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Game: **WARHAMMER: INVASION
LIVING CARD GAME**

Pub: **Fantasy Flight Games (2009)**

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Print on card (**ensure you are printing at 100% scale**) laminate and trim to size.



SETUP

1. Choose and Shuffle Decks

Players may either use the prebuilt decks and each add 10 random neutral cards; or use constructed decks; or build decks using the Draft variant.

2. Set Up Capital Boards

Each player selects the **capital board** that best suits his deck, and places it on the playing area in front of himself.

3. Set Up Token Pool

Place the **resource**, **burn**, and **damage** tokens in a pile in the centre of the table for the use of both players.

4. Determine First Player

The first player is determined randomly.

5. Draw Setup Hand

Each player draws 7 cards from his deck as his starting hand. If you do not like your hand, you may shuffle your 7 cards back into your deck and draw a new starting hand ("*taking a mulligan*"). You must keep this second hand.

TURN SEQUENCE

Each player completes his entire turn before the other player takes his turn. A player's turn is divided into 4 phases, taken in order.

During the very first turn of the game only, the first player must skip his entire quest phase and his entire battlefield phase. This is the "first player penalty".

1. Kingdom Phase (collect resources)

The active player **resets his resources** by returning all of his unused resources to the central pile and then taking **one resource for each power in his kingdom** (the kingdom starts with a base power of 3).

He also has the opportunity to **restore any single corrupted card** under his control at the beginning of his kingdom phase, before any player actions can be taken.

Then, both players have the opportunity to take **actions** (including using tactic cards).

Once both players have chosen not to take an action, play proceeds to the next phase.

2. Quest Phase (draw cards)

The active player draws **one card for each power in his quest zone** (the quest zone starts with a base power of one).

Then, both players have the opportunity to take **actions** (including using tactic cards).

Once both players have chosen not to take an action, play proceeds to the next phase.

3. Capital Phase (play units, supports, quests)

The active player may **play unit, support, and quest cards** from his hand to his 3 zones.

To play a card from his hand, he must pay for it by spending (returning to the central pile) resources equal to the card's total cost. He then chooses where (amongst his 3 zones) the card is placed.

A card's cost is the **sum of its printed cost** (the value in the upper left hand corner) **and its loyalty cost** (the number of loyalty icons under the printed cost minus the number of matching race symbols the player controls in play).

Each capital board has one race symbol for the race it represents. A card's loyalty cost cannot be less than 0.

The active player also may **play one card face down as a development**, at no cost, in any one of his zones. A development adds 1 hit point (HP) to the zone in which it was played. **Each zone starts with 8 HPs**. Developments in a zone only add HPs to that particular section of the capital. You may look at your developments (but not at your opponent's) at any time.

A player is considered to be taking an action when playing a unit or support card from his hand (or when playing a card face down as a development) during the capital phase. The other player may still take **actions** (use tactic cards or trigger card abilities) during this phase.

Once both players have chosen not to take an action, play proceeds to the next phase.

Sending a Unit on a Quest

Quest cards are played from a player's hand into his quest zone in the same manner that unit and support cards are played. Once a quest card is in play, the controller of that card has the option of **sending his units on that quest**.

To do so, he plays the unit on top of the quest card when he plays that unit from his hand. The questing unit is still a part of his quest zone (it contributes power and can be used to defend the zone when it's attacked), but it is also considered to be *questing* on the quest upon which it was played.

A questing unit allows resource tokens to be accumulated on the quest, and once the specified number of resources have been accumulated on a quest, its effect can be utilized.

These tokens come from the central pile, and are not subtracted from resources collected during the kingdom phase. Resource tokens on a quest card cannot be used for anything other than the effects of that card.

Only one unit can be questing on a quest card at a time. If the questing unit leaves play for any reason, the quest card remains but all resource tokens accumulated on it are discarded to the central pile.

4. Battlefield Phase (attack opponent's capital)

The active player may **attack one of his opponent's zones** with any number of units in the active player's battlefield.

The defending player then has the option of defending that zone with any number of his units stationed there.

