

# Terrene Odyssey FAQ 2015

## General

### **Can I have duplicate item or command cards in play?**

If you draw into duplicates, you can play them. Its OK to have duplicates on the board for any card. You just can't start with them.

### **Can I have duplicates characters in play?**

Characters follow a different rule. You may only control one character of the same name at one time. If you ever recruit a character with a duplicate name, you must dismiss one of those characters before the game can continue (similar to being oversupply). This rule does not apply to token characters.

### **Can I use actions on my opponents turn?**

You can spend actions on your opponent's turn if you have Blue Trigger Abilities. Saving an action for reaction on your opponent's turn is highly recommended.

## XP Gain

### **When a character gains its 5+ XP, whats happens?**

At 5+ XP, you can choose any reward you want. if you pick the 3rd and the 4th XP rewards, you will have to take the LEVEL UP! part as well.

### **Is there a max LV a character can reach?**

There is no max level.

## Recruiting

### **What is a recruited character?**

A recruited character is revealed and face-up.

### **A card instructed me to recruit a character. Does this mean I gained control of it?**

No, recruiting a character just flips it face-up. If you are to recruit and gain control of a character, a card will specifically say so.

## Items and Commands

### **How do these work exactly?**

An item/command remains face-down hidden until you pay its trigger ability cost and reveal it. Once it's revealed and paid for, you resolve its effect then discard that card. These cards are always discarded after use unless they are 'Ongoing'.

**When a character is defeated, does their item/command stay on the table?**

No, the item/command is dismissed with the character. These card can't exist on the table without being assigned to a character.

**Can an item or command be activated if the character it is held isn't recruited yet?**

No, a character must be face-up recruited in order to activate items and commands.

## Dismissing

**What is the cost of dismissing my own characters? Items? Commands?**

You can dismiss characters, items and commands as a free action on your turn, but you may not dismiss them in response to another action. You can dismiss any number or cards by using the free ability again. If you dismiss a character, you must move any damage that character may have to your own HP. This is the only penalty associated with dismissing.

**Where do dismissed cards go?**

Dismissed cards go to the discard.

## Battle

**How do I attack with my characters?**

When you attack with a character, you pay an action and move the character forward to indicate the attack. You attack your opponent player and they will choose to either not block that attack and take damage to their HP or Block an attack with one of their characters. You can NOT attack a character directly without an special effect.

**How many times can a character attack per turn?**

Each character can only attack once per turn (on your turn only) for the cost of 1 action, unless a card effect specifies otherwise.

**When my characters block, they hit back, right?**

Characters do not deal any damage back to their attacker when they block an attack. The exception to this is characters with the Gained Ability Retaliate.

**Do I need to pay an action to block with a character?**

No, blocking is a free action you can take on any players turn in response to an attack.

**How many times can a character block per turn?**

A character can block as many times as they like per turn. However, each time they do, they suffer more Defense Decay.

### **What is Defense Decay?**

When a character blocks an attack, they suffer Defense Decay after the damage from that attack resolves. This means their DEF is reduced by 5 until the start of their next turn. Usually this is immediately after your opponent's turn in a 1v1 game, but in a 2v2, you may have to wait longer!

## Hiding

### **What is a hidden character?**

A hidden character is a face-down character. Hidden characters are not affected by card effects or able to be targeted, attack or block and do not have affiliation, class, ATK or DEF unless a card specifically states otherwise. Hidden characters always take up 1 SP. They still do have an HP value and can have damage, status conditions, and/or gained abilities.

### **What happens if a character is hidden in response to it being targeted?**

A Hidden character can't be targeted and it never affected by an effect unless a card specifically says it affects hidden characters. If you are able to hide a character in response to a player's effect, it will not be affected by that effect.

### **Which effects does a character lose after hiding?**

When a character become hidden, they do not lose any damage, status conditions, or gained abilities they may have. They are flipped face-down and all tokens that character has are placed on top or next to that card. Hidden characters are always 1 SP. Note: The -1 SP bit is not a gained ability, only a reminder for effects. If a character with -1 SP bits is hidden, it loses those bits and their effects.

### **What happens if a character is hidden in response to a block declaration?**

After you block an attack, you have accepted all damage from that attack. If you hide your character after you block, that character will still be taking the damage they have accepted even while face-down. The character can still be defeated by this damage.

## Assassins and Battle

### **Can I use multiple assassin triggers on a single attack?**

Yes.

### **Can I use an a single assassin's trigger twice on one attack by hiding it and recruiting it again?**

No. Trigger abilities can only be activated once per chain.

**An opponent's character attacks and I recruit my assassin to activate it. My opponent responds by targeting my assassin with enough damage to KO the assassin. Does the assassin's ability still resolve?**

Yes, the assassin's ability will still take effect. The assassin has already added his effect to the chain, putting the trigger ability up for resolution. If the assassin is defeated, it does not affect if this ability will resolve or not.

## Trigger Abilities

### **Trigger abilities in the discard**

Some cards say they can be triggered in the discard. These cards are considered activated by the player. It is the only instance in the game when the player is resolving a card's effect. If a player defeats a character this way, it is considered wasted XP since only characters can gain XP.

## End of Turn Responses

**I have one action remaining and my opponent says they are ending their turn. Could I then respond to their action of ending their turn with an action of my own?**

You can respond to your opponent's end of turn declaration. This is a good time to dump any remaining actions you might have! Your opponent can respond to your actions and after that chain resolves, the turn will end.

*Example:*

- Opponent declares End of Turn
  - You activate Prophecy
  - Opponent activates Item Expertise
  - Item Expertise resolves, negating Prophecy
  - Prophecy resolves, but does nothing due to Item Expertise
- Opponent's turn ends

## Deck Construction

**The rules say I can have 1 hero in my deck. Does that mean I can have 3 copies of the same one hero? How does this work with the new Villain Rule?**

No, only 1 card with the "HERO" tag can be in a deck. The villain rule, (for characters 3 supply or higher) works the same way.

**How many copies of a card can I include in a single deck?**

You can have a maximum of 3 copies of a card with the same name. You can only have up to 1 HERO and 1 VILLAIN card in a deck.