

- A. Golden Rules -- These rules universally govern Pox, and are a step above any other game mechanics or rules.
 - a. If a rune ever contradicts the rules, the rune wins. Runes do what they want.
 - b. Things do all that they imply, and apply to all other things which they do not explicitly ignore or qualify.

- 1. Attacks -- Attacks come in many different types, and follow a set of broad guidelines. The Attacks rules govern what exactly happens before, during, and after a unit attacks.
 - 1.1. The Attack Chain -- Most attack abilities increase in cost if used more than once in a turn. The Attack chain governs that increase in cost. The second attack costs +2 AP, the third attack costs +5 AP, and the fourth attack costs +9 AP. These values are not cumulative, and apply to the base AP cost of an ability. For basic attacks, this means the cost goes 3, 5, 8, 12. Some abilities have a modified AP cost, such as Pummel. This cost modifier will remain no matter the location in which the ability is used in the Attack Chain. For instance, if a unit performs a basic attack and then uses Pummel, Pummel will cost 6 AP, because it has a +1 AP modifier, and 5 AP base cost..
 - 1.2. Attack Types -- Both the source and result of an attack may fall into one of several different types, which define how that attack will interact with other effects on the field.
 - 1.2.1. Source Types -- The source-type of an attack may influence targeting selection, AP costs, damage modification, or additional triggers available during the attack's resolution. Sources broadly break down into Basic, Non-Basic, Modified Basic, and Area-of-Effect.
 - 1.2.1.1. Basic -- A Basic Attack is any attack with the name "Attack: (type)." Basic attacks follow the standard Attack Chain progression, have an element of their noted type, have a base damage value equal to the attacking champions Damage, and may be made at the attacking champion's Range.
 - 1.2.1.2. Non-Basic -- Non-Basic attacks are any attacks which do not follow the Basic Attack template; they may in some way modify the damage quantity, damage type, effective range, or any number of other factors. These types of attacks will not trigger DoT applicators such as Rend or Rabid, nor will they trigger anything else which requires a successful basic attack, such as Warcry. Non-Basic attacks are still subject to the Attack Chain, as well as all the rules of hitpoint reduction (see section 2).
 - 1.2.1.2.1. Scaling-Effect -- Scaling-Effect attacks have their output stats, such as Damage or effective Range, in some way linked to the attacking champion's stats. For instance, Farshot scales with a champion's Range and Damage. These values needn't be strictly proportional, just related.
 - 1.2.1.2.2. Fixed-Effect -- Fixed-Effect attacks, such as Hex or Stab, have predetermined values for one or more of their components, such as Damage or Range. These values hold no relations to the champion's

stats, and cannot be effected by anything that modifies those those stats.

- 1.2.1.3. Modified Basic -- Some attack abilities allow champions to perform basic attacks with additional properties, such as Pummel. These attacks are treated as basic attacks for any other conditions or abilities which check whether or not an attack is basic, but otherwise operate like Non-Basic attacks for things such as targeting and AP costs.
- 1.2.1.4. Area-of-Effect -- Area-of-Effect-type attacks cover an area of the field, and are usually governed by the same Attack Chain rules as Basic and Non-Basic attacks. These still count as attack damage, but have only the "Damaging" result type (see section 1.2.2). These attacks cannot miss, even if the attacking unit is Blinded. AoE attacks bypass Defense in the Target Layer of damage calculation (see section 2.1.1.1.3.2).
 - 1.2.1.4.1. Targeting Rules -- While Area-of-Effect attacks do not require a central target, they may still center upon one unit. If a unit occupies the central, targeted tile, it will count as directly targeted for abilities like Subsume and Impenetrable -- for instance, it will either gain life or prevent the targeting. Otherwise, these abilities operate the same regardless of the position of affected targets, and will not count as directly targeting.
- 1.2.2. Result Types -- Attacks can have three different results, and may have more than one result type, depending on the circumstances. These result types influence other factors that may occur after an attack, such as the application of a DoT, the triggering of Warcry, or the opportunity for a counterattack.
 - 1.2.2.1. Failed -- A failed attack is one that does not connect with the target because the attacking champion misses. These attacks will not trigger on-hit effects or anything else that registers on an attack, such as Warcry.
 - 1.2.2.2. Successful -- A successful attack is one which connects with the target, even if it deals no damage. An attack against a champion with an Immunity or Eater effect, which is Incorporeal, or which has more damage reduction through Defense and abilities than the attack source, will still count as a successful attack. Anything that triggers off of successful attacks, such as Warcry, will trigger so long as it hits.
 - 1.2.2.3. Damaging -- A damaging attack is one that deals damage to the target (see section 2.2). Things which trigger off of damage, such as DoT applicators like Rend or Rabid, will trigger off of a damaging attack. All Damaging attacks are also Successful, because an attack must hit in order to deal damage.
- 2. Hitpoint Reduction -- Effects which might reduce a champions HP fall under this category. The Hitpoint Reduction rules govern those methods by which a champion may lose HP.
 - 2.1. Damage -- All damage calculation breaks down into a series of steps. Each potential modifier fits within a particular step, dependent upon that modifier's source. Any effects which use the keyword "damage" will either key off of or deal damage.
 - 2.1.1. Calculation Sequence -- Standard damage effects follow a calculation sequence: Hit Check -> Source Layer [Base Damage -> Source Flat Modifiers -> Source Percentage

Modifiers] -> Global Layer [Ironfist Stronghold Faction Bonus -> Elemental Amplification] -> Prevention Check -> Target Layer [Sundered Lands Faction Bonus -> Target Defense -> Target Percentage Modifiers -> Flat Reduction Effects] -> "After Def" Layer

