

Chrono Clash System FAQ

Last Revision: 26th July 2019

General Game Questions

Q. If a player wins the die roll, do they go first? Or do they decide who goes first?

A. The first player is determined randomly.

Q. Can you have more than 5 guardians?

A. There is no limit to the size of your guardian stack.

Q. Is there a maximum deck size limit?

A. No.

Q. I've collected a full set of standard-sized Extra Deck battlers and want to use them in tournament play. Should they be sleeved in the same type of sleeves as my standard deck?

A. As the Extra Deck battlers have a different card back, they should be sleeved in a way that distinguishes them from the standard deck.

Q. What size sleeves do I need for my main deck and extra deck?

A. Cards in your main deck are standard size cards and require 66 x 91 mm sleeves. Extra Deck battlers out of the box are oversize cards and require 89 x 127 mm sleeves.

Rulings Updates

The Extra Deck

You can only destroy standard battlers to pay the cost of EX battlers. Extra Deck battlers may not be destroyed to pay for other Extra Deck battlers. If the cost of an EX battler is reduced to 0, a standard deck battler (of any cost) must still be destroyed to summon it.

Questing

Quest points should be tracked on a die or by using tokens. Cards discarded from questing should go to the discard pile.

Questing and the Sentinel Ability

The sentinel ability only applies to tapped, non-questing battlers. A battler with sentinel that is on a quest does not protect your guardian stack.

Targets

Targets are presumed to be in play unless paired with a hand or discard pile icon, in which case it will target the specified area instead.

Clarifications for Targeting

Q. Does the “target other battlers” effect only target battlers in play? Or does it include battlers in the discard pile and hand as well?

A. It targets all of your other battlers in play. If the ‘target other battlers’ icon is paired with a ‘hand’ or ‘discard pile’ icon, it will target that specific area instead.

Clarifications for Triggers

Q. If my battler has an effect that triggers when I attack, and it has a +2 Guardian Ability, does this effect trigger every time it battles a guardian?

A. No. The effect triggers once when you tap the battler to attack, not every time it battles a guardian.

Q. If my guardian has a Destroyed trigger, when does that activate?

A. The attacking battler must have equal or greater power for the guardian’s destroyed trigger to activate.

Q. What happens when multiple triggers go off at the same time?

A. The active player will resolve all of their triggered abilities, choosing the order in which they resolve them. Each triggered ability must be resolved. The defending player then resolves all of their triggered abilities, in any order they choose.

Q. What is the order of resolution in the case of a battler with Reinforcements being destroyed by a guardian with a ‘when summoned’ effect? Which order do these effects resolve?

A. These do not occur in the same timing window and must be resolved in the order in which they happened in the game. First, the Reinforcement battler’s effect will resolve, secondly, the when summoned effect.

Clarifications for Modifiers

Q. How long do modifiers last if they do not have the ‘gains’ symbol?

A. Modifiers last until the end of turn.

Clarifications for Abilities

Q. When using the Reinforcements ability and summoning a battler, does the player need to pay the time or sacrifice cost for EX cards?

A. Neither. The Reinforcements ability allows the player to summon a replacement for free, even for an EX card. The Reinforcements ability can also summon a copy of the same battler that was destroyed.

Q. Does the Last Stand ability trigger every time that battler attacks? If the Battler with Last Stand attacks a Guardian and it is revealed to be an action card, is that still considered a battle?

A. Yes, the Last Stand ability triggers every time a battler with Last Stand is involved in a battle. If a Guardian is revealed to be an action card, no battle takes place. The battler with Last Stand would survive if it attacks into an action card.

Q. Does the Leader ability only last until the end of the turn? Or does it last until I next summon a battler?

A. The effect should read, "The next battler you summon this turn." The effect lasts only until the end of the player's turn.

Q. Does the Leader ability stack?

A. Yes, it will stack until a battler is summoned or your turn ends.

Q. Does Leader work on EX cards?

A. Yes, the Leader discount works on summoning EX cards. However, even if the cost of an EX summon is reduced to 0, a standard battler must still be sacrificed for it to be summoned.

Q. What is the definition of enemy effects (for the Protector Ability)?

A. Enemy effects refers to any ability icon that has a target icon preceding it.

Q. Can a battler with Fast go on a quest the turn it is summoned?

A. No. Fast battlers can attack on the turn they are summoned.

Q. What happens when an attacking battler and a guardian have abilities that trigger simultaneously? Who has priority?

A. The active player resolves all of their abilities, in any order they choose. The defending player then resolves all of their abilities, in any order they choose.






Q. How do the Leader and Reinforcements ability interact?

A. If a battler featuring the Leader Ability discounting cost by 2 attacks, and a 3-cost battler with Reinforcements then attacks and is destroyed, you may summon a 5-cost battler for free.



Q. A battler has been tapped to go on a Quest, but is then untapped by an ability. Can it quest again, and does it receive another facedown battler?

A. Yes, the battler can Quest again. This also means if a +1 Guardian Attack battler attacks a questing battler with two or more quest guardians, it will hit a second quest guardian if it survives its first attack!

CARD ERRATA

	<p>Naruto Uzumaki (NB02-37-B)</p> <p>Missing target for ability.</p> <p>   </p> <p>This ability reads:</p> <p>Your other battlers in hand, including Extra Deck Battlers, cost -1 to summon.</p>
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CARD CLARIFICATIONS

	<p>Kakuzu (NB01-37-B)</p> <p>If Kakuzu gives a battler who already has a Reinforcement ability Reinforcements, the Reinforcements ability will stack and trigger twice when that battler is destroyed.</p>
	<p>Sakura & Sarada (NB02-42-A)</p> <p>If you play Sakura & Sarada with 2 or less time, the ability must resolve prior to it becoming your opponent's turn. Therefore, it would remain your turn after playing it.</p>



Pain (NB02-16-B)

Pain's Guardian Ability destroys a battler with cost 7 or more.



Boruto Uzumaki (NB02-40-B)

If a battler with +X Guardian Attack attacks and the opponent reveals Boruto Uzumaki as a Guardian, any further attacks are stopped if the opponent has a tapped battler in play.