

General Gameplay

Q1. What is stamina?

A1. Stamina cards are characters cards that are piled up beneath their active stamina. Playing a card for a character creates a stamina pile, and then cards of the same character become stacked on top of that.

Q2. Does combat damage accumulate? For example if a character has 30 defence and is attacked twice by a character with 20 attack are they defeated?

A2. No, combat damage is reset after every attack.

Q3. What order are your life cards supposed to be in?

A3. Life card 5 is on top then are placed in descending order with life card 1 on the bottom.



Q4. What is the difference between produced abilities and required abilities?

A4. Produced abilities are the abilities that a card creates; these are the symbols in the bottom left corner of the card. Required abilities are the symbols in the top right of the card which are what you need to play the card.

Q5. What is the difference between short and long range?

A5. There is no difference between the areas, being in a certain area can be the requirement for a cards special abilities to activate.

Q6. If my life card is producing 3 balance abilities, can I play a card requiring 3 balance abilities and a card requiring 2 balance abilities, or are the produced abilities used up every turn?

A6. Yes you can play both, each time you play a card the produced abilities are reset.

Q7. When in battle, does the defender deal damage back to the attacker?

A7. Yes the defender always deals damage at the same time the attacker does, they always deal damage even if they are destroyed or a life card.

Q8. When your next life card becomes active, does this count as being played?

A8. Yes.

Q9. When counting the produced abilities in play, do you count cards in a characters stamina pile?

A9. No; only active stamina cards and life cards count towards the produced abilities.

Q10. If a life card has an ability, can you use your master character to play that ability?

A10. Yes, if the life card references the character's name in the text. Some specifically state that only this card has the ability so the ability doesn't transfer to the master character.

Queen's Blade: The Duel FAQ

Q1. When the card text and a rule contradict each other, which one should we follow?

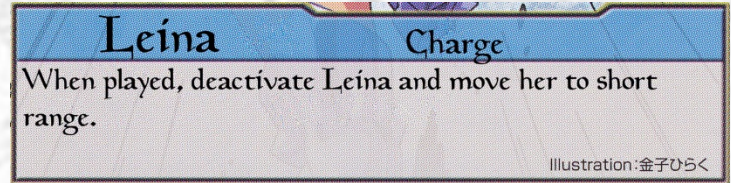
A1. The card text should be used.

Q2. When your life is damaged and the next life card says "When played, draw 1 card", do you draw a card?

A2. Yes, you draw a card.

Q3. When playing a card that says "When played, deactivate Leina", does it deactivate your opponent's character as well?

A3. Only your character is affected by this deactivation.



Q4. When a character is at short range can you play a card that requires them to move to short range?

A4. Yes.

Q5. When a character blocks multiple times in one turn, does the damage add up?

A5. No, the damage received resets after every battle.

Q6. When a character receives damage greater than their defensive power, are all of their stamina cards discarded?

A6. No, only the active stamina card is discarded.

Q7. Can I look at the stamina under a character's active stamina?

A7. You can look at your own character's stamina, but not your opponent's characters.

Q8. When a character is required to be played to short range, can they move to long range?

A8. When playing the card you must play it to the required area, after being played the character can move to any range.

Q9. What happens when you no longer satisfy a cards required ability that is already in play?

A9. Nothing happens; you only need to meet the required ability amount when playing the card.

Q10. When a character has already attacked in a turn and is then deactivated, can they attack again?

A10. Yes.

Q11. Do your life cards count towards the duplicate restriction of 3 in your deck?

A11. No, they are not considered part of your deck.

Q12. Do cards that have an ability that activates "When played" have the ability activate as a life card?

A12. Yes.

Q13. When playing a card, is the effect immediately available or do you have to wait a turn?

A13. Yes, you can use the ability immediately.

Q14. When playing a character that has a distance restriction of short range, can I play the character if they don't have any stamina currently in play?

A14. Yes, you can play the card to short range.

Q15. Can I play cards with no required ability the same as other cards?

A15. Yes.

Q16. Do cards that read "When played" have their abilities activate when moving from a stamina card to the active stamina card?

A16. No.

Q17. Can characters at long range attack and guard if they are deactivated?

A17. Yes.

Q18. When guarding, do you need to activate your character?

A18. No, you don't need to activate a character to block.

Q19. Can a character guard more than once per turn?

A19. Yes.

Q20. Can you ask your opponent how many stamina cards their character has?

A20. Yes, you can ask for the quantity, but not what the specific cards are.

Q21. If I play a card that generates an effect, then another card causes me to replay this same card, does the effect happen a second time?

A21. Yes.

Q22. When moving a character between areas, can I use the active stamina card to pay for the move?

A22. No, the top card doesn't count as stamina.

Q23. Can a character attack or use their skills while another card is being used?

A23. No.

Q24. Can life cards use skills that require them to activate?

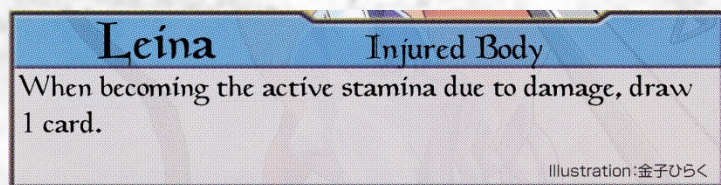
A24. No.

Q25. Do cards under the active stamina card count towards the abilities available in play?

A25. No, only the active stamina cards and your active life card count towards abilities.

Q26. For cards that read "When becoming the active stamina due to damage" can the effect only be used when it is a life card?

A26. No, the effect will activate on characters and life cards when they receive damage and this card becomes their active stamina card.



Q27. When a character receives damage greater than their defence power, are they immediately discarded or do they deal damage as well?

A27. They deal their damage before they are discarded.

Q28. When a card requires you to move a character to another range, do you need to discard a stamina card?

A28. No, when being forced to move you don't pay any stamina.

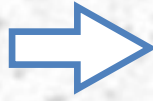
Q29. Is there any difference between short range and long range?

A29. The different ranges affect character distance restrictions and abilities.

Q30. When playing a new character to a range, do they appear activated or deactivated?

A30. They are played in the deactive state.

Queen's Blade: The Duel Misprints



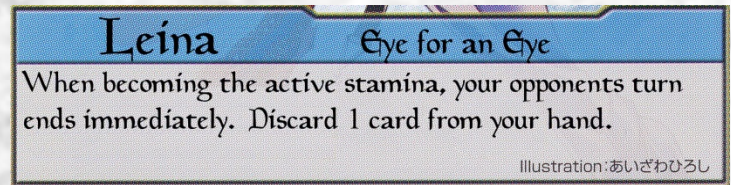
Annellote's card QR003 has the number printed as QG003.

Tarnyang's card QR063 has a different font used on the '4' in the life bar.

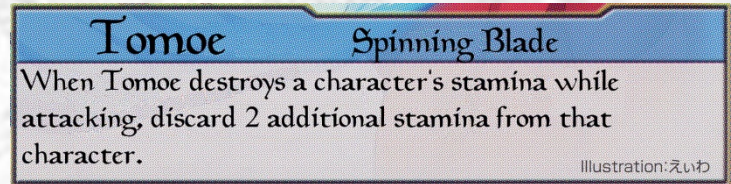
Annellote's card QR013 has a different font used on the '3' in the life bar.

Queen's Blade: The Duel Card Rules

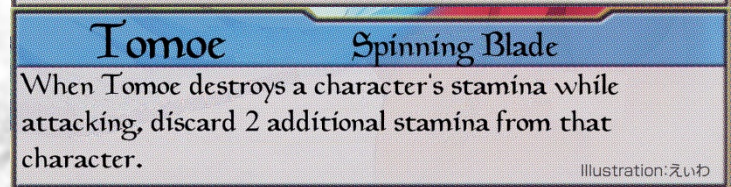
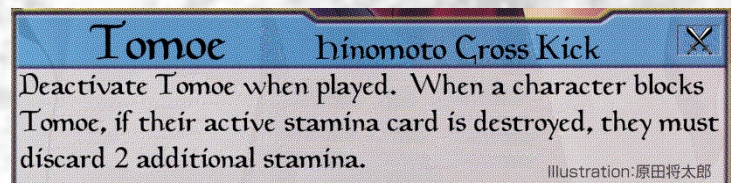
- Q1. When "Leina: Eye for an Eye" becomes the active life card and you don't have any cards in your hand, do you need to discard anything?
- A1. No, if you don't have any cards in your hand, you don't need to discard anything.



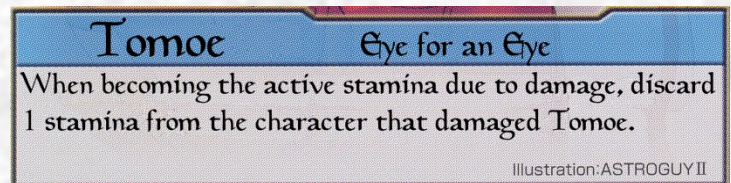
- Q2. When "Tomoe: Spinning Blade" discards two cards from a character, if the second card has the ability "when becoming the active stamina card due to damage, draw 1 card", do you draw a card?
- A2. No, the card isn't considered as becoming active as it is instantly discarded.



- Q3. When "Tomoe: Hinomoto Cross Kick" is the active life card and I destroy a stamina with "Tomoe: Spinning Blade", does the character have to discard 4 stamina?
- A3. No, only 2 cards are discarded from the character.



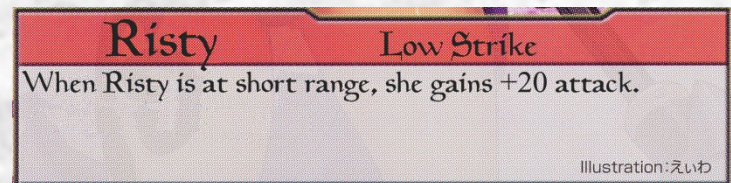
- Q4. When "Tomoe: Eye for an Eye" discards two cards from a character, if the second card has the ability "when becoming the active stamina due to damage, draw 1 card", do you draw a card?
- A4. No, the card isn't considered as becoming active as it is instantly discarded.



