





# C3G Spell Rules

## SPELL RULES

C3G Spells add a new layer to your games, allowing your magic-using characters (those with the Magical Defense special power) to draft and cast a range of Spells.

### DRAFTING SPELLS

Spell Cards, like Army Cards have an associated point cost listed on them. Spell Cards are drafted in the same way as Army Cards. There is no limit (except point cost!) to the number of different Spell Cards you can draft, and you can draft any number of the same Common Spell Card (indicated by the grey card border). However, like Army Cards, each player cannot draft more than one of the same Unique Spell Card (indicated by the purple card border).

Unlike Army Cards, Spell Cards do not have a figure that is placed on the battlefield. Instead, at the start of the game, place all of your drafted Spell Cards face-up next to your Army Cards. Note: you may never conceal any of your Spell Cards from other players.

Some Spell Cards may have additional limitations for drafting or casting listed on their cards, such as requiring specific Classes or Personalities on Army Cards in your Army.

### CASTING SPELLS

Spell Cards can only be cast by figures in your Army with the Magical Defense special power, unless otherwise specified by a special power or rule. Each Spell says on its card when it can be cast and what its effect is. You cannot cast more than one Spell each player turn (remember, a player turn begins with revealing an Order Marker and doesn't end until the next player's turn begins). Out of turn Spells, such as Temporal Inversion, are not cast during a player turn; you cannot cast more than one of these Spells each Round.

When casting a Spell, you must declare which Spell you are casting and which figure you control is casting that Spell (remember, only figures with the Magical Defense special power can cast Spells). When a Spell refers to "this figure", it is referring to the figure casting the Spell. When a figure casts a Spell, you must resolve the entire effect of the Spell, and during that use the Spell is considered a special power on the card of the figure casting it. When using a Spell that has a Special Attack, that Special Attack is used instead of the casting figure's normal attack and it follows all standard Special Attack rules. Immediately after resolving the effects of a Spell, it is removed from the game, unless otherwise specified by a special power or rule.

Spell Cards are not attached to Army Cards and therefore are not "lost" when a figure is destroyed or is temporarily or permanently controlled by another player. You may continue to use Spell Cards as long as you have at least one figure in your Army with the Magical Defense special power.

## EXAMPLE 1: SPELL CARD INFORMATION

### Spell Type - Unique or Common

Unique Spell Cards - When selecting cards to put in your Army, you cannot select two of the same Unique Spell Card.

Common Spell Cards - When selecting cards to put in your Army, you can include two or more of the same Common Spell Card. Unique and Common Spell Cards have different color schemes to help differentiate them.

**Points:** The value of a Spell Card, based on the power of its spell.

**Special Power(s):** Spells are special powers or attacks that allow figures to "break the rules" when moving, attacking, and defending.