- 2.1.1.1. Calculation Layers -- Damage calculation happens in several layers and checks, which depend upon the source of the damage modification. In order, they are the Hit Check, the Source Layer, the Global Layer, the Prevention Check, and the Target Layer.
 - 2.1.1.1.1. Hit Check -- Before any damage calculation, the attack must first check whether it hits or misses. If any effect would prevent an attack from successfully connecting, it triggers at this point in the calculation sequence. For instance, if a unit has both the Dodge condition and Righteous Deflection condition from their corresponding sources, then the first ranged attack made against that unit will miss rather than be deflected, because the hit check comes first.
 - 2.1.1.1.2. Source Layer -- The first calculation layer includes the initial damage value and any modifiers from other conditions on the source of the damage effect.
 - 2.1.1.1.2.1. Base Damage -- Damage calculation begins by taking the base damage value, whether a fixed amount determined by a Non-Basic attack, the base value for a spell or ability, or an amount that scales with an attacking champion's stats (see sections).
 - 2.1.1.1.2.2. Source Flat Modifiers -- Then the source applies any flat modifiers to their attack, such as from Dissipate, or the relic-damage check on Tornado.
 - 2.1.1.1.2.3. Source Percent Modifiers -- The damage is then multiplied by any source-based percentage-type modifiers. Each modifier has its own rounding rules.
 - 2.1.1.1.3. Global Layer -- Some modifiers are global effects, and will modify all damage that meets certain criteria. They take place after the Attacker Layer, and before the Defender Layer.
 - 2.1.1.1.3.1. Ironfist Stronghold Faction Bonus -- If the damage source is a spell and targets benefit from some part of the Ironfist Stronghold bonus, the damage is then reduced by the appropriate amount.
 - 2.1.1.1.3.2. Elemental Amplification -- If the damage has an elemental type, it then applies global elemental amplification effects, if any. These amplifications round down.
 - 2.1.1.1.4. Prevention Check -- If any effect would prevent or redirect damage from the target, the check for damage prevention is performed at this point, between the the Global and Target layers. If there is a damage prevention effect pertinent to the calculation here, it will change the

target for the subsequent layer of calculation, but will not modify or repeat any of the calculations that took place prior to this step.

2.1.1.1.5. Target Layer -- The final layer of calculation is the Target Layer, which includes the majority of damage-modifying effects.

2.1.1.1.5.1. Sundered Lands Faction Bonus -- Once damage has proceeded through the Global Layer, that damage then checks if the target unit has the Sundered Lands faction bonus. If so, the damage value is then reduced by that amount. The amount of damage subtracted is always rounded down, meaning that the half-faction bonus will remove 1 point for every 10 points of attack damage at this stage, while the full-faction bonus will remove 1 point for every 5 points of attack damage at this stage.

2.1.1.1.5.2. Target Defense -- The target's Defense stat is then subtracted from the damage value. Many non-attack sources of damage, such as spells, bypass Defense.

2.1.1.1.5.3. Target Percent Modifiers -- Then, all target-based percent modifiers, such as Vulnerabilities, Resistances, and defensive Hunter triggers are applied. These each have their own rounding qualities.

2.1.1.1.5.4. Flat Reduction Effects -- Then the target applies any flat damage reduction effects that are not defense, such as Tough or Enduring Aura.

2.1.1.1.6. "After Def" Layer -- If any effect explicitly stats it modifies damage "after def" (Defense) that calculation will take place after all other calculations.

2.2. Loss of Life -- Loss of Life is an alternate way to reduce a champion's current HP, and is much more direct than damage. Anything which triggers on the key word "damage" will not trigger on Loss of Life. Loss of Life comes in three primary forms.

2.2.1. Attack Sources -- Attack sources of Loss of Life include Hex and Attack: Loss of Life, a basic attack. They ignore all forms of resistances and immunities, including Arrow Eater. Loss-of-Life attacks can still miss. Therefore, their only states are "Failed" and "Successful." They will never trigger DoTs, and cannot harm shrines or relics. Defense still reduces the HP lost from Loss-of-Life attacks, and they still obey the sequencing rules. They will, however, ignore all damage effects while proceeding through the calculation.

2.2.2. Non-Attack Sources -- Non-Attack sources of Loss of Life include things like Unholy Tomb, Essence Drain, and the loss of Boost effects. This type of Loss of Life is unpreventable by any means, other than by removing the source of the effect. It ignores all Defense, and any Immunity or Eater effects. Non-Attack Loss of Life cannot fail; it is always successful and non-damaging. Loss of Life effects do not destealth.

2.2.2.1. Soulstrike -- Soulstrike is a Loss-of-Life effect sourced from an attack, but the actual Loss of Life is not itself attack-type Loss of Life. Attacks from a Soulstrike unit still have a separate damage component, although this is often 0. Soulstrike attacks can be any of the three different result types: "Failed,"

“Successful,” and “Damaging.” The Soulstrike ability will trigger on any attack that is at least Successful. Soulstrike always rounds down.

3. Selection -- Some effects in Pox indicate that something will happen to target unit, but leave the specifics vague. These include what it means to be the “nearest” champion for Manic, or the “lowest life” for Devour Life. The Selection rules govern which result is chosen from among an otherwise identical group.
 - 3.1. Deployment Order Governance -- The order in which things enter play dictates the order in which they are put into Poxnora’s arrays, and thus the ordering in which Pox resolves their events.
 - 3.1.1. Targeting -- When two objects are otherwise equal, an effect will select the valid target that comes most immediately after the source in the universal array. If no valid targets succeed the source in the universal array, the effect will then begin from the start of the array. For instance, if units A1, A2, B1, and B2 occupy the champion array, controlled by the respective players A and B, in the order [A1, B1, B2, A2] and player B uses the Retribution spell on champion B1 while champions A1 and A2 are equidistant for the proximity check of that spell, then the Retribution spell will deal damage to champion A2, because A2 is the valid target that most immediately follows champion B1 in the array order.
 - 3.1.2. Sequencing -- When an event would cause something to happen to multiple units at once, or multiple effects would cause different things to happen to one thing at the same time, those effects resolve one at a time, in deployment order. As a result of this ordering, the things that resolved their actions first may now influence the options and states of units resolving their actions later. This applies any time that things may happen simultaneously, such as the use of an AoE, the start or end of a turn, or the trigger of a global effect. If multiple triggers occur that each affect an overlapping subset of the units in play, resolve each trigger in its entirety, with its subset in sequence. Then resolve the next trigger and its new, respective subset in sequence. A trigger can remove a thing from the subset of a subsequent trigger. For instance, a unit may be pulled out of range of Fascinate by another Fascinate effect, in which case it will not be affected by the second Fascinate trigger.
 - 3.1.2.1. Batching -- Some effects that would depend upon deployment order are instead resolved in a batch event, where all inputs are summed and then give a single outcome. This occurs for any simultaneous events which do not have a different end state that depends upon sequencing. For instance, a champion receiving potentially lethal damage from the Fire Aura 3 ability will survive if that champion has the corresponding 3 ranks of the Regeneration ability, regardless of the sequencing of the two abilities. The two inputs will sum and negate each other to create an output of 0 net damage. If a damaging event may not even take place without proper sequencing, however, it will depend upon that sequencing, and will not resolve in batch. One example would be a champion with the Manic ability targeting an opposing champion that will lose the Incorporeal condition at the end of the same turn.