- Q5. When playing "Risty: Berserk" and you have no cards in your hand, do you need to discard anything?
- A5. No, if you don't have any cards in your hand, you don't need to discard anything.



- Q6. When "Risty: Low Strike" is your active life card, and "Risty: Low Strike" is your active stamina at short range, does Risty gain +40 attack?
- A6. Yes, your character in play gains +40 attack.



Q7. When "Echidna: Parry and Strike" is the active life card, and a character has their stamina destroyed by "Risty: Chop", does "Echidna: Parry and Strike" 20 damage ability activate?

A7. Yes.

Q8. If you damage your own character with "Nyx: Overcharge" and the next stamina has the ability "when becoming the active stamina due to damage, draw 1 card", can you draw a card?

A8. Yes.

Q9. When destroying an opponent's stamina with "Nyx: Dance of Flames" and "Leina: Eye for an Eye" appears, does the battle continue?

A9. No, Leina's ability causes the turn to stop immediately so neither character deals damage in battle.

Q10. When "Nyx: Dance of Flames" deals 30 damage and the next stamina has the ability "when becoming the active stamina due to damage, draw 1 card", do you draw a card?

A10. Yes.

Q11. When "Nyx: Dance of Flames" deals 30 damage to a character and destroys their last stamina, what happens to the battle?

A11. The battle is formed; however since the character you attacked is no longer in play you don't deal damage to anyone with the attack.

Q12. When "Nyx: Dance of Flames" is your active life card and your character "Nyx: Dance of Flames" attacks and is blocked, how much damage is dealt to the blocking character?

A12. The blocking character receives 30 damage twice. The damage is dealt twice to the blocking character, but not totalled.

Q13. If the effect of "Knockdown" is in place, do you need to show cards that you have drawn after the effect took place?

A13. Yes, they can see your hand until your turn ends.

Echidna	Parry and Strike
Deactivate Echidna when played. When blocking an opponents character, deal an additional 20 damage to that character.	
Illustration: F.S	

Risty	Chop
Damage dealt by Risty that exceeds the defence power of the blocking character's stamina is dealt to your opponents life card.	
Illustration: えいわ	

Nyx	Overcharge
When played, deal 50 damage to all characters other than Nyx.	
Illustration: たくみなむち	

Nyx	Dance of Flames
Any character that blocks Nyx receives 30 damage prior to both characters dealing their attack damage.	
Illustration: 彪雅マサト	

Leina	Eye for an Eye
When becoming the active stamina, your opponents turn ends immediately. Discard 1 card from your hand.	
Illustration: あいざわひろし	

Nyx	Dance of Flames
Any character that blocks Nyx receives 30 damage prior to both characters dealing their attack damage.	
Illustration: 彪雅マサト	

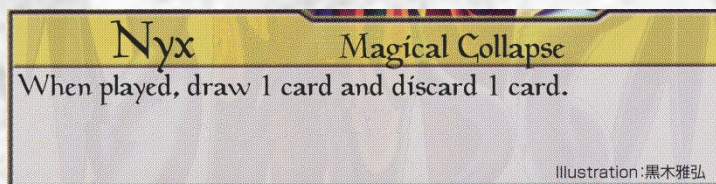
Nyx	Dance of Flames
Any character that blocks Nyx receives 30 damage prior to both characters dealing their attack damage.	
Illustration: 彪雅マサト	

Nyx	Dance of Flames
Any character that blocks Nyx receives 30 damage prior to both characters dealing their attack damage.	
Illustration: 彪雅マサト	

Ymir	Knockdown
When becoming the active stamina due to damage, reveal your hand to your opponent.	
Illustration: みぶなつき	

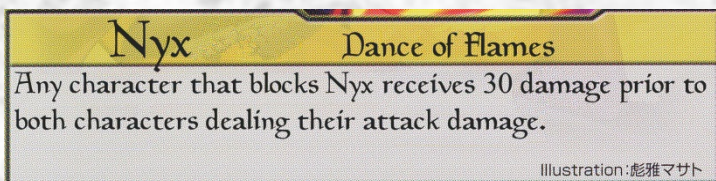
Q14. "Nyx: Magical Collapse", when discarding a card, where can I discard it from?

A14. Choose one card from your hand and discard it.



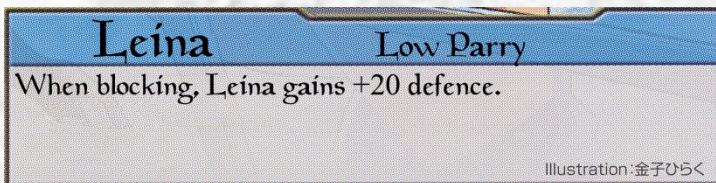
Q15. When "Nyx: Dance of Flames" deals 30 damage to the blocking character, if their active stamina is destroyed, does the battle continue?

A15. Yes.



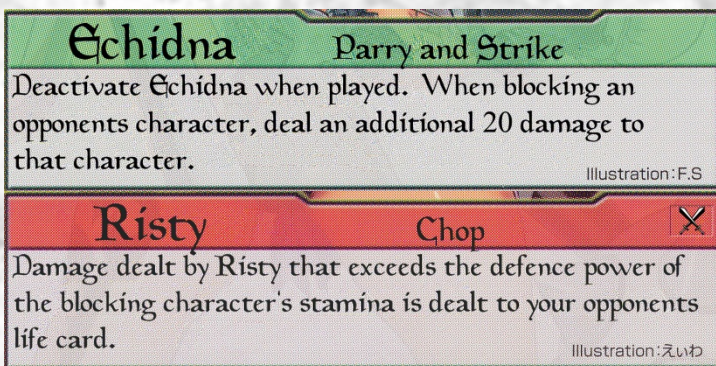
Q16. When "Leina: Low Parry" increases Leina's attack by +20, does this increase remain or return to normal at the end of the battle?

A16. Leina's attack returns to normal at the end of the battle.



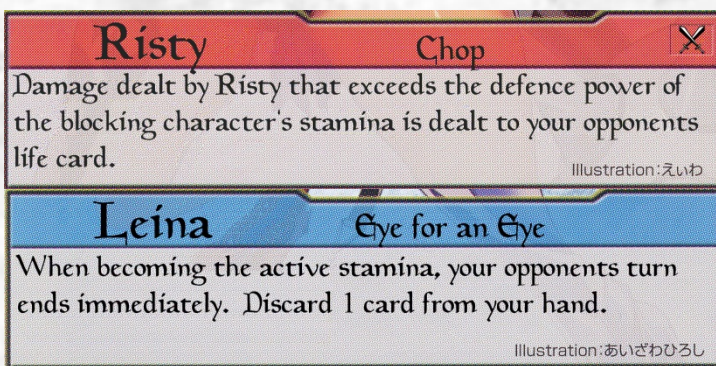
Q17. When "Echidna: Parry and Strike" is the active life card, and "Risty: Chop" damages it, what happens?

A17. First, the two characters deal their battle damage to each other, Risty dealing 60 damage and Echidna dealing 2 x 20 damage. Then your life card is discarded.



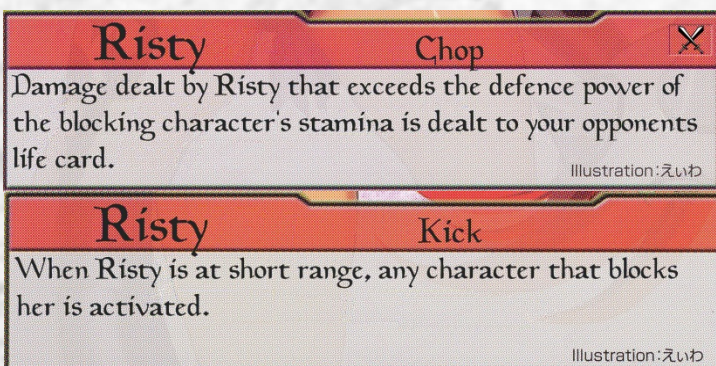
Q18. When you block "Risty: Chop" and "Leina: Eye for an Eye" becomes the active life card, does this end the turn before the damage can be dealt to "Leina: Eye for an Eye"?

A18. No, the damage is dealt simultaneously before the effect of ending the turn is used.



Q19. When your life card is "Risty: Chop" and you attack with "Risty: Kick". If your opponent blocks with Tomoe, and both their stamina and life card are destroyed, and the now active life cards effect is to deactivate Tomoe, what happens?

A19. Tomoe is deactivated. Tomoe is activated before the damage is processed during battle, the life cards effect occurs after the battle damage has been decided, deactivating Tomoe.



Q20. When blocking "Risty: Chop" with Tomoe, and your active stamina and active life are destroyed. If your new active stamina card is "Tomoe: Turned Around", and your new active life card is "Tomoe: Stance of Readiness", what happens?

A20. Since the effects happen simultaneously, the player whose turn it is decides. Since the attacking player will most likely want your character activated, they will choose to have the order as "Tomoe: Stance of Readiness" deactivating Tomoe, then "Tomoe: Turned Around" activating Tomoe.

Q21. Void.

A21. Void.

Q22. When "Tomoe: Spinning Blade" is blocked and two stamina cards are destroyed, if the third card to appear says "when becoming the active stamina due to damage, draw 1 card", do you draw a card?

A22. Yes.

Q23. When "Leina: Low Parry" blocks an attack, does the life card of Leina gain +20 defence?

A23. No, life cards do not block so don't receive this bonus.

Q24. When "Cattleya: Giant Killer" destroys over two stamina cards, do the effects of these cards activate when they read "when becoming the active stamina due to damage"?

A24. No, all damage is dealt simultaneously.

Q25. When a card's ability is "activate any character that blocks them", does "Cattleya: Motherly Strength" activate when she blocks?

