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# OrcQuest TCG – FAQ v1.0

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## Base Game

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### **Can we deliberately discard a card from our hand?**

No. You can only discard from your hand by using cards or skills that allow you to do so. Do not hesitate to take the risk to play whichever cards you hold in your hand.

### **Is an engaged challenge the same as a played challenge?**

No. A challenge is engaged when the Active Player chooses a challenge from his hand or the Permanent Challenge and informs the other players of his choice. The challenge is considered as played once the dice are rolled.

Once a Cheapshot forces a player to play a challenge instead of another player, a challenge must be engaged before using this Cheapshot card. However as long as the player forced to play that challenge does not roll the dice, it's not too late to intervene as the challenge is still considered as engaged.

*For example: Thalla's skill allows her to play a Brawl engaged. She can use it only before the dice are rolled. The Cheapshot "Get outta my way!" can also be played, at this point.*

### **Does a Treasure Card have to be engaged?**

Yes. Before it is placed on the gains, a Treasure card must be engaged, even if there is no challenge to be played on the card. This allows the other players to be notified of the action.

### **What's the point of making another player take part in a challenge?**

A participating player must roll the same dice as the player who engaged the challenge. Both results are added to see if they managed to get the same number or more of successes indicated by the Success Index of the challenge. In case of success, only the player that engaged the challenge gets the gains. In case of failure, if there is no star on the discard symbols, it is only the player who engaged the challenge that takes the effects of the card. To participate, is to help without either taking the gains or suffering the effects. Beware of the Barbarians...

### **What happens when many players have more than 7 cards in hand? Must we keep on stealing cards from each other?**

No, we are not that cruel. If a player notices that some other players have more than 7 cards on their hand when not on their turn:

That player, can steal one extra card from another player hand with more than 7 cards. If the player that stole the card has, himself, too many cards – and if the other players have noticed it – he must discard this card.

After, turning clockwise and as long as there is a player with more than 7 cards, each player can steal a surplus card of his choice – always keeping the principle of having to discard if the player that stole a card has a hand of more than 7 cards.

For the Active Player, if his hand has too many cards or if it has a surplus of cards after having stolen a card, he can choose between discarding it before adding it to his hand or keeping it hoping not to have more than 7 cards at the end of his turn (or not being caught).

Stealing ends when there is no more surplus of cards in hand.

**The Magic Stuff card “*Nohere’s Cape*” tells us that we can discard a Brawl card that just got played. Can we discard a Brawl played by an opponent?**

No. The card specifies «Discard a Brawl that you just played! ». It is the player who played the Brawl that can use “*Nohere’s Cape*”. If the result obtained is not good for him, he can discard the Brawl card, without getting any gains or suffering the effects of the card. The player is considered as having played a challenge during his turn.

If a Brawl card is won and someone steals it with “*This one is mine!*” it cannot be discarded with “*Nohere’s Cape*” as once stolen it has become a Gain card.

**The Magic Stuff Card “*Luki’s Charm*” must be played before or after a Trap challenge? Can we play it during a Trap challenge of another player?**

It can be played either before or after a Trap challenge has been played. It can also be played during the Trap challenge of another player. On the other side, as soon as a Trap card goes on the gains of a player, “*Luki’s Charm*” cannot discard it. Whichever card is placed on the gains turns into a Gain until the end of the game and loses all other definitions (Brawl, Trap, Capture, Treasure and Magic Stuff).

**Can Thalla use her skill for a Brawl challenge that she has engaged herself?**

Yes. All skill activations must be informed to other players. Whether it is her or another player engaging a Brawl challenge, the player that controls Thalla must declare that he/she is using his/her skill.

**When can we use the competences of Mek, Mandar or Abgral?**

You can use it whenever you want, even during the turn of an opponent or between two player turns. This must not be used during a dice roll. It is the only exception. The player controlling one hero must notify other players that he wishes to use his competence.

**Once Mandar uses his skill and as soon as he has chosen which card to keep, who must he assign the other cards to?**

The player who controls Mandar can choose which players will receive the remaining cards, without having to deliver exactly the same cards he took from other players. There will be a player who will not receive a card upon distribution. It’s the tough life of an orc...

**When we use the Cheapshot card “*Easy money!*” to take part in a Brawl, when can we steal the gain of the opponent who played the Brawl challenge?**

As soon as the challenge is won, this is done in two steps. First, the player who played the Brawl challenge takes the gain. After, the one who played “*Easy money!*” can steal one of his gains at random.

**What happens if someone plays “*This one is mine!*” upon a Brawl challenge where “*Easy money!*” has been played?**

Whoever played the challenge gets his gain taken by whoever played “*This one is mine!*” and the player who played “*Easy money!*” steals a random gain from the player who played the challenge. Both Cheapshots mentioned can be played by the same player who will first steal the gain of the Brawl played and one random gain from the player who played the Brawl challenge.

*If Mek decides to do it, he can even make things worse by using his skill at this moment. We like giving away crazy ideas.*

**At which exact moment can I play the Cheapshot “*Is it a fairy?*”?**

As soon as a player recovers the Active Player token and before he picks a card.

During the Finale Phase this Cheapshot must be played before the Active Player engages a card or play a Cheapshot or a Magic Stuff.

### **When can we use the Magic Stuff “Super Mace”, “Super Mace of Death” and “Super Mace of the Killing Death”?**

For the record, Super Maces can be used on all Brawl, Trap and Captures challenges. Ideally, in order to optimize it’s usage, you can play one of the Super Maces after having rolled the dice. If a die result correspondent to that of the automatic success is not convenient for you (whether it’s a failure or a re-roll that you do not wish to try), you can transform the result in automatic success.