Any time a section has as many (or more) damage tokens as it has HPs, the section is burning. All damage tokens on that section are immediately replaced with a **burn token**.

Players have the option of taking **actions** (use tactic cards or trigger card abilities) after *each* of the 5 combat steps, and play does not proceed to the next step until both players have chosen not to take an action.

1. Declare Target of Attack

The active player declares which of his opponent's 3 zones he is attacking.

2. Declare Attackers

The active player decides which of his units in his battlefield (if any) are going to participate in the attack. Only unit cards in the battlefield can be declared as attackers.

3. Declare Defenders

The defending player now decides which of his units in the attacked zone (if any) are going to defend the zone. Only unit cards in the attacked zone can be declared as defenders.

Defending units do not block particular, individual units; the attackers all attack together and the defenders all defend together.

4. Assign Damage

Both players determine how much damage their participating units inflict. Each counts the number of **power icons** on the units he controls that are participating; this is the amount of **damage** he will be inflicting upon his opponent.

The attacking player assigns damage to his opponent first.

The attacking player must assign enough damage to destroy each defending unit before any damage can be assigned to the defending player's capital.

More damage can be assigned to a unit at the attacker's discretion, in anticipation of the *Toughness* keyword or other damage cancellation effects.

Damage tokens are placed near the card(s) to which the damage is being assigned, and if any damage reaches the capital, damage tokens are placed next to the attacked section, but not yet applied.

Then the defending player assigns the damage inflicted by his defenders to attacking units.

Damage tokens are placed near the card(s) to which the damage is being assigned. The defender may also over-assign damage to any attacking unit, in anticipation of *Toughness* or cancellation effects. **Defenders cannot assign damage to an attacker's capital.**

5. Apply Damage

Both players now apply the assigned damage to the cards to which it has been assigned. Effects like *Toughness* may kick in and cancel damage before it reaches the target. Any damage tokens thus cancelled are returned to the central pile.

Any unit that has as many (or more) damage tokens on it as it has HPs is destroyed and discarded.

End of Active Player's Turn

This is the end of the active player's turn. The other player now becomes the active player, and starts his turn with the kingdom phase.

Play proceeds with the turns alternating until one player has won the game.

GAME OVERVIEW

The game is played in 3 zones: the **kingdom**, the **quest**, and the **battlefield**. The first player to burn 2 of the 3 zones on his opponent's capital board wins the game.

There are 6 different races: **Order** (Empire, Dwarf and High Elf); and **Destruction** (Chaos, Orc, and Dark Elf). Order and Destruction cards cannot be combined in a deck. Cards with a grey border and no racial symbol are **neutral**, are not race-specific, and can be used in both Order and Destruction decks (unless specified otherwise).

A constructed tournament deck must have a minimum of 50 cards, no more than 100 cards, and no more than 3 copies of any card.

There are 5 different card types: **Unit** cards, **Tactic** cards, **Quest** cards, **Support** cards, and **Draft Format** cards.

Cards marked with a banner are **unique**. If you have a unique card in play you cannot play, take control of, or put into play (via a card effect) another copy of that card. Both players may have the same unique card in play at the same time. If a unique card is in your discard pile, you may play another copy of that unique card as normal.

Cards **attached** to another card are discarded if the card they are attached to leaves play.

If the rules text of a card contradicts the rulebook, the rules on the card take precedence.

A player who at any time has no cards in his deck is immediately eliminated from the game.

CARD EFFECTS

Actions "**Action:**" triggers are always optional and can be triggered during an action window in the game sequence. The card on which the action is printed must be in play (unless specified otherwise). **Tactics cards** are actions that are played from a player's hand.

Actions can also be played or triggered **in response** to other actions. It is then resolved *before* the action it is responding to. If there is a chain of responses, resolve the final response first and work back to the original action.

All costs must be paid and any targets chosen when the action is triggered, whether or not the effect resolves immediately. Once paid for, that effect is part of the action chain and resolves even if the source of the effect is removed from play.

Forced Effects "**Forced:**" triggers occur automatically and immediately when triggered by specific occurrences. They cannot be cancelled or interrupted by other actions.