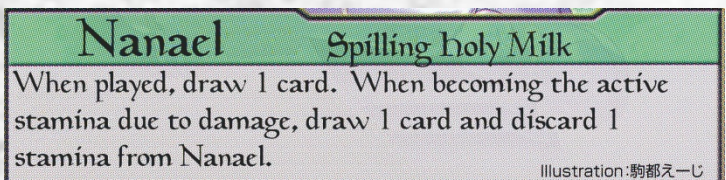
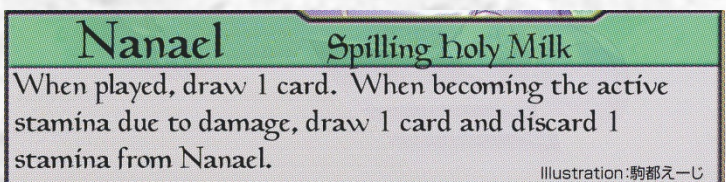
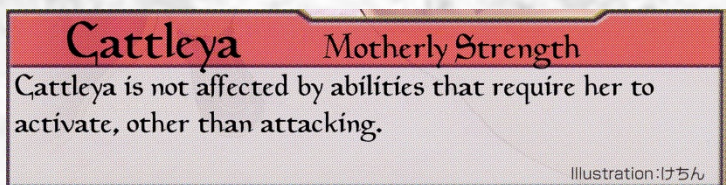
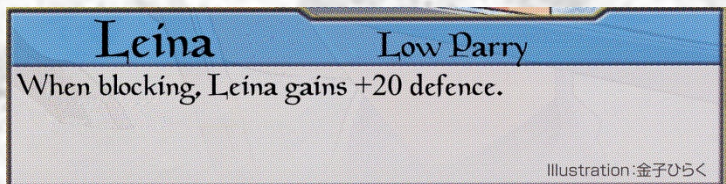
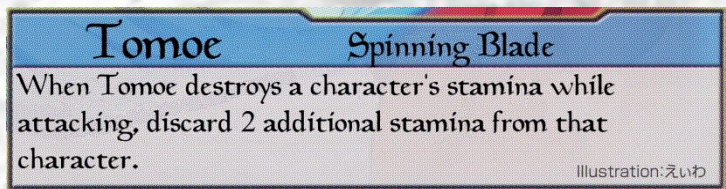
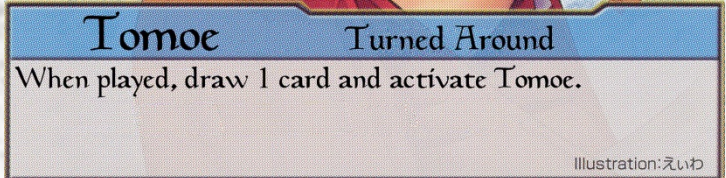
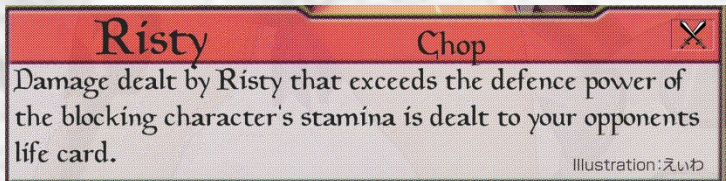
A25. No, Cattleya does not activate.

Q26. When "Nanael: Spilling Holy Milk" becomes the active life card, how many cards do you draw?

A26. You draw 2 cards.

Q27. When you play "Nanael: Spilling Holy Milk" and don't have any stamina, can you draw a card?

A27. Yes.



Q28. When playing "Nanael: Tome of Puzzles", when you choose an opponent's stamina to discard, can you change the order of the characters stamina?

A28. No, you can only discard a card; the remaining cards maintain their order.

Q29. When "Irma: Playing with Cats" becomes your active life card, how many cards are drawn?

A29. You draw 3 cards, and your opponent draws 2.

Q30. After I have attacked with "Irma: Multistrike" and deactivated her, can I play another "Irma: Multistrike" and use the ability of that card to deactivate her again?

A30. Yes, you can use the ability again because each card is considered separate so you only used the ability once per card.

Q31. When "Melpha: Holy Flail" is your active life card, and you attack with your Melpha character which has an attack power of "-", if your opponent does not block her, do they discard 1 card from their hand?

A31. No, cards with "-" attack power give no damage.

Q32. When "Melpha: Prayer: Miracle" is in play, how do you play cards that have a required ability of one?

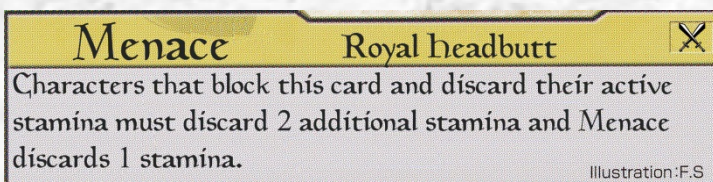
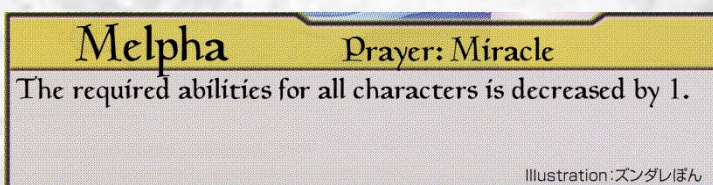
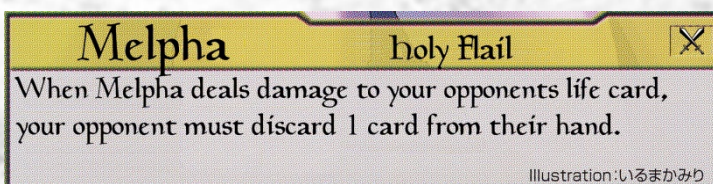
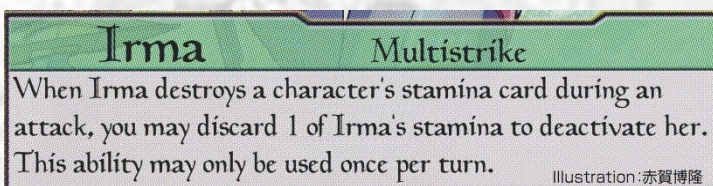
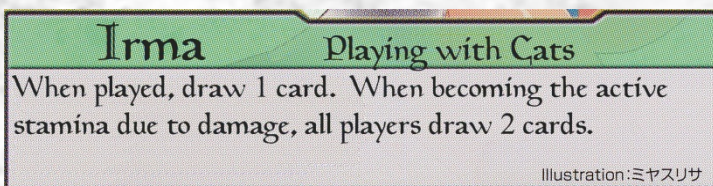
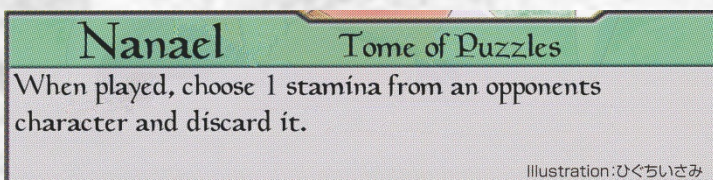
A32. You may put them directly into play as if they had no ability requirement.

Q33. When Menace doesn't have any stamina and "Menace: Royal Headbutt" is guarded, what happens?

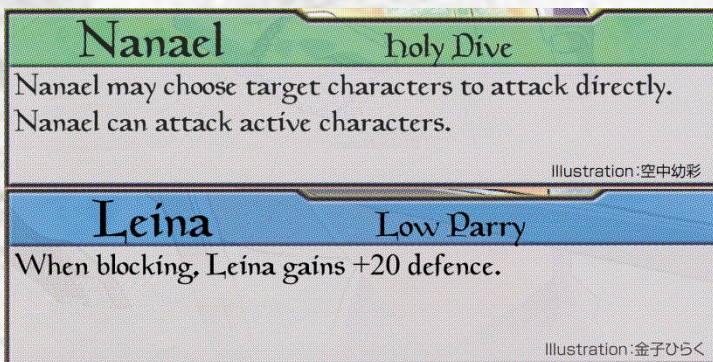
A33. If there is no stamina, you don't need to discard anything.

Q34. When "Melpha: Holy Flail" is your active life card, and you attack with your Melpha character with an attack power of 20, and deal damage to your opponents life that has 30 defence, does your opponent discard a card?

A34. Yes, because you damaged your opponents life.

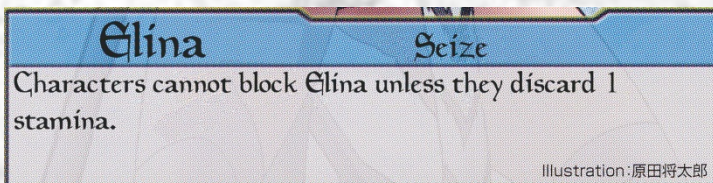


- Q35. When you attack with "Nanael: Holy Dive" and choose to attack "Leina: Low Parry", does Leina still gain +20 defence even though your opponent didn't declare her as guarding?
- A35. Yes she still gains +20 defence because she is still blocking.



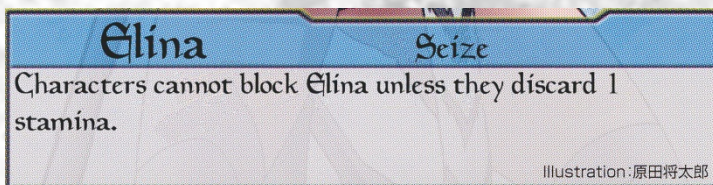
- Q36. When attacking with "Elina: Seize", if a character doesn't have any stamina does this mean they can't block her?

- A36. Yes, they must be able to discard the stamina before they are able to block her.



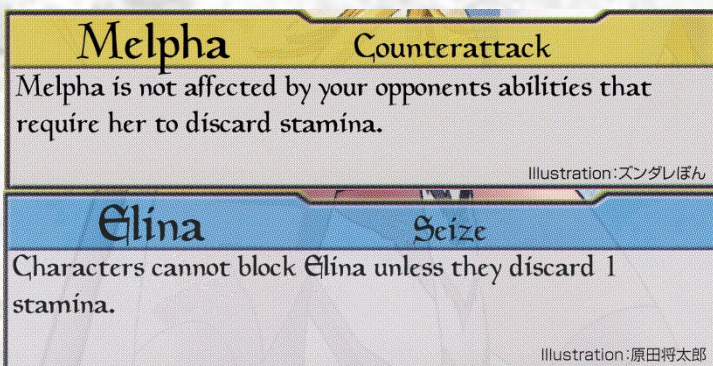
- Q37. When attacking with "Elina: Seize", if there are multiple characters present, can you discard stamina from each of them?