You can only use a Super Mace with the corresponding die color. If the color of the die changes through a re-roll, you cannot use the Super Mace to change the previous result.

*Example: Orrus faces a Knight. He must roll a red die to start the challenge. He gets an easier re-roll. At this point, he can choose between continuing the challenge with a yellow die, or use his “Super Mace of the Killing Death” (automatic success on a red die). If he decides to roll his yellow die he can no longer use his Magic Stuff as it only works on a red die. Luckily he gets a tougher re-roll. He can now try with a red die and if he doesn’t succeed he can use the “Super Mace of the Killing Death” to affect the bad result.*

Super Maces can be used as well in a preventive manner. Before rolling the dice, the player can place his Magic Stuff next to the engaged challenge. He rolls his dice as normal and replaces one of the results by the automatic success of his Super Mace. If a success is obtained on the die which the Magic Stuff was aiming at, the roll is ignored and replaced by the Super Mace ability. They cannot be added to benefit of a Badass Combo or an extra success, though.

In any case, the goal of a Super Mace is to replace whichever result of a targeted die by an automatic success and not to add an extra success.

### **Can I play a Magic Stuff “Troll’s Hootch” just before losing Life Points, after having failed a challenge?**

No. When you fail during a challenge you have to apply the effects directly.

### **Can we stop the discard action during the search of a Permanent Challenge, in order to be able to recover a discarded card thanks to the Magic Stuff “Find-All Stick”?**

Yes. The player wanting to use “Find-All Stick” must quickly intervene in order to stop the discard action and to recover the desired card. The search for the Permanent Challenge can continue after the use of “Find-All Stick”.

### **Can I play the “Chick’s Golden Eggs” if another player overcame the “Catch the Chick!” challenge?**

Yes. This must be done before the end of the player’s turn who managed to “Catch the Chick!” and before he plays another card.

### **Must we finish the draw pile and go up to the Final Phase if we are the only survivor?**

No. If there is only one survivor he is immediately considered as the winner. Everyone can get ready for a new game.

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**Have a good game and do not forget!**

**Be bad, be tough, be real orcs!**

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## KS BONUS

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### **What happens to the player who steals the “*Runic Chest*” card from another player’s hand?**

The Treasure card “*Runic Chest*” says that it cannot be stolen, and besides that, it inflicts 2 damage. This is applied to even the hand of a player.

Nonetheless, if the card is picked to be discarded, it is not considered as a theft and nothing happens to the one who picked it. The discard is done as normal.

### **What happens to the Capture card “*Catch the Tramp!*” and to the Trap card “*Mimic*” during the search for a Permanent Challenge?**

They are normally placed in the Permanent Challenge, as they count as normal Challenge Cards.

If a player possesses the “*Catch the Tramp!*” card in his hand until the Final Phase, as soon as he sees another player engage the “*Catch the Princess!*” card, he can discard it and replace it with “*Catch the Tramp!*”. This new challenge must be played by the player who has engaged his “*Catch the Princess!*” card. He has taken the wrong hostage.

If a player possesses the “*Mimic*” card, as soon as he sees another player engage a Treasure card, he can discard it and replace it with the “*Mimic*”. This new challenge must be played by the player who initially engaged the Treasure card.

### **Does the Magic Stuff “*Khimera’s Bagpipes*” allow you to recover “*Catch the Princess!*” if it is discarded?**

Yes. It is a Capture card.

### **Therios can play 2 Brawl challenges during his turn. Must he play them at the same time?**

No. He must play them one after the other.

### **Can Mork’da cancel a Magic Stuff of another player to recover it?**

Yes. She can cancel a Magic Stuff of another player in order to recover it. She can as well do the same with one of her own Magic Stuff cards.

### **Does a cancelled Magic Stuff count on the maximum number of Magic Stuff cards to play per player’s turn?**

Even if cancelled, a Magic Stuff has been played. In reality, It’s the effect of the Magic Stuff that has been cancelled. By playing one of her own Magic Stuff to cancel it and recover it, Mork’da ensures that the maximum number of Magic Stuff cards played during the turn of an Active Player has reached the limited to avoid anyone using one.

### **Must Maridess use an aid to allow her to take part in a challenge in order to use her skill?**

No, her competence allows her to participate directly on any challenge she wishes to take part in. If she succeeds, she gets the gain as she had engaged the challenge. If she fails, the player who engaged the challenge suffers its effects and Maridess is safe from any harm. In Capture cards that allow you to gain Health Points, Maridess can also recover them in order to increase her own Health Points.

In the case of the Mummy, from the Undead expansion, if Maridess wants to recover the card and add it to her Gains, she must also suffer the loss of Health Points imposed by the success of the challenge.

### **If I use “*Nobooboo’s shield*” on a Permanent Challenge, can I add the card to my hand?**

Yes. If you use “*Nobooboo’s Shield*” after a failure on a Permanent Challenge, you can add that Brawl card to your hand. It even applies to a Brawl played by another player.

**Can I use “*Uded's Armor*” when multiple players are engaged in a Brawl that makes everyone lose health and redirect my damage to one of them?**

Yes. If you are the one who played the Brawl, but not if you only took part in it. You can redirect damage to any other player who took part or not in this Brawl.

**How to play the “Amza” Hero Brawl card?**

The “Amza” Hero Brawl card is an exception to the number of Challenge you can play during a turn. You need to play and succeed in a Trap Challenge in order to be able to engage the “Amza” Hero Brawl card during that same turn. If a player forces you to play a Trap instead of him during his turn, and you overcome it, you can then engage “Amza”. But nothing will prevent you to force someone else to play “Amza” instead of you...