom of their deck.

5.2.7. Seventh, each player sets their Boosts to 40.

5.2.8. Each non-prime player increases their Boosts by 3.

5.2.9. Each player gets a Mob Support bonus, increasing their Boosts by the amount of Mob Vassals that they have in their domain.

5.2.10. Once all Vassal zones have been filled and the Boosts have been set, the bout is prepared and can begin with the start phase of the first round.

5.3. Ending a Game

5.3.1. Whichever player has won the most bouts during the game is declared the winner of the game.

5.3.1.1. In the case of an equal amount of won bouts, the game is declared a tie, with no winner being decided.

6. Bout Structure

6.0. Rounds

6.0.1. A round is a game concept that structures each bout of a game, cycling repeatedly until an outcome of the bout is decided.

    6.0.1.1.   A round consists of 7 phases in the following order: Start, Challenge, Rest, Power, Combat, Resolution, and End.

6.1. Start Phase

6.1.1. First, the round starts. Effects that last until "start of round" end. Abilities that trigger at the start of round are triggered.

6.1.2. Second, the start phase ends, and the game proceeds to the challenge phase.

6.2. Challenge Phase

6.2.1. First, challenge phase starts. Abilities that trigger at the start of challenge phase are triggered.

6.2.2. Second, if all of a player's Vassals are exhausted, they must injure one of their Vassals. They may then remove an exhaustion counter from that Vassal.

    6.2.2.1.   The injury cannot be prevented by any effect.

6.2.3. Third, each player secretly selects an unexhausted Vassal in their reinforcer zones to be their Challenger.

6.2.4. Fourth, when each player is satisfied with their selection, they simultaneously reveal their selected Challenger and move them into the challenger zone.

6.2.5. Fifth, the challenge phase ends, and the game proceeds to the rest phase.

6.3. Rest Phase

6.3.1. First, rest phase starts. Abilities that trigger at the start of rest phase are triggered.

6.3.2. Second, each player restores each of their Vassals that has one or more stacks of exhaustion.

6.3.3. Third, the challenge phase ends, and the game proceeds to the power phase.

6.4. Power Phase

6.4.1. First, power phase starts. Abilities that trigger at the start of power phase are triggered.

6.4.2. Second, each player secretly selects a number 0 or greater, up to the player's number of Boosts.

6.4.3. Third, when each player is satisfied with their selection, they simultaneously reveal their selected number. They then spend that number of Boosts and increase their Challenger's power by that number.

6.4.4. Fourth, the start phase ends, and the game proceeds to the challenge phase.

6.5. Combat Phase

6.5.1. First, combat phase, or just combat, starts. Abilities that trigger at the start of combat phase are triggered.

6.5.2. Second, players proceed through the combat steps until a result is declared.

6.5.2.1. Combat consists of 4 steps: priority, chain, reaction, and result. Not every combat will use all these steps, and some steps will be repeated numerous times in a single combat.

6.5.2.2. During result step, each Challenger will be designated as a winner, loser, or tier.

6.5.3. Third, the combat phase ends, and the game proceeds to the resolution phase.

6.6. Resolution Phase

6.6.1. First, resolution phase starts. Abilities that trigger at the start of resolution phase are triggered.

6.6.2. Second, the Challengers are injured based on the results of combat.

6.6.2.1. The winning Challenger injures any losing Challengers.

6.6.2.2. If any number of Challengers tied, those Challengers injure each other and then injure any losing Challengers. Each Challenger is injured once when a tie occurs, but the injury is considered to have been inflicted by the tying Challengers collectively.

6.6.3. Third, each player exhausts their Challenger.

6.6.4. Fourth, each player moves their Challenger from the challenger position to one of their reinforcer zones.

6.6.5. Fifth, each player sets the power of their Challenger to 0 and clears their result designations.

6.6.6. Sixth, the resolution phase ends, and the game proceeds to the end phase.

6.7. End Phase

    6.7.1. First, end phase starts. Effects last until "end of round" end. Abilities that trigger at the start of end phase are triggered.