- A37. No, since only one character can block Elina, only the one character can discard stamina that is going to block Elina.



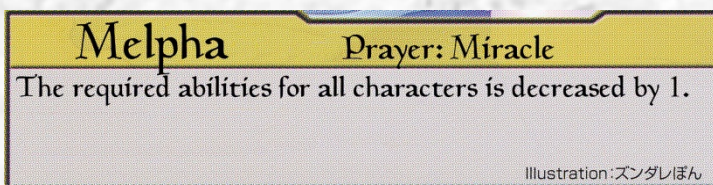
- Q38. Can "Melpha: Counterattack" block "Elina: Seize" without having to discard any stamina?

- A38. No, if you want to block Elina you still must discard one stamina, since you discard the stamina it is not covered by Melpha's ability.



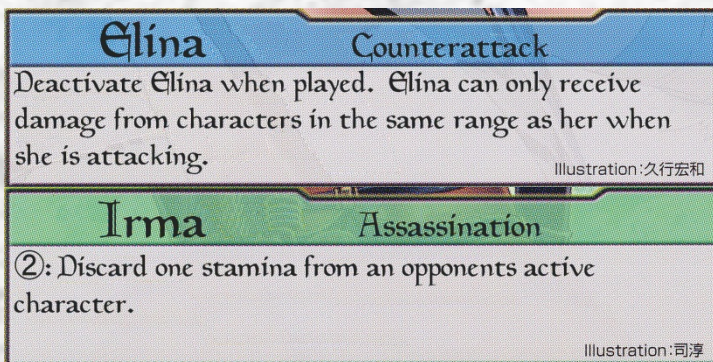
- Q39. If both you and your opponent have "Melpha: Prayer: Miracle" as your active life cards and active stamina, does the required ability for characters decrease by 4?

- A39. Yes, the required ability to play all cards is reduced by 4.



- Q40. Can "Elina: Counterattack" prevent the effect of "Irma: Assassination"?

- A40. No because it is an effect that causes you to discard a stamina from Elina, not damage.



- Q41. Can "Melpha: Counterattack" prevent the effect of "Nanael: Tome of Puzzles" from discarding Melpha's stamina?
- A41. Yes, since you are using an ability to discard the stamina Melpha prevents this ability from taking effect.

Melpha	Counterattack
Melpha is not affected by your opponents abilities that require her to discard stamina.	
Illustration:ズンダレぼん	
Nanael	Tome of Puzzles
When played, choose 1 stamina from an opponents character and discard it.	
Illustration:ひぐちいさみ	

- Q42. Is it possible to attack a character with "Nanael: Holy Dive" that is already activated?
- A42. Yes.

Nanael	Holy Dive
Nanael may choose target characters to attack directly. Nanael can attack active characters.	
Illustration:空中幼彩	

- Q43. Do you block with a character that has been targeted by "Nanael: Holy Dive"?
- A43. Yes.

Nanael	Holy Dive
Nanael may choose target characters to attack directly. Nanael can attack active characters.	
Illustration:空中幼彩	

- Q44. Does the effect of "Elina: Counterattack" include damage Elina inflicts on herself?
- A44. Yes, Elina is included as a character.

Elina	Counterattack
Deactivate Elina when played. Elina can only receive damage from characters in the same range as her when she is attacking.	
Illustration:久行宏和	

- Q45. When a character with a defence of 60 blocks "Nyx: Dance of Flames" are they destroyed at the end of battle due to the additional effect of dealing 30 damage?
- A45. No, the damage does not accumulate, they are dealt separately.

Nyx	Dance of Flames
Any character that blocks Nyx receives 30 damage prior to both characters dealing their attack damage.	
Illustration:彪雅マサト	

- Q46. Does "Elina: Counterattack" stop the 30 damage dealt by "Nyx: Dance of Flames" when she blocks Nyx?
- A46. Yes.

Nyx	Dance of Flames
Any character that blocks Nyx receives 30 damage prior to both characters dealing their attack damage.	
Illustration:彪雅マサト	

- Q47. When "Tomoe: Ward of Evil" is your active life card and "Tomoe: Counterattack" is your active stamina, does your life cards defence become 50?
- A47. No, the defence power remains 40 as the +10 defence effect is range specific so can not apply to your life cards.

Tomoe	Ward of Evil
When playing this card you may discard 1 of Tomoe's stamina. If so deactivate Tomoe.	
Illustration:えいわ	
Tomoe	Counterattack
When Tomoe is at short range, she gains +10 attack and +10 defence.	
Illustration:えいわ	

Q48. When "Claudette: Demon Sword" is your active life card and active stamina, and you attack with a character that has multiple stamina with only 10 defence, what happens?

A48. When you declare your attack, 10 damage is dealt to the character and you discard their active stamina, then the battle continues. The 10 damage is dealt twice simultaneously, but not totalled.

Q49. When "Nowa: Skirt Blinding" is your active life card and active stamina card, what is the maximum hand size for your opponent?

A49. Your opponents maximum hand size becomes 1.

Q50. When attacking with "Ymir: Broad Swing" and you block with "Nowa: Low Parry" at long range, is any damage dealt to your life card?

A50. No, Nowa stops all damage being dealt.

Q51. What happens when "Nanael: Flying Injury" becomes your active life card?

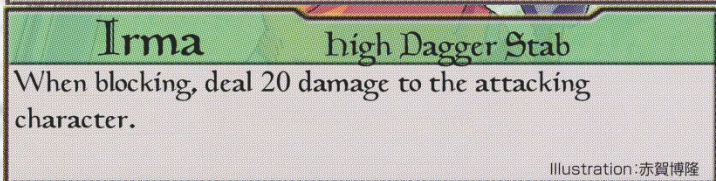
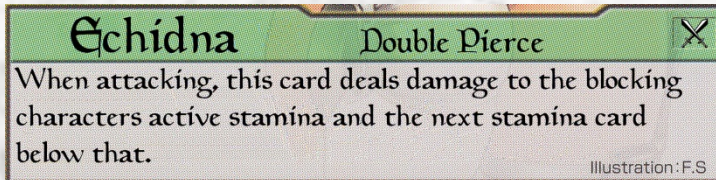
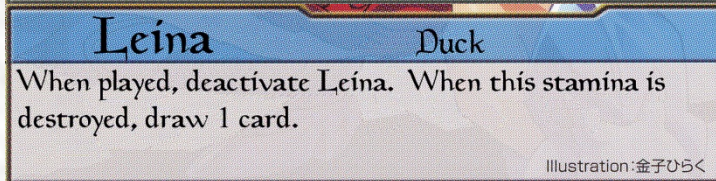
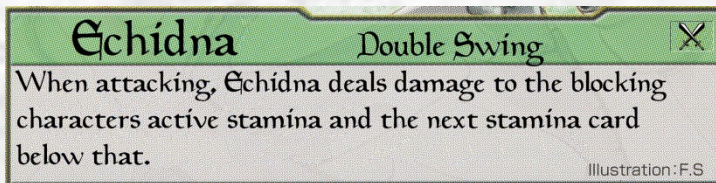
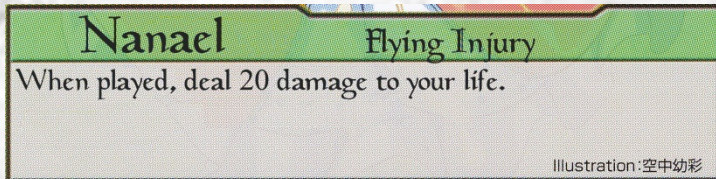
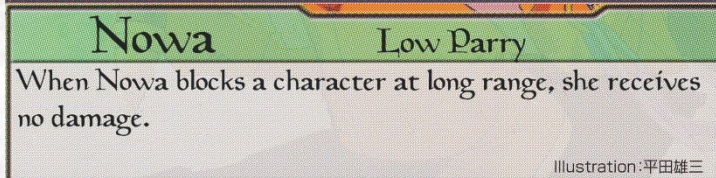
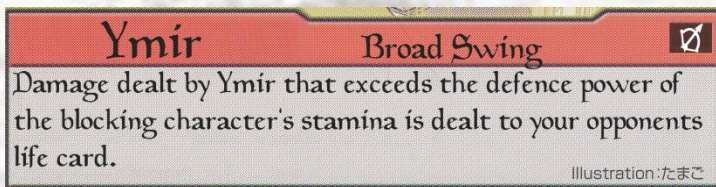
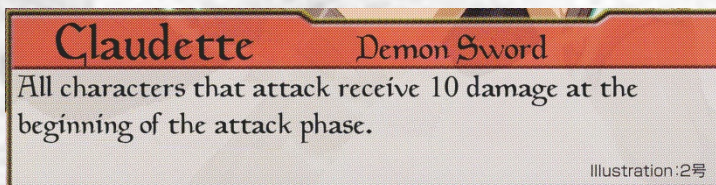
A51. When appearing it deals 20 damage to itself and is discarded, reducing your life to 3.

Q52. When Leina blocks "Echidna: Double Swing" and "Leina: Duck" is the second card that is destroyed, do you draw a card?

A52. No, if multiple stamina are damaged, only the top card has its effect happen.

Q53. When Irma blocks "Echidna: Double Pierce" and "Irma: High Dagger Stab" is the second card that is damaged, does Echidna receive 20 damage?

A53. No, if multiple stamina are damaged, only the top card has its effect happen.



Q54. When using "Claudette: Initiate Battle" to move the active stamina of Airi, if "Airi: Low Attack" becomes the new active stamina, can you still move her with the effect?

A54. Yes.

Q55. When playing "Cattleya: Weapon Recollection" if you return "Cattleya: Back Attack" to the active stamina position, can you draw a card?

A55. No.

Q56. When "Claudette: Demon Sword" is in play, when you attack with a character that has no stamina and 10 defence, what happens?