- 3.2. Large Units -- Because of their size, Large (2x2) units are subject to some unique rules and conditions when it comes to the selection rules.
 - 3.2.1. Targeted Tile -- If an effect targets a Large unit and then requires a proximity check, such as casting the Repurpose spell on a Large unit, targeting a Large unit with the Telekinetic Thrust ability, or casting the Sacrifice spell which is then redirected by an opposing Snowblind spell, whichever tile of the Large unit that spell or effect initially targets will count as the only tile for proximity. Resolve the effect as though a small unit occupied the targeted tile.
 - 3.2.2. Uppermost Tile -- If an effect would require specific tile as source or target but does not specify the tile, such as a Large unit with the Manic ability seeking an opponent, or a singlet-target spell redirected by the Snowblind spell, then only the uppermost tile of the Large unit will count for proximity. Resolve the effect as though the Large unit is a small unit occupying the uppermost tile.
 - 3.2.3. Full Base -- If an effect only seeks a unit's location but has no necessary targeting rules beyond initial location, such as the resolution of targeting for the Retribution spell, then all tiles a Large unit occupies will count as targetable elements.
- 3.3. Initial Spell Targeting -- Spells may be targeted anywhere within the casting player's spell presence, and possess some unique targeting rules.
 - 3.3.1. Presence -- Each controlled object generates some spell presence around it. Controlled nora fonts have a spell presence of 6, non-avatar shrines have a spell presence of 10, champions have a base spell presence of 5, and relics have no spell presence (see section 9).
 - 3.3.2. Local Targeting -- Any spell that references a definite target must have a valid target within spell presence that is not occupying a tile with enemy Dead Magic Zone. Without such a target, the spell cannot be cast or resolve.
 - 3.3.3. Global Targeting -- Any spell without a specific target on the field may be cast even if the casting player has no available tiles in which to cast targeted spells. They will resolve, regardless of the board state, unless explicitly countered by some other effect.
4. Abnormal Movement -- Most champions Pox can move through normal means, trading 1 AP for 1 tile of movement. Some effects, however, can move one or more champions by some other means. The Abnormal Movement rules govern exactly where a champion will proceed when under the influence of an abnormal movement effect.
 - 4.1. Rotary-Chart Movement (Appendices 1, 2, and 3) -- Of the two charts, movement effects more commonly follows the Rotary Chart, colloquially called the Knockback Chart. The Rotary Chart describes the movement of Shift effects and Knockback effects. Rotary movement may only affect champions.
 - 4.1.1. Shift Effects -- Shift effects are Composite and Terrain-Normal, meaning that they calculate each tile of movement separately, and are only restricted by the rules that govern normal terrain movement (see section 8). All Shift effects require a target, and follow the standard targeting and sequencing rules for all resolutions (see section 3).
 - 4.1.1.1. Movement Rules -- Each tile in a shift movement counts as a separate move, and will be treated as such; units taking a multi-move shift may therefore move in more than one direction, and will interact with terrain on each tile they cover.

- 4.1.1.2. Terrain Restrictions -- Shift effects may move a champion over damaging, impeding, or deadly terrain. The unit will suffer the penalties for any terrain over which it moves, except that it will not lose any AP for moving over impeding terrain. Shift effects may move a champion into a chasm tile, even if that champion has AP remaining.
- 4.1.1.3. Damage -- Shift effects cause no innate damage. If a champion would attempt to shift into a tile which it cannot occupy, it does not, and instead remains in position and re-engages all opposing champions to which it is adjacent.
- 4.1.2. Knockback Effects -- Knockback effects are Linear and Terrain-Normal, meaning that they only ever have a single direction, and calculate all tiles of movement at once. They are only subject to the rules of normal terrain movement, with one exception (see section 4.1.2.2). Knockback handles events in batch and do not themselves obey the standard target selection and sequencing rules (see section 3).
 - 4.1.2.1. Movement Rules -- Knockback effects are those which specify that a unit is knocked back. Knockback effects differ from Shift effects in that they are a linear movement, rather than a composite movement, and have slightly different terrain restrictions. The directional rules remain the same, except that Knockback effects can only push away from a target, not draw towards it.
 - 4.1.2.2. Terrain Rules -- Knockback effects may move a champion over damaging, impeding, or deadly terrain i.e. chasm tiles. That champion will suffer the penalties for any terrain over which it moves, except that it will not lose any AP for moving over impeding terrain. Knockback effects may not knock a champion into a chasm tile if that champion has AP remaining. Instead, that champion will be knocked to the tile before the chasm tile, and then lose all remaining AP. It does not, however, take any Knockback damage. If a champion has no AP, it may be knocked back into a chasm tile.
 - 4.1.2.3. Damage -- Knockback effects can cause damage. If a champion would be knocked back and is unable to move, either because the tile into which it would be knocked back is occupied by some other object, whether that be a relic, champion, or inaccessible or impassable terrain, or because the champion is immobile, the knocked back champion does not move. Instead, the knocked-back champion takes physical damage equal to five times the number of tiles into which it did not move, or the number of tiles it should have moved if it was permitted to move. If the obstruction is another unit, that unit also takes that damage. This damage is treated as a single-instance, non-attack damage source. This damage may only be prevented or reduced by effects which prevent or reduce physical damage. Defense does not reduce this damage.
 - 4.1.2.3.1. Large Unit Knockback Damage -- In any knockback damage calculation that involves at least one Large (2x2) unit, any units which obstruct a knockback path will only receive damage if their topmost tile is in a direct, tile-side-to-tile-side line with the topmost tile of the knocked back champion.