    6.7.2. Second, the end phase ends, ending the round. The game starts a new round, proceeding to the start phase.

6.8. Ending a Bout

    6.8.1. Each bout ends when only one player has Vassals remaining in their reinforcer zones.

        6.8.1.1. The winner of a bout is the player with Vassals remaining.

        6.8.1.2. If both players have no Vassals remaining, the bout ends in a draw.

    6.8.2. At the end of each bout, the winner moves their Vassals remaining in the reinforcer zones from the bout to the infirmary.

7. Skills

7.0. General

    7.0.1. A Skill is composed of a usage condition and an effect.

    7.0.2. Within a Skill, "you" refers the controller of the game object with the Skill.

7.1. Effects

    7.1.1. An effect is the output of a Skill when it is used. Effects vary in method of affecting the game state and serve as the primary way that players can influence and interact with the game.

    7.1.2. If a game object's Skill is used and its owner performs a game action as part of its effect, that game object is also considered to have performed that game action.

    7.1.3. Some effects list a game action and one or more target, such as "a friendly Vassal" or "two opposing Vassals." The skill's user decides what the target of the effect is within the target specifications as the effect is applied.

7.2. Chains

    7.2.1. A Chain is a Skill with a usage condition that requires the spending of Boosts to use its effect.

    7.2.2. Each Chain starts with the "Chain" keyword or another Chain keyword.

    7.2.3. By spending Boosts as listed by a Chain they own, a player can meet the usage condition of that Chain and use its effect. This game action is referred to as "activating" that Chain.

        7.2.3.1.   A Chain can only be activated while its owner has priority during combat.

        7.2.3.2.   Some Chains have additional restrictions as a part of their usage condition. These restrictions fall into three categories: Prime, position, and reaction.

        7.2.3.3.   These additional restrictions may be combined to create Chains that have their usage restricted in multiple ways.

    7.2.4. The amount of Boosts a player must spend to activate a Chain, the Chain's Boost cost, is listed after its Chain keyword.

        7.2.4.1.   If no amount is listed, the Boost cost is 0.

    7.2.5. If a player activates the Chain of a Vassal in the reinforcer zone, they exhaust that Vassal as part of that Chain's activation.

7.2.6. If a player activates the Chain of a Vassal in the reinforcer zone that does not have the same World as their Vassal in the challenger zone, the Boost cost of that Chain is increased by 1. This additional cost is referred to as the "reinforcer tax."

7.2.7. A player may activate one Chain owned by each of their Vassals one time each round and only if the Vassal that owns the Chain is not exhausted.

7.3. Prime Chains

7.3.1. A Prime Chain, denoted by the keyword "Prime," is a Chain that can only be activated as the first Chain of combat.

7.4. Position Chains

7.4.1. A position Chain is a Chain that can only be activated if the Vassal that owns it is in a certain zone.

7.4.2. There are two types of position Chains: Reinforce and Challenge.

    7.4.2.1. A Reinforce Chain, denoted by the keyword "Reinforce," can only be activated while the Vassal that owns it is in a reinforcer position.

    7.4.2.2. A Challenge Chain, denoted by the keyword "Challenge," can only be activated while the Vassal that owns it is in the challenger position.

7.5. Reaction Chains

7.5.1. A reaction Chain is a Chain that can only be activated during the reaction step of the combat phase.

7.5.2. There are two types of reaction Chains: Riposte Chains and Combo Chains.

    7.5.2.1. A Riposte Chain, denoted by the keyword "Riposte," can only be activated during the reaction phase of combat after a player other than the Riposte Chain's owner uses a Chain.

    7.5.2.2. A Combo Chain, denoted by the keyword "Combo," can only be activated during the reaction phase of combat after the Combo Chain's owner uses a Chain.

7.6. Abilities

7.6.1. An Ability is a Skill with a usage condition that requires certain conditions to be met to use its effect.

7.6.2. There are two different kinds of Abilities, solid state abilities and triggered abilities.

7.6.3. When an Ability's conditions are met, the Ability's effect is immediately used. This game action is referred to as "triggering" that Ability.

7.6.4. If multiple Abilities are triggered at the same time, the effects are used simultaneously, with all triggered Abilities having their effects resolve on the same game state.

7.7. Solid State Abilities

7.7.1. Solid state abilities start with a "while" or a keyword that starts it definition with "while".

7.7.2. Solid state abilities are either triggered or not triggered depending on the game state, with their effect being used while their condition is met and reverting their effect if their condition is no longer met.