Constant Effects Card effects without a bold trigger are **constant effects** and continually affect the game as long as the card is in play and any other conditions are met.

Zone Specific Effects Card effects preceded by an *italicized* zone name are only active when the card is located in the specified zone.

Corruption When a card becomes **corrupt**, the card's controller turns it 90 degrees. Corrupt cards cannot be declared as attackers or defenders.

"Cannot" An effect with the word "*cannot*" in its description means that effect is absolute and cannot be overridden by other effects.

OTHER RULES

Control and Ownership Players "own" cards in the deck they are playing.

Players "control" cards they own, unless another player steals control of the card through a game effect.

A card leaving play reverts to its owner's hand, deck, or discard pile (as directed by the effect forcing it out of play).

Corresponding Zones A card referring to an opponent's "corresponding" zones is referring to each opponent's zone of the same name as the zone in which the card is located.

If a card refers to each player's corresponding zone, it is referring to the zone in which the card is located as well as each opponent's zone of the same name.

Sacrifice The card is placed in its owner's discard pile. A sacrifice cannot be cancelled by other effects.

Non Combat Damage Outside of combat, some card effects also deal damage to units or to a player's capital. When these effects resolve, the damage is applied as soon as it is assigned before any other actions can be taken. Counterstrike damage is always applied as soon as it is assigned, however.

LEGENDS

You play **Legend** cards directly from your hand onto your capital board during your capital phase.

The board must have a matching loyalty icon.

This is considered taking an action, but cannot be played in response to another action.

Legend cards are not affected by card effects that target unit, support, or tactic cards.

Each player may only have **1 Legend card in play at a time**. You may not play another until the one you control leaves play.

A legend's **power icons** are split between the battlefield, quest, and kingdom zones, contributing during the relevant phase as if it were located in those zones.

In the battlefield phase, it may use its power to attack as if it were a unit in the battlefield zone, and can deal and receive battlefield damage as though it were a unit (but cannot be targeted by card effects that target units).

Attacking a Legend

During the battlefield phase, the active player may attack his opponent's legend instead of his opponent's capital.

He first declares which zone he is attacking, then whether he is attacking that zone or a legend *through* that zone. He then declares attackers as normal.

The defender may then declare defenders. Only units in the defending zone can defend a legend.

If any units are declared as defenders of a legend, enough damage must be assigned to destroy each defending unit before any damage is assigned to the legend.

A defending legend contributes the power it has (as damage) in the zone to the battle.

if a legend is dealt damage equal to or greater than its hit point, it is destroyed.

DRAFT VARIANT

Create 2 **draft piles**: place all of the **Dwarf** (1–25), **Empire** (26–50), and **High Elf** (51–55) cards in one pile, and all of the **Orc** (56–80), **Chaos** (81–105), and **Dark Elf** (106–110) cards in another. Add the 3 **Order treaties** to the Order pile, and the 3 **Destruction treaties** to the Destruction pile. Shuffle and deal out 10 of the **neutral** (111–119) cards to each of the piles. Then add one set of 10 **draft format cards** to each draft pile.

One player takes the Order Pile and the other player takes the Destruction Pile. These are the sides each player will play for this game. Each player then shuffles his draft pile.

Each player takes the top 15 cards of his draft pile, forming his first **draft pack**. Looking at the cards, each player picks 2 cards and places them face down in front of himself: these are the first 2 cards of his **deck**.

The players then trade draft packs, and each **counter-drafts** one card from his opponent's pack, thereby denying his opponent the opportunity to use that card in his deck.

The draft packs are again traded, and each player picks 2 more cards and adds them to his deck. This continues, with each drafting player picking 2 cards each time his pack is passed to him and counterdrafting one card each time his opponent's pack is passed to him. A player will pick 2 cards from his pack 4 times, and he will counterdraft a card from his opponent's pack 3 times.

After a player picks 2 cards from a pack for the fourth time, that pack is done. The remaining cards are discarded, and each player makes a new draft pack of 15 cards from the draft pile. Once 5 packs have been drafted by each player in this way, the draft is complete, and the players can now play a game with their decks.