- 4.2. Cross-Chart Movement (Appendices 4, 5, 6, 7, and 8) -- Cross-Chart movement describes all relocation effects. Two broad ideas fall under cross-chart movement -- Pull effects and Relocation effects -- but they actually follow identical rules, and all work within the game as relocation effects.
- 4.2.1. Relocation Effects -- Relocation effects are Composite and Terrain-Conditional, meaning that each tile of movement is calculated separately, and restricted by the terrain of tiles upon which any champion might end movement.
- 4.2.1.1. Movement Rules -- All necessary target selection and sequencing for a relocation effect follows the selection rules (see section 3). All relocation effects are composite, even if they only shift a unit one tile, and will calculate each tile of movement separately. From there, relocation movement follows a series of priorities.
- 4.2.1.1.1. Proximity -- First, relocation effects will seek to fulfil any proximity rules they specific, such as being closer to a location or adjacent to a target. A relocated unit will move to the space most appropriate to the effect's proximity guidelines, before it checks for any other guidelines or restrictions.
- 4.2.1.1.2. X,Y Sum -- If multiple spaces fulfil the proximity guidelines, the relocated unit will move to occupy the space with the lowest sum of all X and Y coordinate values.
- 4.2.1.1.3. Failure Situations -- If all viable tiles are obstructed (i.e. no space fulfills the proximity and terrain restrictions) then the relocated unit will remain stationary. Any unit affected by a relocation effect will re-engage all opposing champions to which it is adjacent, even if it didn't move. If the attempted relocation is from a teleport-type relocation like Relocate: Ally, and all immediately viable spaces are occupied rather than obstructed by the terrain rule, then the unit using the ability will spend no AP and the ability will not be placed on cooldown -- the unit will not count as having activated the ability, and the ability will not resolve. If some of the obstructed spaces are the result of non-viable terrain, then relocated units may break the normal adjacency and proximity rule of relocation, and end their movement separated from the ability-using champion. If the relocation effect is from a pull-type relocation effect like Pull, then the unit using the ability will still expend AP and the ability will go on cooldown, but the target will not move.
- 4.2.1.2. Terrain Restrictions -- Relocation effects may move a unit onto impeding terrain, but may not move a champion onto damaging or lethal terrain. In the case of composite relocation effects, a relocated champion may pass over tiles of damaging or lethal terrain, so long as that champion doesn't end on those tiles. If a champion would end a relocation movement on damaging or lethal terrain, it does not move, and instead ends the relocation movement one tile earlier; if a relocation effect is a single tile, that champion will not move at all. Relocation effects do not place the champion on each calculated tile. Instead,

only the final, calculated location tile has bearing on changes in direction or location. A champion can pass over impassable, inaccessible, damaging, or lethal terrain, and it will suffer no consequences for doing so. It can pass over other objects, and will not trigger terrain-type traps on tiles in which it does not end its movement.

- 4.2.1.3. Damage -- Relocation effects cause no innate damage. If a unit, after following all of the movement rules, finds no viable tile into which to move, that unit will instead stay stationary in the case of a pull effect, or the initial ability will not even activate, in the case of an effect like Relocate: Ally. No units will receive any damage.
5. Stealth -- Some units come into play, or can become, hidden from the opponent. They remain on the field, but the non-controlling player lacks visual information about their position. The Stealth rules govern what happens when a unit transitions between the Stealthed and unstealthed conditions, and how that might happen.
 - 5.1. Stealth Breakers -- A unit may lose the stealthed condition for any of four different reasons. If a unit loses stealth, it immediately becomes visible.
 - 5.1.1. Damage -- If a Stealthed unit receives damage, it will destealth.. This includes all forms of damage, but excludes Loss of Life (see section 2.2).
 - 5.1.2. Invalid Occupancy -- A unit will destealth if an opposing unit attempts to occupy the same space.
 - 5.1.2.1. Champion Movement -- If a champion attempts to move into a tile occupied by a Stealthed opposing unit, instead the moving champion will expend no AP for that tile and the Stealthed unit will destealth. If the opposing unit is a champion, those champions will become engaged. If a champion disengages on the same move with which it attempts to move into an occupied tile, it will still expend the 2 AP to disengage from the originally-engaging champion, but the champions will no longer be engaged. If the destealthed unit is a champion, the moving champion and the destealthed champion will become engaged.
 - 5.1.2.2. Attempted Deployment from the Rune Dock -- If a player attempts to deploy a unit from the rune dock onto one or more tiles occupied by an opposing Stealthed unit, instead the attempted deploy will remain in the rune dock without going on cooldown or costing nora, and the Stealthed unit will destealth. If, as a result, two champions with opposite controllers become adjacent, they will become engaged.
 - 5.1.2.3. Attempted Deployment of a Unit-Sourced Unit -- If a unit uses an ability to attempt to deploy another unit on a tile occupied by an opposing stealthed unit, instead that ability will be placed on cooldown and the opposing Stealthed unit will destealth. If, as a result, two champions with opposite controllers become adjacent, they will become engaged.
 - 5.1.3. Abilities -- If a champion uses an ability, including attacks, even one that requires no AP, that ability will destealth the using champion. Hidden abilities, such as Block, Dodge, or Deploy Land Mine do not destealth a champion.

- 5.1.4. Duration -- If a unit is only Stealthed for a limited amount of time, it will destealth when that time expires (see section 6.3.1).
6. Turns -- The turn is the basic unit of time within Poxnora. The Turns rules govern the influence of turns upon the game, and all things that relate to the progression of turns.
 - 6.1. Shrines -- Player 1 and player 2 always occupy the same relative positions on each map.
 - 6.2. Basic Nora -- Players gain a certain amount of nora at the start of the game and each turn, regardless of other conditions. They may also gain additional nora independent of their BG by meeting certain conditions, such as controlling fonts or having an untransfigured shrine.
 - 6.2.1. Starting Nora -- Player 1 begins the game with 60 nora. Player 2 begins the game with 80 nora. Counter first turn shrine generation of 45, this means player 1 begins may use up to 105 nora on their first turn, and player 2 may use up to 125 nora on their first turn.
 - 6.2.2. Map-Based Generation -- Shrines generate 45 nora at the start of their controller's turn. Each font generates 12 nora for its controller at the start of that player's turn. This occurs even if the font was captured during the font check immediately prior to that turn. A transfigured shrine, an avatar, generates 25 nora a turn, instead of the 45 of a shrine.
 - 6.3. Turn Rotation -- The exchange of turns follows a series of steps which handle any triggers that reference those steps. For each step, all triggers and effects resolve in sequence for target selection, and will change targets as appropriate based on changes in HP. Actual changes to HP, however, resolve in batch after all targeting, movement, and other calculations. This means that a unit may drop below 0 HP at some point early in the event sequence, and then be brought back above 0 HP later in the sequence. If the net change in HP would keep it above 0, the unit will survive. The series of steps begin once the active player's turn ends.
 - 6.3.1. End of Turn -- During the end of turn, any effects which state that they happen at the end of the turn occur. These effects may influence the subsequent check for font control. All duration effects resolve their expiration and change of timers at the end of turn, unless they have a trigger specifically keyed to a different event. Those duration effects may decrement at that time, such as Intensify or DoT effects like Poison.
 - 6.3.2. Font Check -- Then, fonts perform a check for occupancy, and resolve control. Units may capture or contest according to their unit type. The check is the only thing that happens in this step, and it has no sequencing.
 - 6.3.3. Start of Turn -- During the start of turn, any effects which state that they happen at the start of turn occur. Rune reveals become available, if appropriate, and all shrines, fonts, and avatars generate nora. This nora includes any from fonts which changed control during the immediately preceding check for font control. Effects which occur during the start of turn may not influence that preceding font check; a font that becomes occupied by single player's units during the Start of Turn step will not check for or change control until the next check.
 - 6.3.4. Player Action -- Finally, the other play moves into their own active stage. During player action, players may make activate abilities, move units, and deploy runes from the

rune dock. This period expires when the activate player ends their turn or the turn timer expires. The cycle then moves back to the End of Turn step.

