

New Dawn - Rules Update Summary v2.0

This document is a summary of the updated rules found in the Comprehensive Rules and frequently asked rules questions, presented in an easy-to-follow Q & A format.

With the release of a new set, we expect a number of questions from the community regarding the new mechanics in the set and how the cards interact with each other. In this document we have compiled and answered some of the more common questions in order to minimize any confusion.

Additional questions can always be asked at the [My Little Pony CCG Rules Facebook group](#), in the [MLP:CCG Discord](#), or on the [MLP:CCG Subreddit](#). Full rules can also be downloaded at the [MLP:CCG Document Repository](#)

New Concepts

Q: What does Unity mean?

A: The Unity keyword denotes game text that becomes active only when a player has sufficient power of a given color. You can think of them as abilities or extra modifiers on Events with their own requirements which reward you for dedicating more resources towards playing that color.

Q: What happens if a Unity ability would give you enough power to meet the Unity requirement, if the Unity ability were active?

A: The Unity abilities do not activate.

The power check on Unity abilities is performed before the ability it would activate affects the game, and Unity abilities are dependent on any modifiers that would make them active.

Unity is not intended to have hysteresis.

Card-Specific Questions

Q: Why are there two Leaders & Legends cards, Fluttershy Stunning Wonder and Grogar Father of Monsters, included in the New Dawn set?

A: These cards serve to replace cards from Leaders & Legends that were deemed too powerful as printed, but still fulfill an important place in the meta. They are, in some sense, power level errata, however the Print and Play model allows us to do so without actually doing power level errata: the new L&L cards have new flavor, new numbers and adjusted abilities that are more in-line with other cards.

Q: What happens when a card is cancelled by Queen Chrysalis, Overt Operations' Boosted ability?

A: After paying the costs to play the card, if the additional tokens are not paid, the card is put in its owner's Discard pile. Events that are cancelled do not create modifiers, and Friends or Resources that are cancelled do not enter play.

The cancelled card does count as an *attempt* to play a card, for purposes of Chrysalis' second ability.



Furthermore,

Q: What does "if those cards share a card type" mean on Spike, Playing The Odds?

A: The card types are Mane Character, Friend, Event, Resource, Troublemaker and Problem. The ability checks to see if all of the cards put in discard piles as a result of it have the same type.

Q: Under what circumstances does a player win the game with Pinkie Pie, Living to Laugh? Is attempting to draw from an empty deck sufficient?

A: No. Her second ability requires that a card actually be drawn - it is a trigger, not a replacement modifier - in order to check if there are no cards left in the deck.

Q: What, specifically, does Princess Twilight Sparkle, Powerful Magic's ability require paying an additional action token to do?

A: The additional token must be paid only when taking one of the Main Phase actions listed on the card (paying a token to draw a card, paying two tokens to move a character, paying two tokens to rally a frightened Friend, and paying one token to play a Troublemaker) - it does not apply to abilities on Friends or modifiers created by Events which would cause you to draw a card, move a character, unfrighten a Friend, etc...

Q: What does “can’t score points with cards [of a given name]” on Sans Smirk mean?

A: This means that no points will be scored if the named card

- instructs you to score points,
- is involved in a faceoff where points would be scored,
- contributed power (including zero power e.g. Forest Owl) to confronting a Problem where points would be scored,
- or was present at a Problem when it was confronted where points would be scored, regardless of whether it contributed power (e.g. was the wrong color, is exhausted)

There are several rules under 517.2 that describe the exact circumstances where points are scored with a card.

Q: What does Trixie, Guidance Counselor’s instruction to skip the next Ready Phase mean? Would “At the start of the turn” triggers still fire?

A: During a player’s Ready Phase, that player readies their cards, gains action tokens and draws a card for turn. If a player skips their Ready Phase, none of those things happen so exhausted cards will remain exhausted, no tokens will be gained, and no card will be drawn.

Start of turn triggers will still fire and be processed during the first Pre-Priority Processing of that turn; see (601.2d). Normally this will occur prior to drawing the card for turn during the Ready Phase. If the Ready Phase is skipped, this would occur at the start of the Troublemaker Phase instead.

Q: What happens when a flipped card is ignored with Spike & Gabby or Big Mac?

A: The flipped card’s power does not count towards the faceoff, however modifiers and triggers from the Chaos text are still applicable.

Q: What happens if I shuffle a token Friend into its owner's deck with Amusement Factory?

A: The token Friend leaves play but ceases to exist when it enters a non-play zone. The deck is still shuffled and you still gain an action token.

Q: How does Phyllis work? What is different during my turn if my opponent controls Phyllis?

A: Phyllis may affect how many action tokens a player gets at the start of their turn. For example, if your opponent has 7 points and controls Phyllis, they would have 5 points during your turn. If you also had 5 or fewer points, you would only get 3 action tokens.

For the same reason, Phyllis may also cause the abilities on the Professor cycle of entry from Leaders & Legends to not meet the point threshold.

Phyllis results in an *actual* reduction in the number of points a player has, so if a player wins a faceoff that would put them to 15 points if they didn't control Phyllis, they do not win the game until Phyllis' effect no longer applies.

Q: What does "set each player's action tokens to 2" mean on Stuck Together?

A: Each player will lose or gain an appropriate number of action tokens such that they have two action tokens remaining.

Q: Can I use the power and color from Changeling Distraction to contribute to confronting a Problem?

A: No, only characters may contribute power to confronting a Problem; Changeling Distraction isn't a character. It also will not contribute power to faceoffs that it isn't involved in (e.g. a Problem faceoff) for the same reason.

Q: If I have a card that is Orange and some other color such as Firelight, Bringing Up the Past, would the ability on Under the Weather still apply?

A: No. Multicolor characters count as both colors for the purposes of the abilities on the Starting Problems included in the New Dawn set, so Firelight would count as a character with a color other than Orange.

As a corollary, if a player only had colorless characters, that could enable the abilities on all six Starting Problems simultaneously.

Q: Does the Start side of Grogar/Discord Ruinous Ruse count as a Discord? Does the Boosted side count as a Grogar?

A: No. Mane Characters have the information of the face-up side only.

Q: What does “spend” mean on Grogar’s Bell? When do I have to choose to banish the card, if I want to?

A: Spending a card means to remove it from beneath a card and put it in its owner’s discard pile.

The option to banish the flipped card is a trigger, so the decision to banish it must be made immediately after it is flipped. Note that this removes the card’s power from the faceoff, but any triggers from Chaos text still fire.

Q: My Mane has some Fear counters from a Legion of Doom, Triad of Terror which is no longer in play or is face-down; what do those Fear counters do?

A: Nothing. Fear counters are only meaningful when a Legion of Doom, Triad of Terror is in play and has its abilities.

Q: I have a Troublemaker banished beneath Grogar’s Bell. Can I play it without spending any other cards from under Grogar’s Bell?

A: No. Troublemakers do not have a cost, and can’t be played using Grogar’s Bell’s ability.

Q: Do I have to pay “As an additional cost to play this card...” costs when playing a card for free e.g. using Grogar’s Bell or The Student Six, A Grade Above?

A: No. Playing a card for “free” means it has no costs at all, even if you wanted to pay those costs.