

Defenders of Equestria
Rules Update Summary v1.0

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 Defenders of Equestria, 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 Group](http://enterplay.com/products/mlpccg.html)! Full rules can also be downloaded at <http://enterplay.com/products/mlpccg.html>

New Concepts

Q: What does Redeem do?

A: Redeem says, “As an additional cost to play this card, you may retire a Friend or Troublemaker with the same title. If you do, this card’s cost is reduced by 3.” The term “title” refers to the first part of a card’s name. For example, Discord, Standing Up’s title is Discord, and that card’s cost can be reduced by 3 by retiring any Discord Friend or Troublemaker.

Q: How does Experienced work?

A: Experienced gives a card +1 power for each card in your discard pile with the same name as itself. “Name” refers to a card’s title and subtitle, which must both match. For example, Applejack, Holiday Spirit would not receive +1 power from Experienced if your discard pile contained only a copy of Applejack, Factory Organizer.

Card-Specific Questions

Q: Can you confront a Problem with Fluttershy, Nurturing Nature if you have no characters at that Problem?

A: Yes. If a Problem’s confront requirements are low enough that Fluttershy, Nurturing Nature meets them on her own, then you have characters contributing the required power to confront that Problem, even though there are no characters actually at that Problem.

Q: When I banish an opposing Friend with Rarity, Fashion Mogul, where does it return to play?

A: The Friend is put back into play at an area chosen by the controller of the effect, so you would choose where it returns to play.

Q: If I use Pow, Loyal Henchpony to turn a Troublemaker face-down after it has been defeated, does the challenger still score points for defeating it?

A: Yes. When a Troublemaker is defeated, the player that defeated it scores points equal to the Troublemaker's point value and dismisses it. Scoring those points and dismissing the Troublemaker are two distinct events, and preventing or replacing the dismissal with something else does not prevent or replace scoring those points.

Q: Does Princess Luna, Holiday Spirit allow me to score a point if an opponent challenges my Troublemaker and loses?

A: Yes. When a challenger loses a Troublemaker faceoff, that challenger's opponent wins the faceoff.

Q: If I reduce a Problem's confront requirements to zero with Coloratura, Simply Rara, can I confront that Problem without any characters there?

A: No. You need characters contributing the required power, even if that power is zero. If there are no characters contributing power to confronting a Problem, you do not confront that Problem even if its confront requirements have been reduced to zero.

Q: How does Baby Flurry Heart, Newborn Nightmare work?

A: Newborn Nightmare's effect selects a random area and attempts to move the affected character there instead of its original destination. It does not select only from areas the affected character can move to, and if an area the character can't move to (most often, its current area or the wrong player's home) is randomly selected, the character will fail to move anywhere.

Additionally, if the first time a character would be moved on a turn involves moving multiple characters simultaneously, each of those characters is affected by Newborn Nightmare's text. If that happens, a new random area is selected for each affected character.

Q: What happens if a player attempts to use Rarity, Truly Outrageous's ability while Baby Flurry Heart, Newborn Nightmare is in play?

A: If Rarity, Truly Outrageous would be affected by Newborn Nightmare's ability, the cost of Truly Outrageous's ability would be replaced. A cost that would be replaced can't be paid, which means Truly Outrageous's ability can't be paid for, and so can't be used. If another character has already been moved that turn, then Newborn Nightmare's ability would not affect Rarity, and Rarity's ability would be useable that turn.

Q: If I confront the same Problem twice in one turn with Similo Duplexis, does that cause a multi-Problem faceoff?

A: No. Multi-problem faceoffs occur when a player confronts two or more different Problems on the same turn, not when one Problem is confronted twice.

Q: Will Spitfire, Drilling It In allow me to draw a card if it is discarded from my hand?

A: Yes, "When this card enters your discard pile" will trigger when the card enters your discard pile from any zone, including from play, from your hand, or from your deck.

Q: If my opponent is challenging my Troublemaker, will Ember, Up To The Challenge become involved in the faceoff?

A: Yes. Up To The Challenge will become involved in the faceoff, and contribute its power to your power total, just as in any other faceoff. If your Troublemaker is defeated, that has no effect on any Friends you may have involved in the faceoff.

If you are challenging your own Troublemaker, Up To The Challenge will also become involved, and will add its power to your power total, but not to your opponent's.

Q: Can I use Starlight Glimmer, Taking Charge's effect to play a Friend whose color requirements I do not meet?

A: No. Playing a card still requires that you meet its color requirements, even if you are not paying its cost.

Q: Does a Chaos effect still work if I banish the Chaotic card with A Wrinkle in Time?

A: A Chaos effect that triggers "when" the card is flipped will have already triggered, and will still resolve. However, the card will be removed from the flip zone and cease to be flipped, so Chaos effects which have a continuous effect "while" the card is flipped will cease to function.

Q: What happens if I have Behind Enemy Lines on a Problem and control both an Epic and a non-Epic Troublemaker at that Problem?

A: Behind Enemy Lines allows you to control an additional face-up Troublemaker at its Problem. As a result, you can have two non-Epic Troublemakers, two Epic Troublemakers, or an Epic and a non-Epic Troublemaker at that Problem without violating Uniqueness. If there is at least one Epic Troublemaker at that Problem, however, that Epic Troublemaker will still prevent other Troublemakers from being uncovered there.