7. Applied or Granted Qualities -- Some runes in Pox can apply abilities or conditions to units in play. The Applied or Granted Qualities rules govern the production, removal, and differences of those those qualities.
 - 7.1. Abilities -- Units come into play with a certain number of abilities. Abilities can be either active or passive and, outside of specific explicit circumstances, cannot be removed. Abilities come with no duration, although some may generate a condition with a duration, such as Intensify or Short Lived.
 - 7.1.1. Cleansing and Dispelling -- Abilities removed with a permanent effect such as the Void Touch ability or Fading Recollection spell may not be returned by either Cleansing or Dispelling. Abilities removed by a condition such as Confused can be returned by Cleansing the appropriate condition. Positive granted abilities may be Dispelled, such as Courage from the Tales of Valor spell. Negative granted abilities may not be Cleansed, such as Short Lived from the Doom spell or ability.
 - 7.2. Conditions -- Champions do not come into play with any conditions, unless generated by an ability they have such as Intensify, some triggered effect such as the Late to Battle spell, or placed there by a global effect such as a warbanner relic. Conditions always have a duration, even if that duration is infinite (see section 6.3.1).
 - 7.2.1. Cleansing and Dispelling -- A negative condition is any which inhibits or adversely affects a champion's stats, movement, costs, or any other element of its function, or which might prohibit any action. All non-persistent negative conditions may be Cleansed. A persistent condition is any which is constantly applied by some other thing, such as Awestruck from the Majestic ability. In order to remove it, whatever is generating the persistent condition must either leave the proximity of the affected unit in the case of a local effect, or the condition-generator must leave the field entirely in the case of a global effect. A champion cannot be Cleansed if it has the Defiled condition. If a champion has an ability that supplies it with a condition that does not require a trigger, then that condition cannot be cleansed; it is considered a persistent condition for which the unit itself is the source. A positive condition is any which increases a champions stats, allows additional actions, or reduces costs. Dispelling rules follow the same structure as Cleansing rules, although there is no condition which prevents a unit from being Dispelled.
8. Map -- Terrain defines the properties and qualities of the tiles which units may occupy, and through which they move. The terrain rules govern the application, removal, and interaction of terrain elements.
 - 8.1. Terrain Elements -- The map is composed of three separate elements -- two categories of terrain, plus terrain-layer objects. Other objects may occupy the same space as terrain elements.
 - 8.1.1. Normal Terrain Types -- Terrain types overlap each other completely, regardless of type. Only the most recently applied terrain type will affect units occupying or attempting to occupy that terrain. Old terrain types will remain below those applied over them, even if they have no effect. If, however, a more recently applied terrain type

dissipates because of duration, and a more long-lasting applied terrain type remains below, the older terrain type will define that tile. If terrain is damaging, units will take the appropriate damage upon entry and at the start of each of that unit's controller's turns. Units will not take damage when damaging terrain is generated under them.

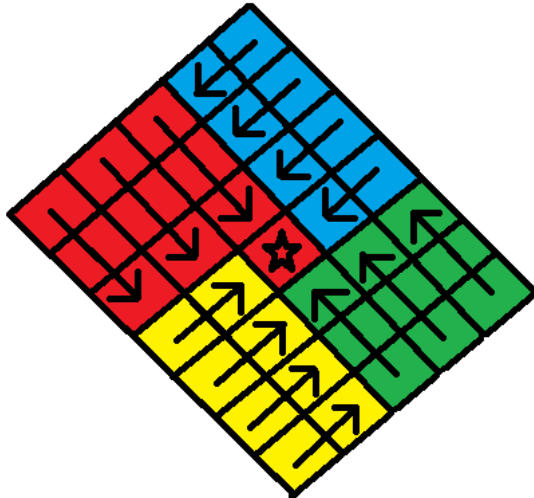
- 8.1.2. Special Terrain Types -- In addition to normal terrain types, PoxNora also has four unique terrain types, which have their own rules and conditions.
 - 8.1.2.1. Chasms -- Chasms are a unique terrain type which destroy any non-flying unit that attempts to occupy them. Unless explicitly stated, effects which modify terrain type cannot modify chasm tiles. If a flying unit becomes grounded over a chasm tile, that unit is destroyed, regardless of its other qualities. Chasm tiles may not hold terrain-layer objects, and have no type other than chasm. They otherwise act as normal tiles.
 - 8.1.2.2. Impassable Terrain -- A champion cannot attempt to occupy impassable terrain unless it has flying prior to that movement. If a flying unit becomes grounded over impassable terrain, it takes five points of physical damage and becomes immobile -- it can't be moved, even by relocation. This damage can only be reduced by things which negate or reduce physical damage. The damage ignores Defense. Impassable terrain can have a standard terrain type in addition to being impassable, but that terrain type cannot be changed.
 - 8.1.2.3. Inaccessible Terrain -- No champions, effects, or objects may move onto inaccessible terrain, except from a swap effect sourced from a unit already on inaccessible terrain. Inaccessible terrain has no terrain type and may not gain a terrain type. Units may still count an inaccessible tile as one tile in a relocation movement. If a unit occupies inaccessible terrain, they may not move by any means other than a self-sourced swap effect.
- 8.1.3. Terrain-Layer Objects -- Some things do not occupy physical space on the field, but neither are they terrain, such as the traps generated by "Lay Trap" abilities, Fire Wall from the Fiery Ambush spell, or Dead Magic Zone. These elements cannot be removed by any means, and remain on the field until their time expires or until some other rune or effect interacts with them. Terrain modification and effects which would undo terrain modification do not influence terrain-layer objects, although such effects may visually obscure those objects. Terrain layer objects may be player-relational, meaning that they interact differently with different units, depending upon which player controls that unit.
 - 8.1.3.1. Force Barrier -- Force Barrier is a unique terrain element in that it can modify the properties of occupied and adjacent tiles. All tiles which contain Force Barrier count as inaccessible terrain. Additionally, any set of tiles surrounded on all directly adjacent sides by Force Barrier counts as inaccessible terrain; a unit occupying that tile may not leave it by any means other than death or a self-sourced swap effect. Any tiles surrounded on all sides by Force Barrier may not have champions deployed into them from the rune dock, but relics may be deployed into those tiles, and spells may still generate relics or champions on those spaces, such as the Conjure Ice Block spell.

