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**Subject:** Fwd: Q&A

----- Messaggio originale -----

Da: Keyforge Rules Questions <[kfrules@fantasyflightgames.com](mailto:kfrules@fantasyflightgames.com)>

A:

Data: 29/10/2020 17:32

Oggetto: Re: Compendium

Hello!

Sorry we've gotten so behind on these questions.

1. Cyberclone only copies the base power/armor/keywords/traits of the purged creature, not any bonuses granted from counters or other cards. You are correct that if you purged a Mimic Gel, your Cyberclone would be a 0-power creature and be destroyed.

2. If you use Animator to turn an artifact into a creature, then play an upgrade on that creature, that upgrade will be discarded when that creature becomes an artifact again. An upgrade cannot be played if there are no creatures to play it on, and by that same logic, though it is not explicit in the rules (yet), when an upgrade is on a non-creature, it will immediately be discarded. Artifacts can have æmber and other counters on them, however, so all of those will remain. Ward explicitly protects creatures from being damaged, destroyed, or removed from play, so it will not protect artifacts from destruction. Wards, Damage, and +1 Power Counters can all become relevant again if the artifact becomes a creature again later in the game.

3. Yes, you can now use a stunned creature's "omni" ability to remove that stun. The previous stun rules were leading to a lot of questions and grey area as to when you could or could not remove stun, so we decided to make the rules more simple and consistent by allowing you to remove a creature's stun any time you could use that creature.

4. The self-referential text on Blasters specifies which copy of the blaster it is referring to, but does not specify which copy of a Star Alliance officer it can attach to. For example, if you have two Sci. Officer Qincans out in play, and one has a Qincan't Blaster upgrade on it, you CAN move that blaster from one Qincan to the other, effectively trading it back and forth. However, if you reap with a Sci. Officer Qincan that has Qincan's Blaster attached to it, and you also have a second Qincan's Blaster in play attached to another creature, you CANNOT move that second Blaster onto Qincan and you CANNOT trigger both blasters' effects to archive two different creatures in play.

5. The "may" in the Star Alliance blasters' Fight/Reap: ability refers to the whole rest of the sentence. So you can choose to do nothing, or to deal the 2 damage, or to attach the blaster to the creature it is named after.

6. When you play Ghosthawk next to an enraged creature, that creature cannot reap, regardless of whether it belongs to the active house or not, so it does not exhaust. (Side note: If you play Ghosthawk next to a stunned creature, that creature will exhaust and lose the stun condition, again regardless of whether it belongs to the active house.)

7. If you play Favor of Rex and choose Ghosthawk's play ability, you will not be able to reap with its neighbors because you do not control them.

8. You cannot play Mimic Gel as a copy of a creature with Alpha unless it is the first card you play that turn. This follows similar precedent as the Mimicry + Eureka examples in the FAQ.

9. Because Bouncing Deathquark has no "if you do" in it, it does not require that the first friendly creature is actually destroyed. Bouncing Deathquark's effect can be repeated as long as you have a friendly creature in play to choose. So yes, you can keep choosing your Reassembling Automaton to repeat the effect multiple times.

Thanks for your patience. I hope these helped!

-Aaron Haltom (he/him)

Card Game Designer

Fantasy Flight Games

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From:

Sent: Sunday, September 6, 2020 2:16 PM

To: Keyforge Rules Questions <[kfrules@fantasyflightgames.com](mailto:kfrules@fantasyflightgames.com)>

Subject: Compendium

Hello.

Sorry for being insistent but there are a lot of questions that have been pending for ages and constantly crop up again here and there in the community, could you please take a look at them?

There's probably more than these but I gathered all the ones I could find easily.

CYBERCLONE

Does Cyberclone ability fall under the new rule "If cards leave play while resolving an ability, later instructions in the same ability refer to the cards as they were immediately prior to leaving play"? In short, does it gain the base power/armor of the creature it purges, or does it include any buff it had while in play, like +1 counters, Upgrades and bonuses from other cards?

If it only copies the base stats, am I right in thinking that if a Cyberclone copies a Mimic Gel it becomes a 0 Power creature and is immediately destroyed?

If it copies current stats, what happens if, for instance, I have a Niffle Ape and a Niffle Queen in play and purge the Ape with the Cyberclone?

It would be 4 Power (since the Ape was 2+1+1), but it would also be a Beast and a Niffle and thus get further bonus from the Queen, becoming 6 Power. Is that correct?

#### ANIMATOR

Once an Artifact is "turned into" a creature, it might receive tokens, like damage or Ward or others, and be attached Upgrades as long as it is a creature.

What happens when it becomes an artifact again at the end of the turn? Do all tokens and upgrades stay on it?

I suppose Æmber will since it is always possible for Æmber to be on an artifact, but what about upgrades and other tokens?

Also, if tokens do stay and somehow it got a Ward token, will the Ward work in case the Artifact (not in creature form) is about to leave play? The rules of Ward explicitly mention creatures, but so far it wasn't possible to have a Ward token on anything else.

#### STUN

With the new rules, is it now possible again to use a creature with an Omni ability to unstun it at any time, since it can legally be used due to being Omni?

#### SELF-REFERENTIAL TEXT

Does the new rule mean that it is no longer possible to move a Blaster from one copy of its owner to another copy when using the Blaster's ability?

#### BLASTERS

When reaping with a creature equipped with any of Star Alliance's Blasters, is it possible to choose to do nothing, or one must choose one of the available options (dealing 2 damages or attaching the blaster)?

Thank you in advance and happy new year

#### GHOSTHAWK

1 - I play Ghosthawk next to an enraged creature of a non-active house. Can that creature reap even if it is enraged? Also, does it make any difference if the creature is of the active house or not in this case?

2 - I use Favor of Rex to trigger an enemy's Ghosthawk Play ability, what happens? (I'd say nothing since I cannot reap with creatures I do not control, but want to be sure)

#### MIMIC GEL

Can it be used to copy a creature with Alpha even if it is not the first card played in the step? In other words, does the copy effect happen before or after the point where Alpha is checked?

#### REASSEMBLING AUTOMATON

I have in play a Reassembling Automaton and another creature. I play Bouncing Deathquark, targeting my Automaton and an enemy creature, of

course the Automaton is not destroyed due to its replacement effect. Can I repeat the Deathquark effect and hit my Automaton again even if technically I am not destroying it, so I am not really repeating the effect entirely as required?

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