

# Leaders and Legends - 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 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 *Talented* mean?

A: Talented is a tag word, like Chaos or Harmony. It has no rules meaning on its own, but flags and groups card abilities of a certain type. Talented tags abilities that trigger when an Event is played which shares a color with the card.

## Card-Specific Questions

Q: Zecora, Curative Cache

A: The intent of this card is to slightly expand a player's hand while placing some of the cards out of the reach of their opponents.

Some abilities on cards, such as the cycle of "Banish this card from your hand to reduce the color requirements..." cards can't be used if that card is banished by Zecora - these abilities specifically require that the card be in your hand. Otherwise, these cards can be played as normal.

Your opponents may not look at the cards banished by your Zecora, and those cards are not considered by modifiers which refer to cards in the banished zone.

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Q: Does Yona, Friend of Spiders' ability trigger when *any* token Friend which is a 1 power Yellow Critter enters play?

A: Yona, Friend of Spiders' ability only triggers when a 1 power Yellow Critter Friend token enters play; this does not include any token Friend which happens to be Yellow and 1 power.

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Q: What happens when I use Rarity, Throw Me a Bone, Dear's ability to have my opponent gain control of an Attachment Resource that is on one of my Friends?

A: When you use Rarity, Throw Me a Bone, Dear to give your opponent control of an Attachment Resource, your opponent will become the controller of that resource but it will remain attached to the Friend on which it was initially played. Note that if the attachment's host description no longer matches the host (e.g. a "Play on an opponent's Friend" attached to an opposing Friend) the resource will be dismissed as per (511.2).

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Q: If I have a Thorax, Heart of the Swarm in play and choose to play another, do I have to resolve a Uniqueness Violation?

A: No. When you have two Thorax, Heart of the Swarms in play, both will have the ability that reads "Other Friends lose and can't have Unique," which removes the other Thorax, Heart of the Swarm's Unique trait. This prevents any Uniqueness Violations that would otherwise take place.

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Q: If I play Untested Magic Fireworks while I have a Grogar, Tactical Consideration in play, will I be able to prevent my face-down Troublemakers from turning face-up?

A: When you first play Untested Magic Fireworks, turning each character and face-up and face-down Troublemaker over happens simultaneously, which will allow you an opportunity to use Grogar's ability. Once Grogar, Tactical Consideration is face-down, it would need to be rallied before the start of the next turn in order for you to be able to prevent your face-down Troublemakers from turning face-up. This is because, similar to the first part of Untested Magic Fireworks, the second part has all characters and face-up and face-down Troublemakers turning over simultaneously, which means that Grogar will be turning face-up at the same time as the face-down Troublemakers.

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Q: What is the difference between my opponent having three Friends each with Competitive 1 and having one Friend with Competitive 3 in regards to Mean Six, Rivalry Isn't Magic?

A: Mean Six, Rivalry Isn't Magic's ability checks to see how many opposing Friends at that problem have the Competitive keyword, not the value of the Competitive itself. Because of this, a single Friend with Competitive 3 will only give Mean Six, Rivalry Isn't Magic Competitive 1 ( $X=1$ ), whereas three Friends each with Competitive 1 will give Competitive 3 ( $X=3$ ).

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Q: How does Sonic Rainboom work?

A: Sonic Rainboom allows events with Main Phase timing to be played during any instance in which you have a priority window. It should be noted that this does *not* apply to cards with other printed timing phrases such as Reaction or Faceoff. In order for the event to be affected, it must be printed with the Main Phase timing phrase.