- 8.1.4. Terrain Elevation -- In addition to types, terrain also has elevation. Elevation restricts champion movement. Unless an ability or condition, such as Mountaineer or Flying, says otherwise, champions may not change more than 1 level of elevation at a time; a champion may not move from elevation 2 to elevation 0, or vice versa. A champion may not cross an elevation barrier through knockback or shift effects, but may cross elevation as the result of a relocation effect. Elevation has no other effects besides proscribing movement.
9. Unit Types (Appendix 9) -- Units in Poxnora have macro types, broad qualities which define a unit's basic capabilities. Units may be either Real or Non-Real. The Unit Type rules govern the interactions and abilities of units dependent upon that unit's macro type.
 - 9.1. Real Units -- Most units in Poxnora are real units. A real unit is any unit deployed directly by name from the rune dock. Some effects which place units on the battlefield also generate real units. Real units have no listed modifier or visual effect -- units are assumed to be real unless stated otherwise. Real champions have a base spell presence of 5, may capture and contest nora fonts, may have relics deployed adjacent to them when they die, may be returned to the rune dock by abilities or effects, go on cooldown when they die, and drop nora globes equal to 15% of their nora cost upon death. Real relics have no spell presence, may not have other relics deployed adjacent to them, and may contest fonts but not capture them. Real objects are the baseline units, from which other effects may restrict or modify that unit's capabilities. Real champions are the only kind that may be deployed directly from the rune dock into a deployment zone.
 - 9.1.1. Clones -- Clones operate like real units except that they have no nora cost. They also have no position in the rune dock. A cloned unit has all the abilities of a real unit while in play, including the capacity to capture or contest nora fonts. Because they have no nora cost, however, they will for example generate no nora if targeted with the Sacrifice spell, and drop no nora globe when they die (15% of zero is still zero). Any cloned unit that would be returned to the rune dock does not, and instead leaves play. Cloned champions may still be targeted by any effect or ability which demands a "real champion" such as Rite of Power.
 - 9.2. Non-Real Units -- Non-Real units lack several of the characteristics of real units. They may not capture or even contest fonts, have no spell presence, no nora cost, and drop no nora globe when they die. Relics may still be deployed adjacent to Non-Real champions. If an effect would return a Non-Real unit to the rune dock, that unit instead dissipates in the same manner as a cloned unit.
 - 9.2.1. Sub-Categories -- Non-Real units break down into two subcategories: summoned units and illusions. Each of these unit types have their own qualities in addition to the general Non-Real modifiers.
 - 9.2.1.1. Summoned Units -- Summoned units are the second most common unit type, and originate from most abilities or effects which place a unit onto the field. Summoned units have all the normal Non-Real qualities, including their inability to capture or contest fonts. Otherwise, Summoned units interact with anything which interacts with a normal champion, unless that thing specifies a

summoned or non-summoned type. For instance, summoned units may still be Swarmed.

- 9.2.1.2. Illusions -- Illusions have several additional, unique qualities. First, if they are ever the target of an ability or spell, they are instead destroyed. That spell or ability will not resolve, although AP or nora used on that spell or ability will still be spent. If the ability is an attack, it will not advance the attack chain, and will not trigger any effects which require a successful attack, a damaging attack, or an attack that destroys a unit -- the attack does not resolve, and therefore has no result-type. For instance, a unit may not trigger the Warcry ability on an illusion, and illusions may not be swarmed. Illusions can still gain and lose stats like other champions, and are subject to the same movement and targeting restrictions as other champions. An illusion that takes damage from any source is instantly destroyed, as is any illusion reduced to 0 health through loss-of-life effects. Illusions may have abilities, but are destroyed if they ever activate any abilities, and those abilities will not resolve. Illusions may still engage opposing champions.

Appendix 1: Target-Based Rotary Chart (In, Anticlockwise) --



**Target-Based
Rotary Chart**

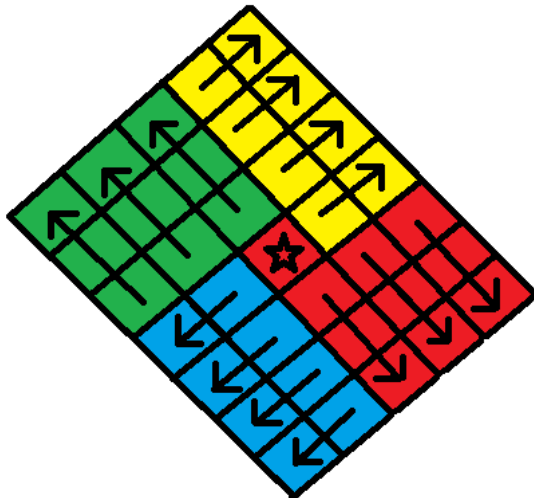
Examples: (The star is the target unit.)

For a knockback effect on any given space, the star unit will be knocked back in the direction of the arrows under the knockback source's center.

If a unit has Manic, and the nearest opposing unit is at the star, the Manic unit will follow the arrows. If it moves from one section into another, say from yellow to green, it will follow the new section.

If the star unit has Fascinate, all opposing units will follow the arrows when approaching the Fascinate unit.

Appendix 2: Source-Based Rotary Chart (Out, Clockwise) --



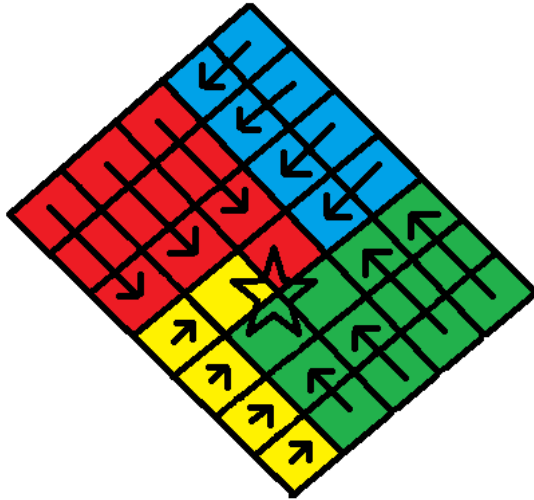
**Source-Based
Rotary Chart**

Example: (The star is the source.)

