



Infrequently Asked Questions – v1.0

An updated collection of Technocratic inquiries and clerical anomalies.

GENERAL GAMEPLAY

When I cover a card, it is not revealed and not in play. Does the covered card count towards the 7 that will immediately end the game? – No, covered cards do not count toward the 7 for the chain (only the topmost of the "stack" counts).

Can I cover a card that is already covering another card? – Yes, you can cover a card that is already covering another card provided there is not a shield on it (i.e. the Acolyte can cover the Runner who is covering another card, thus negating the runner from revealing its card later).

Are covered cards revealed, activated, & scored at the end, in the same way as facedown cards? – No, covered cards are not revealed or scored at the end, unless the topmost card permits it (i.e. the Runner allows you to reveal the card underneath at game end, however if it is currently underneath the Acolyte as in the example above, that negates the Runner.) Only topmost card rules apply.

Can you change the suit of a face down card? – Yes, unless stated otherwise and provided it is the topmost card and not protected by a shield. Both face down and face up cards in a chain are considered "in play" for effects. Note: As face down cards cannot be seen by any player until revealed, choose a suit token for the face down card (and if when relieved the suit token is the same as the suit of the card, it effectively does not change).

CLASS / EVENT ABILITIES

For the Runner is the main benefit to get a card into play facedown, with an extra layer of protection and does the suit of the Runner really matter? – Yes, the runner allows you to smuggle (play) a card faced down underneath while offering a layer of protection. Its suit really does not come into play except in the case of a Paladin (which allows playing another card if it's the same suit as the Paladin).

The Navigator reads “draw two cards, keep one, and place the other face down on top of the draw pile.” According to the sequence of play card, abilities happen before players draw a card at the end of their turn. Does the Navigator essentially alter the normal blind draw at the end of the turn, giving the player the choice between two cards – Yes, the Navigator alters the normal blind draw at the end of the turn, giving the player the choice between the two cards (as well as change the current Event and having knowledge of what the next player is going to draw).

For official rules or more information please visit WizKids

<https://wizkids.com/sovereigns-chain/>