

INIS RULES CLARIFICATIONS: APPROVED BY CHRISTIAN MARTINEZ

1. WHEN IN DOUBT, DO WHAT IS MOST SIMPLE.

2. YOU CAN PLAY A CARD EVEN IF YOU CAN'T DO EVERYTHING ON IT. THIS MEANS YOU CAN PLAY A CARD WITH NO EFFECT OR A PARTIAL EFFECT AND IT COUNTS AS BEING PLAYED.

EXAMPLES:

A. **FESTIVAL:** IF YOU DON'T HAVE A CLAN IN RESERVE TO PLACE, YOU CAN STILL PLACE A FESTIVAL TOKEN WHERE YOU ARE PRESENT WITH A SANCTUARY.

B. **THE STONE OF FAL:** IT SAYS PLACE 2 BUT IF YOU HAVE 1 OR NONE YOU CAN STILL PLAY IT

C. **WARLORD:** 2ND USE: IF YOU DON'T HAVE A CLAN TO PLACE YOU CAN STILL CHOOSE WHO DOES THE NEXT MANEUVER.

D. YOU MAY WANT TO PLAY A CARD YOU CAN'T EXECUTE INSTEAD OF PASSING.

3. **REPLACE** DOES NOT INCLUDE **REMOVE** (VERY SPECIFIC WORDING ON PURPOSE)

4. **CAPITAL** CAN'T BE IN **SWAMP** SINCE CAPITAL IS A CITADEL AND NO CITADELS CAN BE PUT IN SWAMP.

5. **HILLS:** HILLS ADVANTAGE CARD CAN CANCEL **IRON MINE** ADVANTAGE CARD.

6. **IRON MINE:** IF THE OPPONENT HAS NO ACTION CARDS THEN IRON MINE IS USELESS. IT DOES NOT MAKE THE OPPONENT LOSE TWO CLANS.

7. **NEW ALLIANCES:** IF YOU DON'T HAVE A CLAN TO "REPLACE" YOUR OPPONENT'S CLAN THEN YOU CANNOT DO THE REPLACE ACTION. YOU CANNOT JUST REMOVE OPPONENT'S CLAN WITH NOTHING TO PUT IN ITS PLACE.

8. **TALE OF CUCHULAIN:** STATES "REMOVE ANY 2 EXPOSED CLANS FROM THIS TERRITORY". IF THERE IS ONLY 1 OPPONENT CLAN, YOU DO NOT HAVE TO REMOVE ONE OF YOUR OWN CLANS. THE CORRECT TRANSLATION FROM FRENCH SHOULD HAVE READ "UP TO 2".

9. **DEIRDRE'S BEAUTY:** THE CARD READS: "**ADD 1 OF THESE EPIC TALE CARDS TO YOUR HAND** AND DISCARD THE OTHERS. **THEN** REMOVE 1 OF YOUR CLANS FROM ANY TERRITORY" WHEN PLAYING DIERDRE'S BEAUTY, YOU CAN PLAY THE EPIC TALE CARD YOU RECEIVE RIGHT AWAY AS IT IS NOW IN YOUR HAND. FOR INSTANCE, IF YOU GET **THE DAGDA'S CLUB**, IT SAYS THAT YOU DON'T HAVE TO REMOVE A CLAN IN REACTION TO HAVING TO REMOVE A CLAN. SINCE IT IS IN YOUR HAND BEFORE DEIRDRE'S BEAUTY FORCES YOU TO REMOVE A CLAN, YOU CAN PLAY THE DAGDA'S CLUB AND NOT HAVE TO REMOVE IT.

10. **MASTER CRAFTSMAN:** SAYS TO DISCARD 1 CARD IF ABLE, THEN DRAW 1 EPIC TALE CARD. IF YOU HAVE NO OTHER CARDS THEN YOU CAN STILL PLAY THIS AND DRAW AN EPIC TALE CARD.

11. **SALT MINE** AND **COVE:** SALT MINE SAYS "RANDOMLY TAKE 1 ACTION CARD FROM OPPONENT. THEN GIVE THAT PLAYER 1 OF YOUR ACTION CARDS". COVE SAYS "ADD IT TO YOUR HAND. THEN SET ASIDE 1 ACTION CARD FROM YOUR HAND". WITH BOTH OF THESE, YOU CAN RETURN THE CARD YOU GOT SINCE YOU HAVE ALREADY ATTAINED IT YOU ARE NOT REQUIRED TO RETURN A DIFFERENT CARD.