Draft Format Cards

These effects do not themselves go into a player's deck; they resolve completely when they are picked from a player's draft pack or when they are counterdrafted from the draft pack of his opponent. They are revealed to an opponent, and they take effect before moving on to the next step of the draft.

Cut Supply Lines The selecting player places this card next to his opponent's draft pile. For the remainder of the draft, that player draws one less card each time he creates a new draft pack.

Reinforcements The selecting player sacrifices this card and then looks at the top 5 cards of his draft pile. He adds one of those cards to his deck and places the other 4 cards at the bottom of his draft pile.

Sabotage The selecting player places this card faceup next to his deck. Any time that player is counterdrafting a card from his opponent's pack, he may sacrifice this card to counterdraft an additional card from that pack.

Shifting Tides This card is immediately sacrificed. Then, the pack from which it was selected is shuffled back into its owner's draft pile and is replaced with an equal number of cards. If this card is picked simultaneously with another draft format card, *Shifting Tides* always resolves first.

If a pack runs out of cards before a player can pick 8 cards from it, that pack is complete. The player building from that pack resumes adding cards to his deck when both players create the next set of draft packs.

WARHAMMER INVASION

THE CARD GAME

0. BEGINNING OF THE TURN

Actions may be taken by either player.

1. KINGDOM PHASE

Active player resets all unspent **resources** to resource pool, and may *restore* one **corrupt** unit.

Active player counts **power** in his **kingdom zone**, and takes that many resources from the pool.

Actions may be taken by either player.

2. QUEST PHASE

Active player counts **power** in his **quest zone**, and draws that many cards from his deck.

Actions may be taken by either player.

3. CAPITAL PHASE

Active player may play **character**, **support**, and **quest** cards from his hand to his 3 zones.

To play a card pay its **printed cost** plus its **loyalty cost** (loyalty icons minus matching race symbols player controls)

Active player may also play one card face down as a **development** at no cost.

Actions may be taken by either player at any time.

4. BATTLEFIELD PHASE

Active player declares **attackers**, and decides which of his opponent's **zones** they are attacking.

Actions may be taken by either player.

Defending player declares **defenders**.

Actions may be taken by either player.

Damage is counted and assigned, without yet being applied.

Actions may be taken by either player.

Damage is applied and its effects resolve.

Characters leave play if they are out of **hit points (HPs)**.

Each zone starts with 8 HPs. **Burn tokens** are placed on the capital if necessary.

Actions may be taken by either player.

5. END OF THE TURN

The other player is now the active player.
Proceed to the beginning of the next turn.

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WARHAMMER INVASION

THE CARD GAME

KEYWORDS

Counterstrike

Whenever the unit with the **Counterstrike** keyword is declared as a defender, it immediately deals uncancelable damage equal to its numeric value to a single attacking unit of the defending player's choice.

The damage cannot be split damage amongst more than one unit, and is always applied immediately, before any other actions can be taken.

The Counterstrike unit still participates in the battle and deals normal combat damage as well.

Multiple Counterstrikes stack on top of each other.

Kingdom/Quest/Battlefield Only

When these cards enter play, they can only do so in one of the specified zones.

Such a card can still then be moved (through card effects) to another zone however.

Limited

A player may play only one card with the **Limited** keyword each turn.

Necromancy

The unit may enter play from the discard pile as though it was in its owner's hand. If it is still in play at the end of the turn, it is put on the bottom of its owner's deck.

Order/Destruction Only

These neutral cards can only be used in the specified deck.

Savage X

When the unit is dealt 1 or more damage and survives, it may deal X damage to one target unit in any corresponding zone.

Multiple Savage numerical effects stack.

Scout

After combat damage is applied, the controller of any surviving participating unit(s) with the **Scout** keyword forces his opponent to discard one card at random from his hand for each of his participating units with Scout that survived the combat.

Toughness

Whenever a unit with the **Toughness** keyword is assigned damage, the cancel its numeric value of that damage before the damage is applied.

Damage dealt by effects that are "*uncancellable*" cannot be cancelled by Toughness.

Multiple Toughness effects stack.

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THE CARD GAME

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