7.8. Single Trigger Abilities

7.8.1. Single trigger abilities start with "when" or a keyword that starts its definition with "when".

7.8.2. Single trigger abilities trigger every instance of their condition being met, with their effect being used once for every instance.

7.8.3. If a single action would cause multiple single trigger abilities to trigger, the prime player may trigger their abilities first. Both players may order their ability triggers as they desire.

7.9. Passives

7.9.1. A Passive is a Skill with a usage condition that has no requirements to be used and constantly uses its effect until its Vassal is eliminated.

7.9.2. Each Passive starts with the "Passive" keyword.

7.10. Nested Skills

7.10.1. A nested Skill is a Skill that contains another Skill within its effects.

7.10.2. If an Ability contains a Chain within its effect, while the Ability is triggered, the owning Vassal can use the Chain.

7.10.3. If a Chain contains an Ability within its effect, when the Chain is activated, the owning Vassal can use the Ability until the end of the round.

8. Combat

8.0. General

8.0.1. Combat is a phase of a round that is divided into several steps: priority, chain, reaction, and result.

8.1. Priority

8.1.1. Priority is a game concept that is given to players during the combat phase. It acts a signifier of which player can act at any given time.

8.1.2. Priority can be passed from player to player, moving clockwise around the play area.

8.2. Priority Step

8.2.1. First, priority is given to a player. The following criteria is used to decide which player is given priority, moving down the list in the case of a tie: player whose Challenger has the greatest power, player whose Challenger has fewest injuries, prime player.

8.2.2. Second, the priority step ends and the combat proceeds to the chain step.

8.3. Chain Step

8.3.1. When the chain step ends, it can proceed to either the reaction step or the result step, depending on what action the players take.

8.3.2. The player with priority may activate a Chain that they own.

    8.3.2.1. If they activate a Chain, the chain step ends and the game proceeds to the reaction step.

    8.3.2.2. If they choose not to activate a Chain, they abstain and pass priority to the next player.

8.3.3. If each player abstains consecutively, the chain step ends and the combat proceeds to the result step.

8.4. Reaction Step

8.4.1. When the reaction step ends, it can proceed to either another reaction step or the chain step, depending on what action the players take.

8.4.2. The player that activated the Chain that initiated the reaction step is designated the initial player.

    8.4.2.1. Whenever a new player is designated the initial player, the previous initial player loses that designation.

      8.4.2.2.   The player clockwise of the initial player starts the reaction step with priority.

      8.4.2.3.   An initial player can activate a Combo Chain.

      8.4.2.4.   A non-initial player can activate a Riposte Chain.

8.4.3. The player with priority may activate a Riposte or Combo Chain, depending on their designation.

      8.4.3.1.   If a player activates a Chain, the reaction step ends and the game proceeds to another instance of the reaction step.

      8.4.3.2.   If a player chooses not to activate a Chain, they may abstain and pass priority to the next player.

8.4.4. If priority returns to the initial player and they abstain, the reaction step then ends and the combat proceeds to the chain step.

8.5. Result Step

8.5.1. First, each player evaluates the game state, looking at the power of each Challenger.

8.5.2. Second, designations are assigned to each Challenger according to their powers and the powers of the other Challengers.

      8.5.2.1.   The Challenger with highest power is the winner.

      8.5.2.2.   Any Challenger with lower power than the highest is the loser.

      8.5.2.3.   If multiple Challengers have the highest power, they tie, and none of those Challengers win or lose. Other Challengers with lower power still lose as normal.

8.5.3. Third, the result step ends, ending combat.

9. Game Definitions

9.0. General

9.0.1. Many words used in the skill boxes of cards are shorthand for more lengthy phrases or pertain to specific actions which only make sense in the context of the game.