For a knockback effect at the star, knocked back units will follow the arrows.

Appendix 3: Large Target-Based Rotary Chart (In) --

Large Target-Based
Rotary Chart



Appendix 4: Target-Based Cross Chart (Out) --

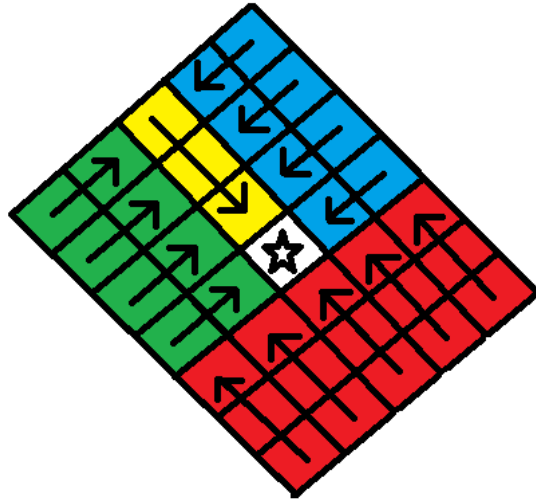
Target-Based
Cross Chart

Example: (the start is the target)

If a unit with Pull uses that ability on another unit standing on the star, the star unit will follow the direction of the arrows towards the unit using Pull.



Appendix 5: Source-Based Cross Chart (In) --



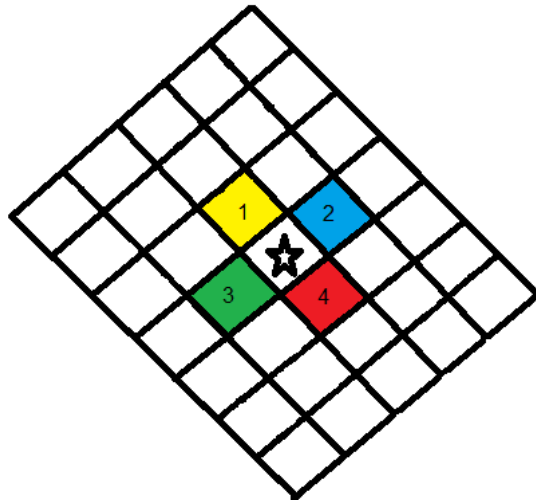
Source-Based Cross Chart

Examples: (the star is the source)

If a unit with Dragging Attack attacks stands on the star and attacks a small enemy unit, that enemy unit will follow the arrows for movement.

If a unit standing on the start uses Pull, the pulled unit will follow the arrows. If it shifts from one section to another, say from red to blue, it will change direction as well.

Appendix 6: Simple Small-Unit/Small-Unit Relocation Chart --



Simple Small-Small Relocation Chart

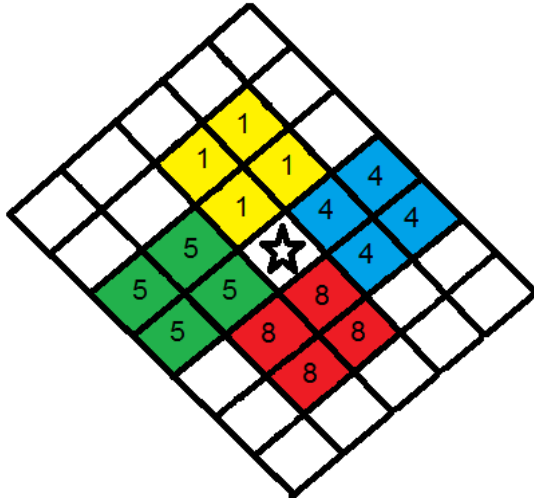
Example: (the start is the unit using the relocate effect)

If a unit occupying the star relocates another unit, and tiles 1 and 3 are obstructed by terrain or other units, then the relocated unit will move to position 2, because that is the lowest available number.

Appendix 7: Simple Small-Unit/Large-Unit Relocation Chart --

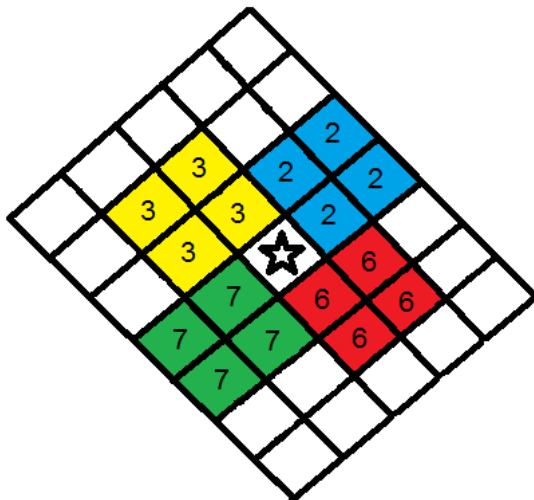
Simple Small-Large
Relocation Chart Pt.1

Use in conjunction with "Simple
Small-Large Relocation Chart Pt. 2."
The charts are separate for visual
clarity.

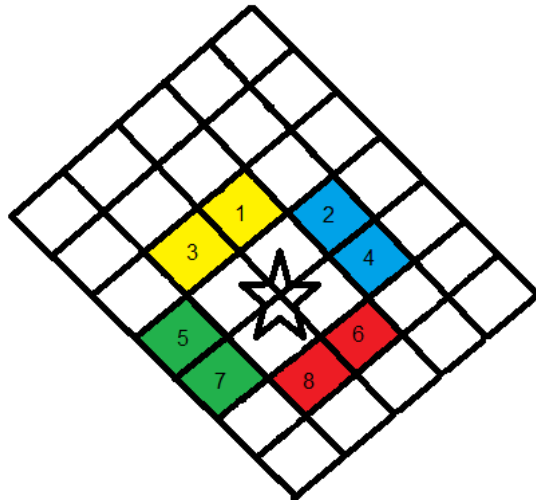


Simple Small-Large
Relocation Chart Pt. 2

Use in conjunction with "Simple
Small-Large Relocation Chart Pt. 1."
The charts are separate for visual
clarity.



Appendix 8: Simple Large-Unit/Small-Unit Relocation Chart --



Simple Large-Small Relocation Chart

Examples: (the start is the unit using the relocate effect)

If a large unit uses relocates another unit, and tiles 1, 2, 4, and 7 are occupied, then the relocated unit will move to position 3, because that is the lowest number available.

