Avatar General FAQ

Note: These are the "official" answers to frequently-asked questions, but if you and your friends prefer other interpretations of the rules, you can use your own house rules. Just make sure all the players are in agreement *before* the game starts.

- **Can I have more than one card with the same name in play at the same time?**

Yes. You may have more than one copy of an advantage card in play. You may also have more than one copy of an ally card in play. When you have more than one copy of an ally in play, that just means your "friend" is helping you in more than one zone. However, you can only have one strike in play at a time. Also remember that you can only have four copies of the same card in your deck.

- **Will my ally's card text affect my strike if my strike is not in that ally's zone?**

No. An ally's card text only "turns on" when you are defending in that ally's zone.

- **Can I charge a zone that is already charged?**

No. If a card tells you to charge a zone, you cannot charge it if it is already charged. Likewise, you cannot uncharge a zone that is already uncharged.

- **Can the Force of a strike be less than 0?**

No. If a card effect would reduce the Force of a strike to less than 0, the Force is still considered to be 0. Effects that increase and decrease Force are applied at the same time. If the total is less than 0 after all effects have been applied, the Force value is still 0.

- **Can I overpay energy for payment powers as well as sidebar costs?**

Yes.

- **Can I overpay energy even if I don't need to?**

Yes. There may be instances where you will want to overpay even if you can pay the actual energy cost.

- **Can I play payment powers more than once?**

Yes—unless the card says, "use only once" or "use only once per turn." Otherwise, you may play payment powers as many times as you can afford them. (You can recognize a payment power by the use of the **>>>** symbol.) Remember, some payment powers won't necessarily get better if they are used more than once.

- **What is the difference between card text that says I "may" do something and card text that does not say "may"?**

If card text says you "may" do something, it is your choice whether or not to do it. If the card text says to do something without saying "may," the effect happens automatically.

Example: *Caleb has Afiko in play, an ally with card text that says, "When you counterattack from Afiko's zone, you may eliminate one of your allies. If you do, your opponent charges one of your zones." Because the card uses the word "may," Caleb decides whether or not he wants to use Afiko's power when he counterattacks from Afiko's zone.*

On his next turn, Caleb plays Jet, an ally that says, "When you counterattack from Jet's zone, each player eliminates one of his or her allies." When Caleb counterattacks, he and his opponent must both eliminate an ally if they have an ally in play because the rules text does not say "may."

- **Can I pay to play a card even if I don't follow the rules text on the card?**

Yes, but only under certain conditions:

1) If the card's effect cannot take place (if, for example, a card tells you to eliminate an ally but you have no allies to eliminate), you can still play the card.
2) If the card is an ally and you already have an ally in the zone where you're defending, you can pay for the new ally to prevent having to defend in the next zone down. In that case, you would keep your old ally in play, and your new ally would go to your discard pile.
3) If the card's rules text says you "may" activate its ability, you can still pay for the card and not use the ability. For example, if you play Fiery Temper, which reads, "you may eliminate an ally," you don't have to eliminate an ally if the only ally in play is yours.

If none of these conditions are met, then you must follow the rules text on the card. You cannot pay for a card and then simply discard it in hopes that the next card you flip will be the card you want.

- **Can I pay the cost of a payment power even if I don't want to use the power? What if I can't use the power?**

If you pay the cost of a payment power, the power will take effect unless:

1) the payment power cannot take place (if, for example, the payment power tells you to eliminate a green energy, but there is no green energy in play to eliminate).
2) the card's payment power says, "may," giving you a choice of whether or not to use the power.

- **What happens if there are multiple abilities that are triggered at one time? Which happens first?**

If more than one thing would happen at the same time, the player whose turn it is decides in what order they will happen.

- **Can I eliminate my own allies or energy?**

If a card says that you may eliminate an ally or energy, you can choose whether to eliminate your opponent's ally or energy or you can choose to eliminate your own. There may be times when eliminating your own ally or energy is helpful to you. But remember that you can't eliminate allies or energy unless a card says you can.

- **How do I keep track of a strike's Force and/or Intercept as effects change their value?**

You can track Force and Intercept values with a die, counters, or on paper. Or you can try saying the Force or Intercept value out loud every time it changes to help you remember. This helps both players remember the number.