9.0.2. Words and phrases like these have specific game interpretations that can be defined in specific terms.

9.1. Game Actions

9.1.1. A game action is an action undertaken as part of the rules of the game.

9.1.2. Apply: give a Status

9.1.3. Clear: remove a Status

9.1.4. Augment: give a Skill (lasts indefinitely unless noted otherwise)

9.1.5. Erase: remove a Skill (lasts indefinitely unless noted otherwise)

9.1.6. Injure: give a stack of Injury

9.1.7. Heal: remove a stack of Injury

9.1.8. Exhaust: give a stack of Exhaustion

9.1.9. Restore: remove a stack of Exhaustion

9.1.10. Spend: reduce your Boosts

9.1.11. Summon: create a Vassal token

9.1.12. Fabricate: create a Resource token

9.1.13. Eliminate: move to the infirmary

9.1.14. Protect: prevent from being injured (lasts until end of the round unless noted otherwise)

9.1.15. Negate: return the game state to the game state before the effect of a Skill (game states changed as part of the usage conditions of a Skill are not returned)

9.1.16. Swap: move a Vassal to another Vassal's zone, and move that Vassal to the first Vassal's original zone

9.2. Keywords

9.2.1. A keyword is a word or phrase that acts as a shorthand within a Skill.

9.2.2. Chain X: Chain keyword, "Spend X"

9.2.3. Prime X: Chain keyword, "Spend X as the first Chain of a round"

9.2.4. Riposte X: Chain keyword, "Spend X during the reaction phase as a non-initial player"

9.2.5. Combo X: Chain keyword, "Spend X during the reaction phase as the initial player"

9.2.6. Reinforce X: Chain keyword, "Spend X while this Vassal is in a reinforcer position"

9.2.7. Challenge X: Chain keyword, "Spend X while this Vassal is in the challenger position"

9.2.8. Eliminated: "when this Vassal is eliminated"

9.2.9. Elimination: "when this Vassal eliminates another Vassal"

9.2.10. Injured: "while this Vassal has any stacks of injury"

9.2.11. Uninjured: "while this Vassal does not have any stacks of injury"

9.2.12. Exhausted: "while this Vassal has any stacks of exhaustion"

9.2.13. Unexhausted: "while this Vassal does not have any stacks of exhaustion"

9.2.14. Lose: "when this Vassal is your Challenger and loses combat phase"

9.2.15. Overkill X: "when this Vassal is your Challenger and wins combat phase by X power or more"

9.2.16. Limit X: "This Skill can only activate/trigger X time(s) per bout."

9.2.17. Revenge X: "when your Challenger has lost the previous X consecutive combat phase(s)"

9.2.18. Streak X: "when your Challenger has won the previous X consecutive combat phase(s)"

9.2.19. Survive: "when this Vassal is your Challenger and wins, loses, or ties combat phase"

9.2.20. Tie: "when this Vassal is your Challenger and ties combat phase"

9.2.21. Win: "when this Vassal is your Challenger and wins combat phase"

9.2.22. Start of Bout: "when the bout starts"

9.3. Challenger

9.3.1. Challenger is a game state that refers to the Vassal within the challenger zone at any time during combat.

9.3.1.1. If a Challenger is moved from a challenger zone, that Vassal immediately stops being Challenger.

9.3.1.2. If a Vassal is moved to a challenger zone, that Vassal immediately becomes Challenger.

9.4. Power

9.4.1. Power is the deciding mechanism of combat, used to judge the result of every combat phase.

9.4.2. Power is associated with the game state of Challenger, not the Vassal. If the Vassal in the challenger zone is moved, the power remains and is then associated with the new Challenger if the Challenger is replaced.

9.4.3. If there is no Vassal in a challenger zone at the result step, the Challenger's power is considered 0.

9.5. Elimination

9.5.1. Elimination is the process of a Vassal being eliminated and can occur from certain game states.

9.5.2. Vassal A eliminates Vassal B and Vassal B is eliminated by Vassal A if:

　9.5.2.1. 　Vassal A's Skill gives Vassal B a stack of injury that eliminates Vassal B.

　9.5.2.2. 　Vassal A's Skill gives Vassal B a stack of exhaustion that eliminates Vassal B.

　9.5.2.3. 　Vassal A injures Vassal B during resolution phase, giving it a stack of injury that eliminates Vassal B.

　9.5.2.4. 　Vassal A directly eliminates Vassal B with an effect.

9.6. Status

9.6.1. A Status is a game object that can have the game state of being applied to a Vassal. They have Skills, which affect the Vassal to which the Status is applied.

9.6.2. The owner of a Status is the player that applies it, even if it is applied to a Vassal that isn't owned by the applying player.

9.6.3. The controller of a Status is its owner.

9.6.4. While a Status is applied to a Vassal, the affected Vassal has all the Skills that the Status has.