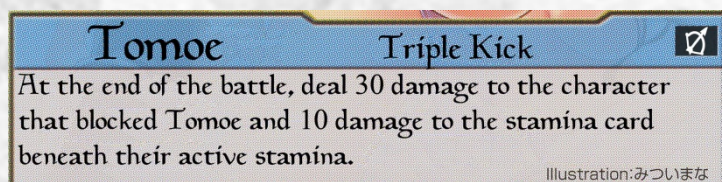
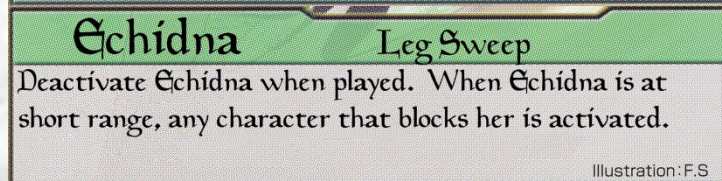
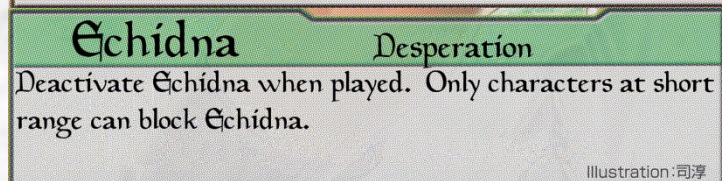
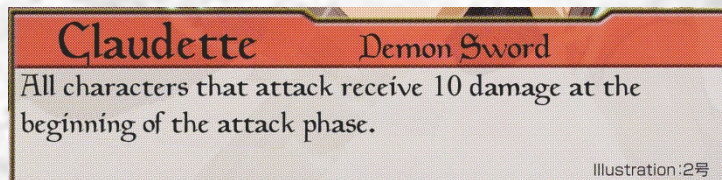
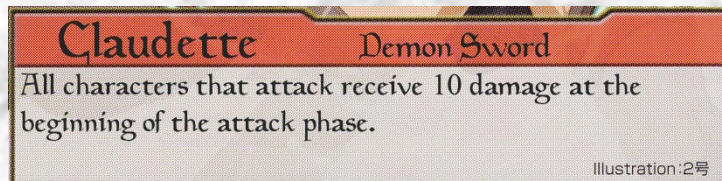
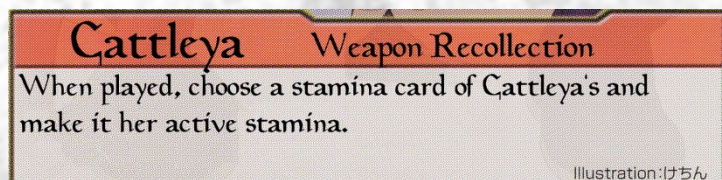
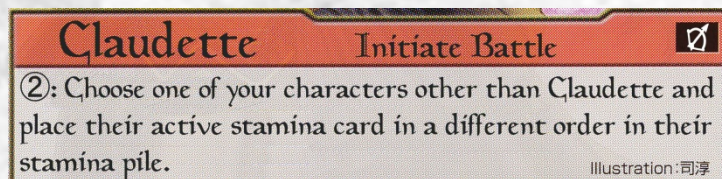
A56. When you declare your attack the character receives 10 damage and their stamina is discarded, since the character is no longer in play the attack ends.

Q57. When "Claudette: Demon Sword" is in play, and you attack with "Echidna: Desperation" when it is discarded and "Echidna: Leg Sweep" becomes the active stamina card, which effect happens during the battle?

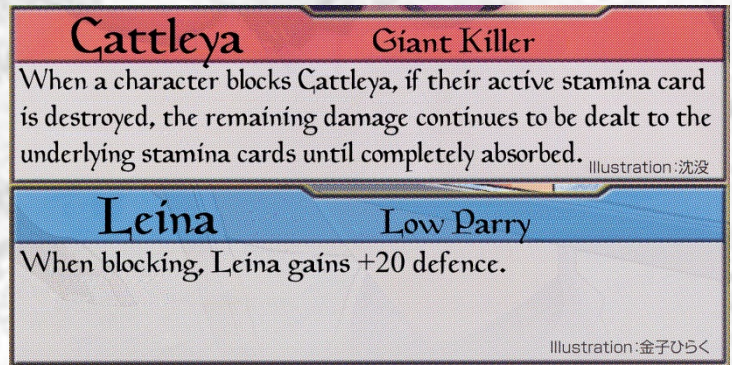
A57. In this case, "Echidna: Desperation" is discarded at the time of battle declaration, then "Echidna: Leg Sweep" becomes the active stamina card. "Echidna: Leg Sweep" will have its effect happen during the battle.

Q58. When "Tomoe: Triple Kick" is the active life card and the active stamina card, how much damage is dealt to each of the blocking characters stamina?

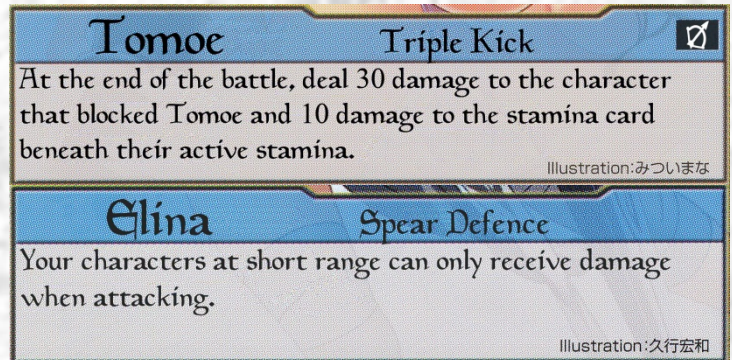
A58. 30 damage is dealt to the character and 10 damage is dealt to their next stamina card. The damage is dealt twice simultaneously, but not totalled.



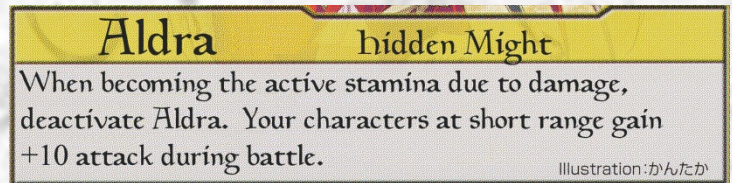
- Q59. When attacking with "Cattleya: Giant Killer" and you block with "Leina: Low Parry", does the +20 defence apply to the next stamina card of Leina when "Leina: Low Parry" is discarded?
- A59. No.



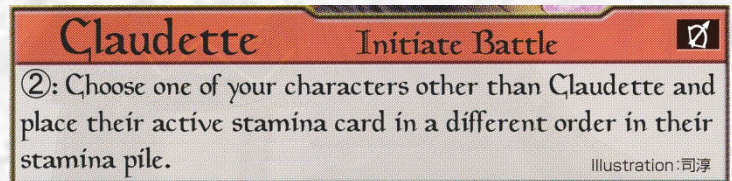
- Q60. When you attack with "Tomoe: Triple Kick" and Elina is at short range and blocks with "Elina: Spear Defence", does this stop all damage from being dealt to Elina and the second stamina card?
- A60. No, damage is not received due to the effect of "Elina: Spear Defence".



- Q61. When "Aldra: Hidden Might" is in play, if you attack with a character at short range and they aren't blocked, do they still gain +10 attack?
- A61. No, they only gain +10 attack during battle, and battle only occurs when characters are blocked.



- Q62. When using the ability of "Claudette: Initiate Battle" and bringing a stamina to the top of a characters pile, does the effect take effect like it was being played?
- A62. No. It is treated as if it has already been played and the order has just been changed.



- Q63. When "Claudette: Demon Sword" is in play, and you choose a character to attack with "Nanael: Holy Dive". "Nanael: Holy Dive" is discarded at the beginning of battle, but does the target character remain the same?
- A63. No, since the "Nanael: Holy Dive" is discarded at the time you declare your attack, the effect no longer works so your opponent can choose which character blocks.



Q64. When "Claudette: Demon Sword" is in play, and Nanael attacks with her active stamina having 10 defence. When the active stamina is discarded and "Nanael: Hidden Might" becomes the active stamina card, what happens?

A64. At the time of the attack declaration, the active stamina is discarded, then Nanael is deactivated and you commence with the battle.

Q65. When "Nowa: Battle Memories" becomes your active life card, do you deactivate Nowa since your previous life card was damaged?

A65. No, Nowa doesn't become deactivated.

Q66. When "Nowa: Spinning Guard" is your active life card, if you are attacked by a character with no stamina and don't block them, do they damage your life card?