- **When a card says to "eliminate an energy" or when it says to "eliminate an ally," how do I know which player chooses the energy or ally to be eliminated?**

Unless the card's text says that your opponent does the eliminating, the player who played the card gets to choose which card gets eliminated.

Example: *Adam plays Kyoshi Backhand, a strike that says, "When you counterattack, your opponent eliminates one of his or her energy." That means that when Adam counterattacks with Kyoshi Backhand, his opponent gets to choose which of his or her own color of energy to eliminate.*

On his next turn Adam plays Stoke the Flames, a strike that says, "Eliminate one of your allies >>> When you counterattack, eliminate up to two green energy." When Adam uses Stoke the Flames's power to eliminate one of his own allies, he gets to choose whether to eliminate his own green energy, or his opponent's, or a combination of both.

- **If I pay for a payment power on a strike that will trigger when I counterattack and then I focus the strike, does my next strike still get the power I paid for?**

No. Text on a strike is only active if it is face up and in a zone.

- **Why do some cards have a power that only applies "while your opponent is defending"?**

This ensures that the power will not be a disadvantage to you on your turn. Remember, when your opponent is defending, that means it's your opponent's turn. When you're the one flipping cards to defend yourself, it's your turn

Example: *Eva plays Immobilize, an advantage that says, "While your opponent is defending, his or her zones cannot be charged." If Eva then flipped a strike that said, "Charge one of your opponent's zones >>> +1 Force," she would still be able to charge one of her opponent's zones to give her strike +1 Force because she is the one defending, not her opponent. If Immobilize simply said, "Your opponent's zones cannot be charged," she would not be able to use the strike's payment power to increase its Force.*

- **What do cards mean when they say the "owner"? And who is the "controller" of a card?**

The owner is the person who had the card in his or her deck at the beginning of the game. (That person may not be the actual owner of the card if, for example, he or she borrowed the card from a friend.) A controller is the player who controls the card while it is in play, whether or not that player owns the card.

- **What should I do if my top card is face down but my next card is face up?**

Nothing. Just remember what the face-up card is if you want to benefit from the knowledge. Neither you nor an opponent may look at it unless instructed to do so by a card effect or until you have flipped the card above it.

- **What happens if I can't do what a card says, like eliminating one of my opponent's allies if he or she doesn't have an ally in play?**

You follow as much of the card's instructions as you can.

Example: *David plays Ground Breaker, a strike that says, "When your opponent counterattacks from a zone, uncharge that zone, eliminate an ally in that zone, and eliminate an energy in that zone." Lianne counterattacks from a zone that is uncharged, has an ally, and has several energy. David can't uncharge Lianne's zone because it's already uncharged, so he ignores that portion of Ground Breaker's card text. He still eliminates one of Lianne's allies and one of her energy.*

- **If a card tells me to eliminate a certain color of energy, can I choose a different color of energy if there is no energy of that color to eliminate?**

No. When a particular color of energy is named, that is the color of energy that must be affected.

Example: *Dawn plays Corona Punch, a strike that says, "When you counterattack, you may eliminate a yellow energy. Pitch >>> Eliminate a yellow energy." If Dawn's*

opponent has no yellow energy, she cannot instead eliminate a green energy or a red energy.

- **If a card tells me to do something in a particular zone, can I choose a different zone if there is nothing I can do in the named zone?**

No. When a particular zone is named, that is the zone that must be affected.

- **What is the difference between a card that says to eliminate or add "an energy" and a card that says to eliminate or add "a red energy"? Aren't they the same thing since, if given a choice, I would choose to give myself the most powerful energy (red) or eliminate my opponent's most powerful energy (red)?**

No, they are not the same thing. If your card says to eliminate "a red energy" and your opponent has no red energy, you can't do anything. If your card says to eliminate "an energy," then you could still eliminate a yellow energy or a green energy. Similarly, if a card says to add an energy, you can add any color of energy. Most of the time, you would want to add a red energy, but there may be cases when you would want yellow or green. If the card says to add a red energy, then you do not have a choice as to which color of energy you add. You have to add a red energy.