

CHAOTIC USA

SILENT SANDS



Trading Card Came ChaoticCame.com

RULES SUPPLEMENT





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NEW GAME RULES ALSO AVAILABLE ON CHAOTICGAME.COM

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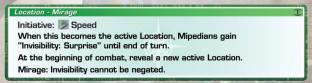
Warbeasts and Conjurors:

Warbeasts are powerful beings created from raw Mipedian Mugic by Muges known as Conjurors. Warbeasts are unstable unless paired with one or more Conjurors. Every Warbeast has a punishing Recklessness drawback, but Conjurors reduce the damage Warbeasts would deal to themselves with Recklessness. Multiple Conjurors can work together to reduce this damage even further.

Mirage Locations:

Mirage Locations are places that appear and disappear in the shifting sands of the Mipedim Desert and other mysterious parts of Perim. Whenever a Mirage Location is the active Location and would be placed on the bottom of its owner's Location Deck (for example, at the end of a player's turn), rather than putting the Mirage Location on the bottom, place it on a space on the Battleboard which doesn't have a Mirage Location. Then, return any other Mirage Location in play to the bottom of its owner's Location Deck.

When a Mirage Location is in play on the Battleboard, its Mirage ability becomes active and its normal ability is inactive. Any combat-related Mirage abilities only apply to battles that take place at that location on the Battleboard.



Multiple Elemental Costs:

Some Attack Cards have abilities which require more than one Elemental Type. If the Creature playing this attack does not match all the Elements on the Attack Card, the ability does not work.



"Rule of Two" Update-Cards with Subtitles:

A card with a subtitle printed below its card name represents a different version of that card. As long as two cards have the same card name, they are considered the same card by the Rule of Two and the Uniqueness Rule. For example, both "Forest of Life" and "Forest of Life, During Aichlyys" have the card name "Forest of Life." You can play a total of two in your army.



Movement Rule Update:

Using a Mugic or ability to move a Creature does not prevent that Creature from making its normal move on the same turn. For example, if you use Phelphor's ability to move your Rothar into an open space adjacent to Rothar, you may still move Rothar when you could normally move your Creatures.



Diminishing Muges:

Each Tribe has a Muge whose ability counts the number of Mugic counters on it as part of its ability. You count the number of Mugic counters when the ability resolves, *not* when you play the ability, so the Mugic counter you used to pay for the Muge's ability will have already been removed when you count.