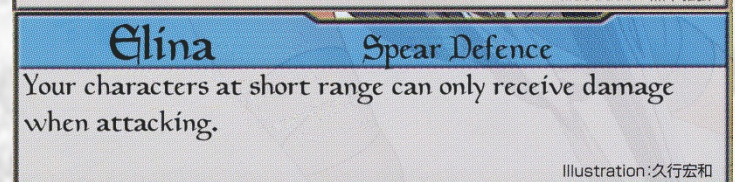
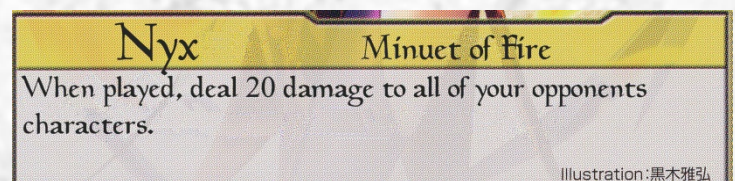
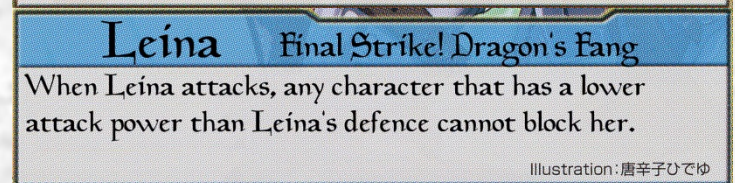
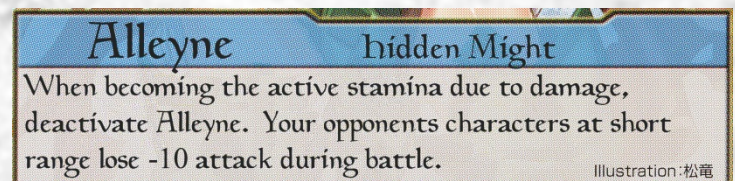
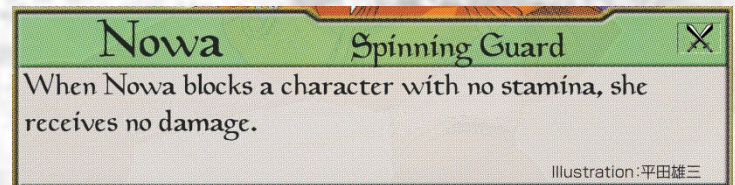
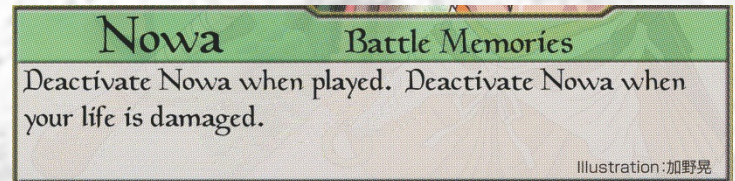
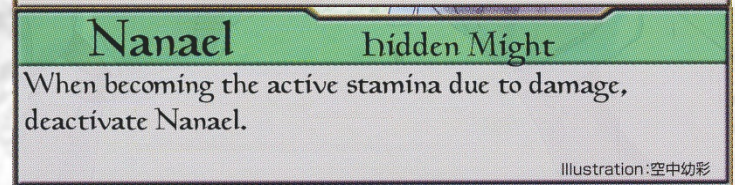
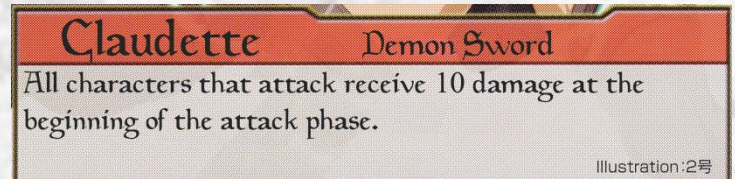
A66. Yes, your life is damaged. This ability only works for your Nowa character as your life cards do not block.

Q67. When you have "Alleyne: Hidden Might" in play, and attack with "Leina: Final Strike! Dragon's Fang". Your opponent tries to block Leina with a character that has 20 attack, can they still block Leina even though their attack power will drop below the required level during battle?

A67. Yes, they can still block as they only need to meet the attack requirement to declare the defence.

Q68. When playing "Nyx: Minuet of Fire" and your opponents has "Elina: Spear Defence" at long range, but other characters at short range, what happens?

A68. Your opponent's characters at short range receive 0 damage, and their characters at long range receive 20 damage, which also causes them to discard "Elina: Spear Defence".



Q69. When "Tomoe: Attack Stance" is the active stamina card and "Tomoe: Eye for an Eye" is the next stamina card, when you block a character that has 20 attack and 20 defence, what happens?

A69. Tomoe receives 20 damage from the attack, and 20 damage is dealt to the attacking character causing both Tomoe and the attacking character to discard their active stamina. Then, as "Tomoe: Eye for an Eye" becomes your active stamina, you discard another stamina from the attacking character.

Q70. When "Leina: Duck" is your life card and it is destroyed, do you draw a card?

A70. Yes, as long as it is destroyed you draw a card.

Q71. "Echidna: Double Pierce" is blocked by a character with 30 defence. Since I don't destroy the character active stamina, can I ask to see the next stamina to see if I destroyed it or not?

A71. Yes, you can see the characters next stamina card in this case.

Q72. When "Tomoe: Triple Kick" is your active life card and you block a character with "Tomoe: Hinomoto Cross Kick", after you discard the two stamina from the attacking character, how do you deal the damage?

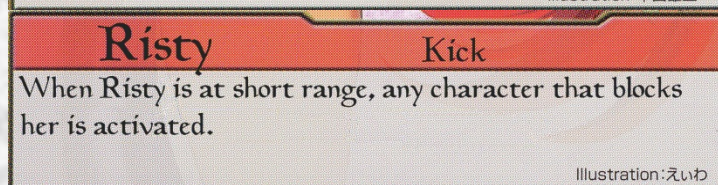
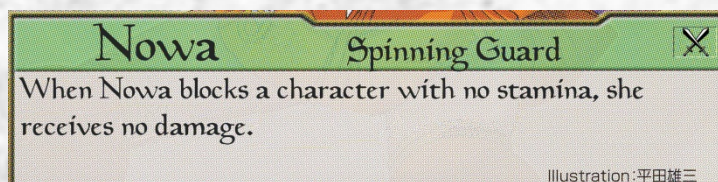
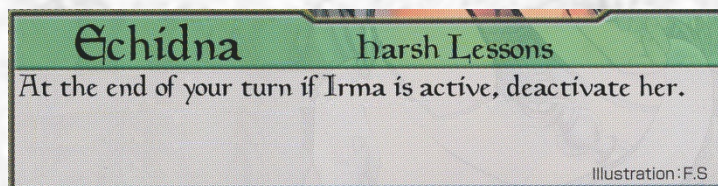
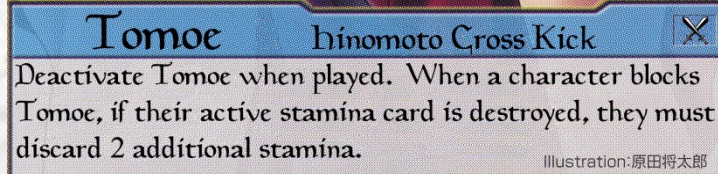
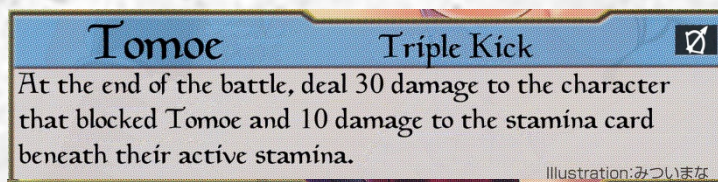
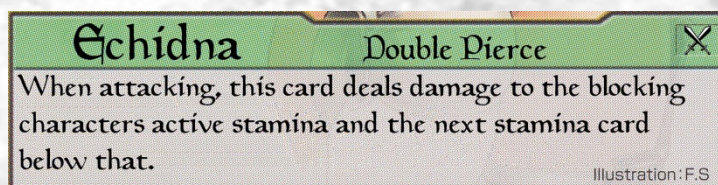
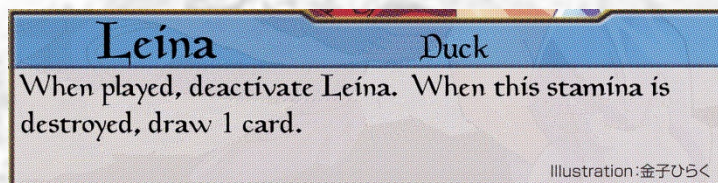
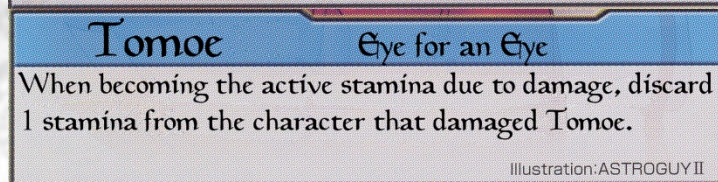
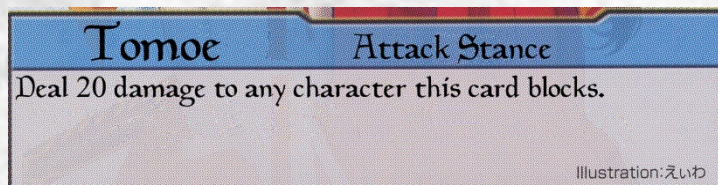
A72. After the battle is complete and you have discarded the stamina, you deal 30 damage to the current active stamina card and 10 damage to the stamina below it.

Q73. Does the effect of "Echidna: Harsh Lessons" only occur at the end of the turn it was played?

A73. No, it happens at the end of every turn.

Q74. When you block with "Nowa: Spinning Guard" and are attacked by a character with no stamina and has "Kick" as their active stamina, does Nowa activate?

A74. Yes.



Q75. When "Melpha: Prayer: Miracle" is in play, when you are playing dual cards, do you get to choose which of the necessary abilities to decrease?

A75. Yes, you choose which type of ability to reduce.

Q76. When "Alleyne: Holy Water" is in play, does it reduce the damage dealt by your opponents "Claudette: Demon Sword" at the beginning of battle?

A76. Yes.

Q77. When "Alleyne: Holy Water" is in play, does it reduce the damage dealt by your "Claudette: Demon Sword" to your opponents characters?

A77. No.

Q78. When "Melpha: Prayer: Heavenly Punishment" is in play, do you still draw a card with "Alleyne: Master and Student"?