Appendix 9: Unit Type Comparison Chart --

Can...	Real Champions	Real Relics	Summoned Champions	Summoned Relics	Clone Champions	Illusion Champions
Capture Fonts	Yes	No	No	No	Yes	No
Contest Fonts	Yes	Yes	No	No	Yes	No
Drop Nora Globe	Yes	No	No	No	No	No
Engage Champions	Yes	No	Yes	No	Yes	Yes
Attack	Yes	No	Yes	No	Yes	No
Loss of Life	Yes	No	Yes	No	Yes	Yes
Get Knockd Back	Yes	No	Yes	No	Yes	Yes
Get Shifted	Yes	No	Yes	No	Yes	Yes
Get Pulled	Yes	No	Yes	No	Yes	Yes
Get Teleported	Yes	Yes	Yes	Yes	Yes	Yes
Creat Spell Presence	Yes	No	No	No	Yes	No
Deploy Relics	Yes	No	No	No	Yes	Yes

Glossary of Terms, and Definitions for Use within the Rules

AoE -- Abbreviation for "Area of Effect." Refers to any effect or ability which affects units within a pre-determined and target-neutral space.

DoT -- Alternatively DOT. Abbreviation for "Damage Over Time." Refers to any effect which deals damage over more than one turn. Most commonly refers to diminishing conditions such as Poisoned, Eviscerated, or Chilled.

Engaged -- Two champions are engaged if they are adjacent and have opposite controllers. Champions may disengage by spending 1 AP, plus one additional AP for each champion to which they are engaged, to disengage from all champions to which they are engaged. This must be done as part of a movement action.

Source -- Source may refer to one of two things: the source of a damaging effect, or the source-type of an attack.

Damaging Effect -- For damaging effects, source refers to what the game considers that damage's point of origin for damage calculation. For instance, a ranged attack redirected by the Righteous Deflection condition counts the unit that has the condition as the source for the redirected attack.

Attack Type -- For attack types, source refers to and defines the characteristics of the specific attack being made.

Target -- Anything directly affected by an effect, often the defender in a damage calculation.

Defender -- A unit receiving damage.

Effect -- Any activated or triggered thing.

Ability -- A type of quality on a champion or relic. All champions and relics have abilities.

Attack -- An attack-type damage source is almost any damage that comes from a champion, whether activated or triggered.

Stat -- A stat refers to any of the basic numerical qualities of a champion i.e. Damage, Speed, Min- and Max-Range, Defense, and HP.

Unit -- A unit refers to anything which occupies the field of play and may interact with other units or objects i.e. a champion, shrine, or a relic.

Object -- Anything which occupies space within the field, as opposed to potentially influencing or defining that space. Only one object may occupy a tile at any given time. All units are objects, but an object may also include various terrain elements or fonts.

Rune -- A piece of a player's battlegroup, something which occupies space in the rune dock.

Champion -- An object type, a unit type, and a rune type.

Relic -- An object type, a unit type, and a rune type.

Spell -- A rune type.

Equipment -- A rune type.

Thing -- Literally anything within the game. The broadest possible label, covering rules, faction bonuses, abilities, conditions, any rune type, terrain, etc. A thing is any possible piece of code within the game.

Controlled -- A player controls something if they make decisions for that thing on their turn. A unit is controlled by one player but owned by another, that unit is has the Possessed condition.

Owned -- A players owns something if it first came into play under their control. (? testing here, maybe)

Resolves -- When an ability, spell, or effect triggers and moves through all text included in its description. In this set of rules, resolves merely means that something happens without serious interruption. Other things may modify and or change outcomes, but so long as an ability passes through its own description, it counts as resolving. Any attack that has a result type resolves, as does any spell that is not directly countered by another spell or effect.

Quality -- A quality refers to anything which may define or modify a unit as a part of that unit i.e. a condition or an ability.

Turn -- A turn is a single series of actions and triggers by one player. A turn is the space between a check of font control and the next check of control. Anything which lasts a single turn will expire at the next check of font control.

Round -- A round is the time between a point in a player's turn and that point in the same player's next turn. A round is essentially two turns, one taken by each player; any effect which lasts "for the next 6 rounds" will last for the next 12 turns.

Trigger -- A trigger is anything which occurs at a particular time, without direct player input. A trigger is conditional on some other in-game event. Trigger requirements may be narrow or broad; for instance, faction bonuses trigger once the game begins and persist until it ends, while the Spellthief Resurrection spell only triggers when a specific unit dies in the same turn as being targeted by an opposing single target spell.

Activate -- Something is activated when a player makes an explicit and immediate decision to make it happen. Players may only activate things on their own turn. Most things which can be activated come in the form of abilities.

Tile -- One square on the game board, with a single unique set of X,Y coordinates.

Space -- Any number of tiles with a continuous perimeter.

Play -- Something is "in play" when it is not in the rune dock; it has some presence on the field, whether in the globals tab or on the map.

Check -- A check is any assessment done by the games as to the state of things. Checks are often tied to triggers or proximity. Nothing necessarily happens as the result of a check, but a check is one stage in resolving an effect. For instance, all spells check if the opponent has deployed a counter spell before they start resolving. Another example of a check would be a proximity check for the Starlight ability whenever a champion moves within the radius of that ability.

Proximity -- Proximity refers to the shortest distance between any two objects. Proximity always counts one tile at a time, and never counts diagonally. Some things check for proximity.

Occupied (tile/space) -- A space is occupied if something that is a champion, relic, shrine, font, or inaccessible terrain is in that space. A space is considered occupied for non-flying champions as well as any relics if that space has impassable terrain.

Open (tile/space) -- A tile or space is considered open to a unit if that space is unoccupied, and the unit may occupy that space.

Event -- Any effect, trigger, or step.

Universal Array -- The set of things from both players, in the order in which they were put into play, activated, or triggered. A smaller array may take some subset of these things, such as the champions array, which lists all the champions put into play in their deployment order.

A couple exceptions

1. 5.1.3 -- Ransack costs AP, is not hidden, and does not destealth.
2. 7.2.1 -- Pacified is not a negative condition and therefore cannot be Cleansed, despite its prohibitive nature. The condition contains a reminder text to this effect.
3. 1.2.1.4.1 -- Even though Avatars are Impenetrable, they may still have AoE attacks centered upon a location they occupy.

Thanks and appreciation -- couldn't have done it without you.

theom99

15Deadmen

JellyBerry

themacca

darklord48

Elves Rule

Pattn199

RedCourage

xFeyBlade

CelticxCross1110

decayangel