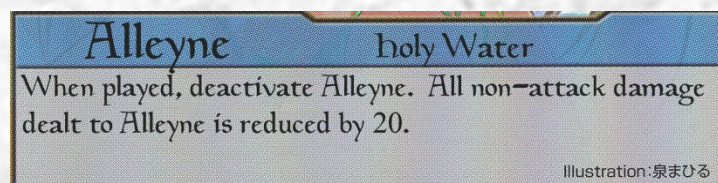
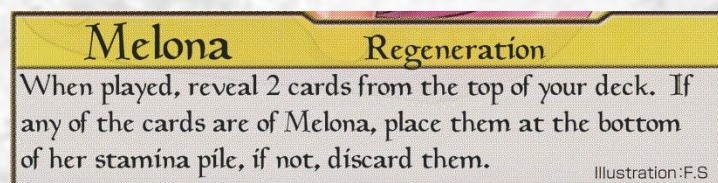
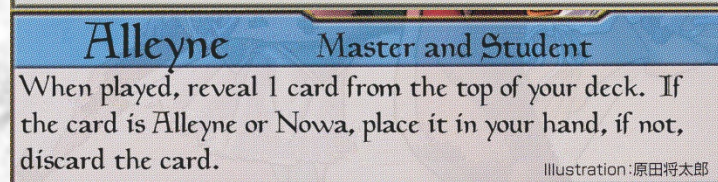
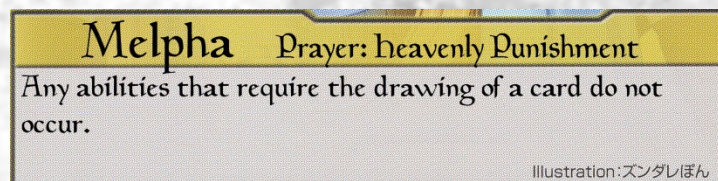
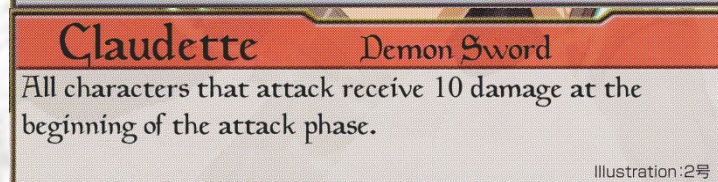
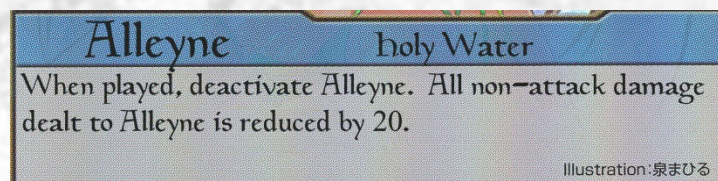
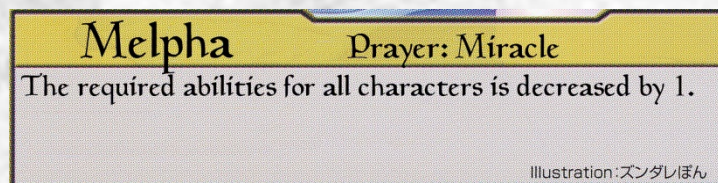
A78. Yes.

Q79. When "Melona: Regeneration" becomes your active life card, and you don't have Melona's character in play, what do you do with cards that are drawn of her?

A79. Since Melona isn't in play you are unable to add the cards as stamina and must discard them.

Q80. When "Alleyne: Holy Water" is your active life card and your active stamina card, how much damage does "Nyx: Overcharge" deal when it is played?

A80. The damage is decreased by 40, so it will only deal 10 damage.



Q81. If you have Irma in play and then play "Echidna: Dual Daggers", if "Alleyne: Holy Water" is in play, do you deal the additional 20 damage?

A81. Yes.

Q82. When "Shizuka: Ninjitsu: Utsusemi" becomes the active stamina due to the discard effect of "Shizuka: Ninjitsu: Soul Fire", can you use the effect of "Shizuka: Ninjitsu: Utsusemi" to discard it rather than the stamina you just discarded?

A82. Yes.

Q83. When you discard stamina and then use "Shizuka: Ninjitsu: Utsusemi" to return "Shizuka: Back Attack" as the active stamina card, do you draw a card?

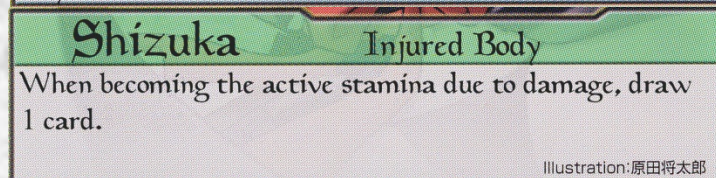
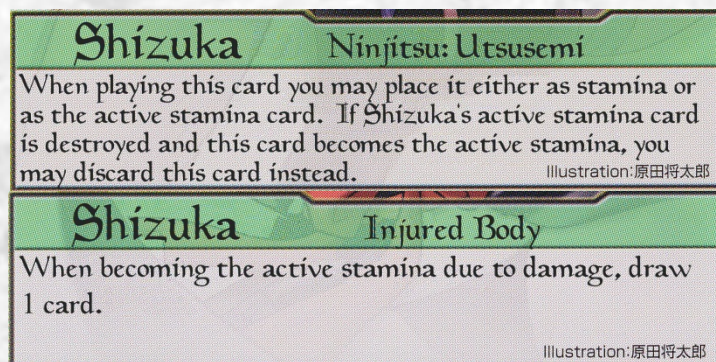
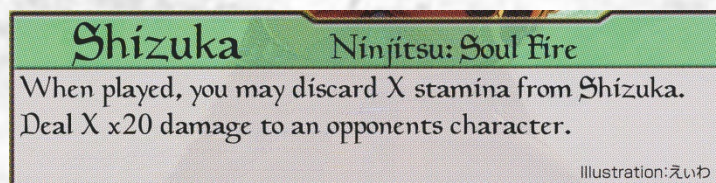
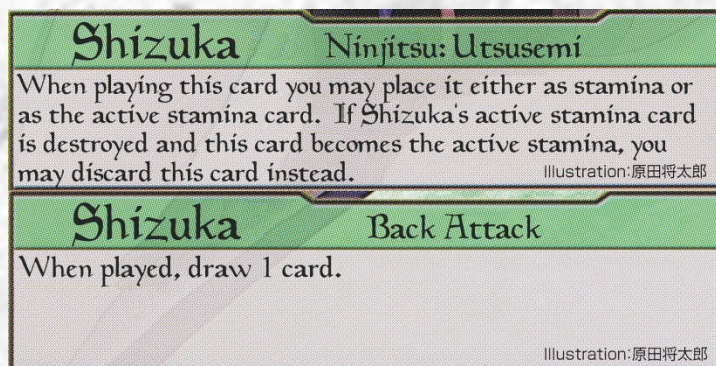
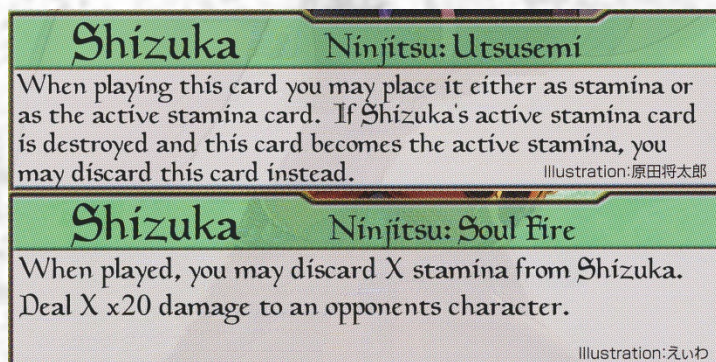
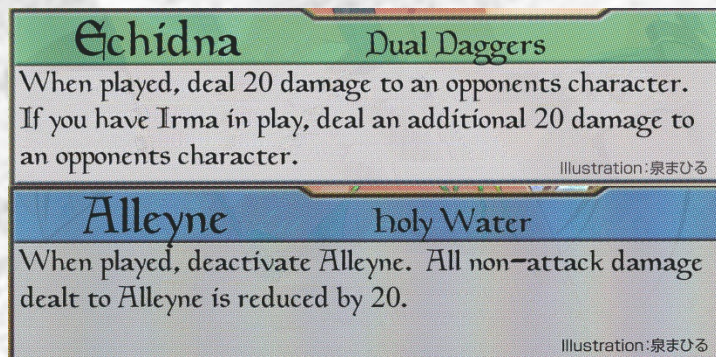
A83. No.

Q84. When you play "Shizuka: Ninjitsu: Soul Fire" and it is the only stamina of Shizuka, do you still deal damage to your opponent if it is discarded with its own ability?

A84. No, Shizuka is discarded and no damage is dealt.

Q85. When you use the ability of "Shizuka: Ninjitsu: Utsusemi" to return "Shizuka: Injured Body" as your active stamina card, can you draw a card?

A85. No. "Shizuka: Injured Body" became the active stamina card through an effect rather than being played or through damage, so the effect doesn't happen.



Q86. Does the damage reduction of "Shizuka: Weigh Down" only take effect when it is the top life card?

A86. No, the effect also happens if the card is your characters active stamina.

Q87. When "Shizuka: Shadow Stitch" is the active stamina card and the active life card, do you discard 2 stamina from Shizuka at the beginning of every turn? Also do attacking characters need to discard 2 stamina to attack?

A87. You discard 1 stamina from Shizuka at the beginning of every turn, and you only need to discard 1 stamina to declare an attack.

Q88. When "Aldra: Dignity of the Queen" is your active life card and you have Aldra in play with a different stamina, which attack power is referred to, your character or your life card?

A88. The Aldra character's attack power is referred to.

Q89. When attacking with "Shizuka: Dagger Strike" and she is blocked by "Irma: Brave Strike", what happens when you use Irma's ability to direct damage back to Shizuka?

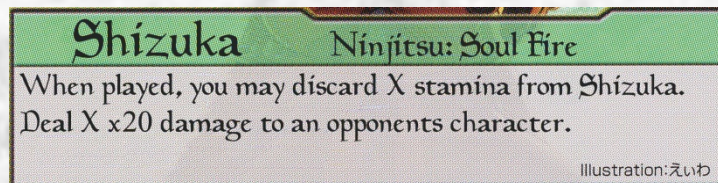
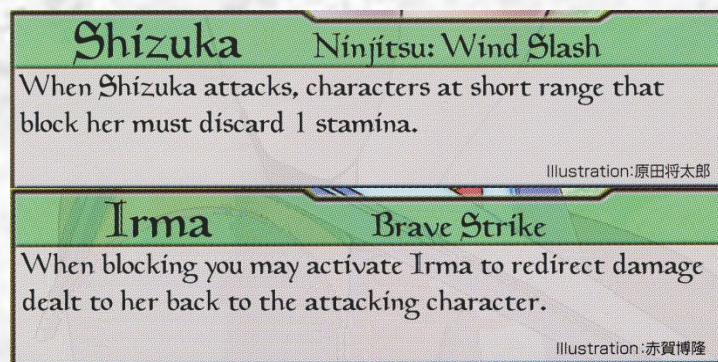
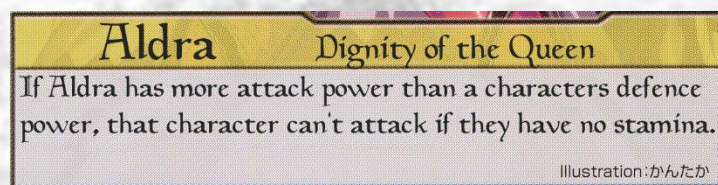
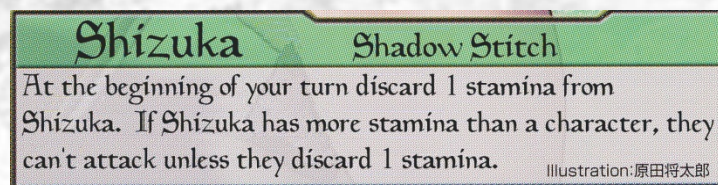
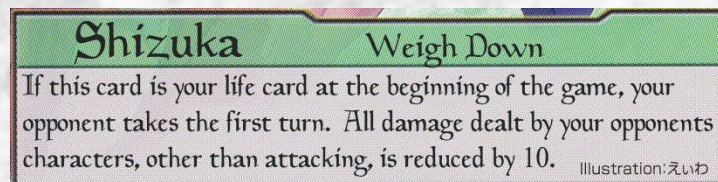
A89. When you choose to use Irma's ability during the attack declaration, Shizuka damages herself discarding her active stamina, and no other damage is dealt.

Q90. When attacking with "Shizuka: Ninjitsu: Wind Slash" at short range, and you are blocked by "Irma: Brave Strike" that uses her ability to redirect damage to Shizuka, what happens?

A90. At the time of the guard declaration, "Shizuka: Ninjitsu: Wind Slash" is discarded.

Q91. When using the ability of "Shizuka: Ninjitsu: Soul Fire", can I choose which stamina cards are damaged?

A91. No.



Q92. When attacking with "Nyx: Dance of Flames" and Nyx is blocked by "Irma: Brave Strike" and uses her ability to redirect damage to Nyx, how are the effects processed?

A92. Because both of the effects happen at the time of guard declaration, Nyx deals the 30 damage from her ability to Irma, and Nyx's attack damage is redirected back to Nyx. Both characters discard their stamina.

Q93. When "Aldra: Release" is your active life card, what is the attack power of your character Aldra that has an attack power of "-"?

A93. Your character has an attack of 90.

Q94. When "Aldra: Release" is your active life card, and "Melpha: Prayer: Joy" is in play, what is Aldra's attack power?

A94. Aldra's base attack is 90, then "Melpha: Prayer: Joy" increases it to 100.

Q95. Can you place Leina 2P and Elina 2P in your hand when using the effect of "Elina: Sisterly Bond"?

A95. No, 2P colours are considered different characters from their original versions.

Q96. If you attack with "Leina: Low Swing" and both Leina and the blocking character have their stamina destroyed, do you deactivate Leina at the end of your turn?

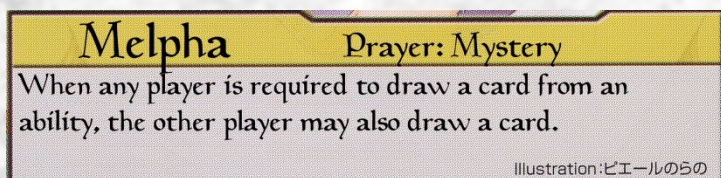
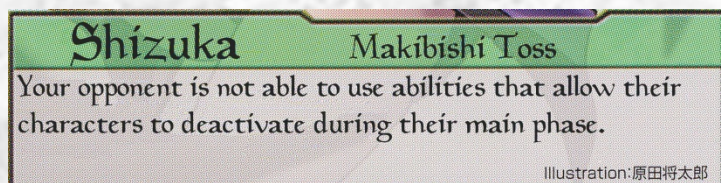
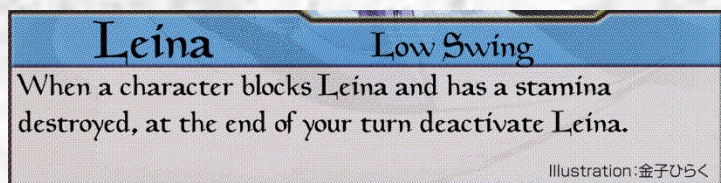
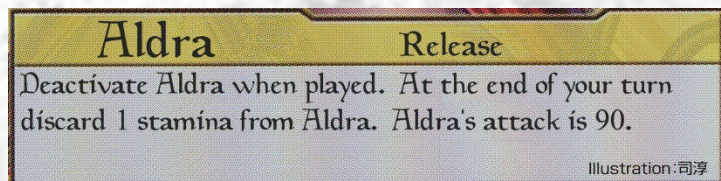
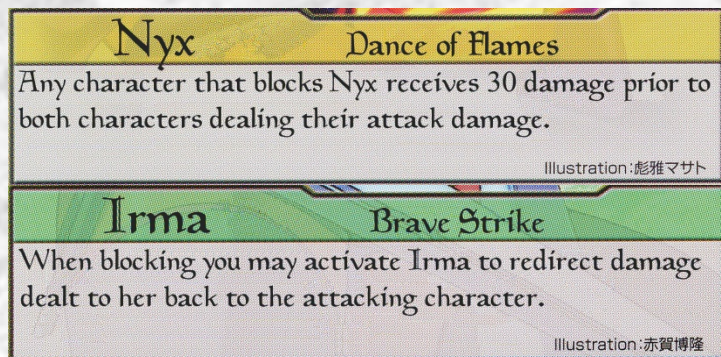
A96. No, although you satisfied the conditions to cause Leina to deactivate, since "Leina: Low Swing" is no longer the active stamina card, the effect doesn't happen.

Q97. When "Shizuka: Makibishi Toss" is in play, can your opponent deactivate characters with the effect of a life card?

A97. No.

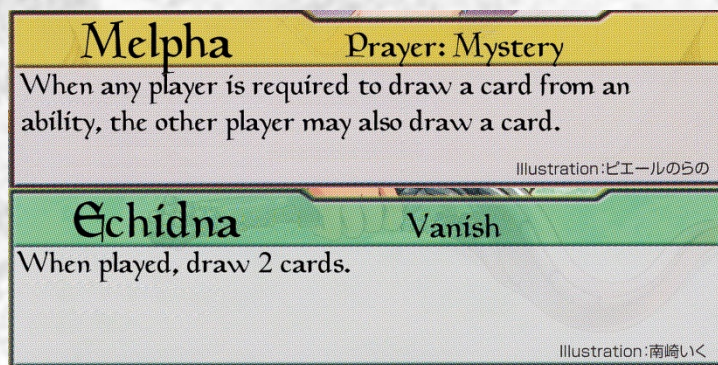
Q98. When "Melpha: Prayer: Mystery" is your active life card and active stamina card, do the draw effects overlap?

A98. Yes.



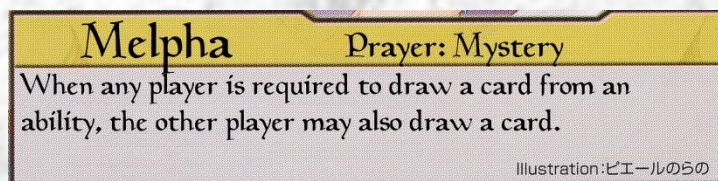
Q99. When "Melpha: Prayer: Mystery" is in play and your opponent draws 2 cards with "Echidna: Vanish", how many cards do you draw?

A99. You draw 1 card.



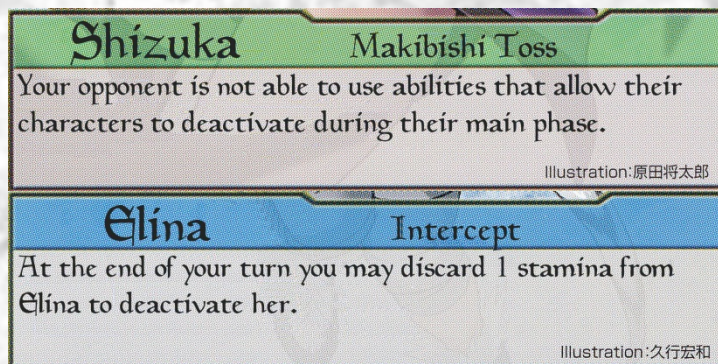
Q100. When "Melpha: Prayer: Mystery" is in play and you destroy your opponent active life card. If their next life card says "when becoming the active life card, draw 1 card", do you draw a card also?

A100. No, you can't draw a card only your opponent does.



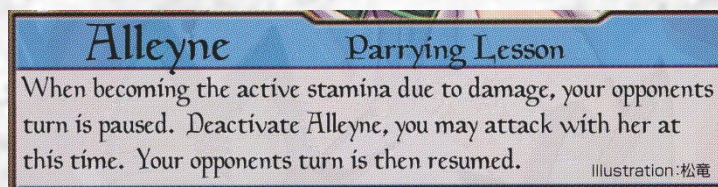
Q101. When "Shizuka: Makibishi Toss" is in play, can you use "Elina: Intercept" to deactivate Elina?

A101. Yes, since this doesn't happen during the main phase.



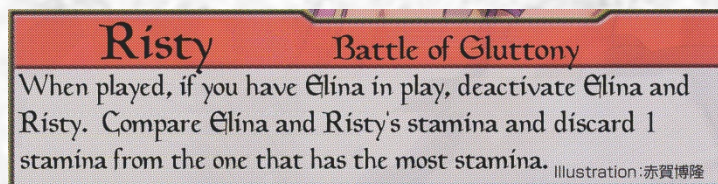
Q102. When "Alleyne: Parrying Lesson" deactivates Alleyne, can you choose to not attack?

A102. Yes.



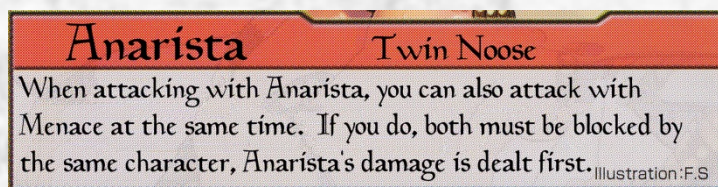
Q103. When "Risty: Battle of Gluttony" is played and both Risty and Elina have the same amount of stamina, what happens?

A103. Neither character discards any stamina.

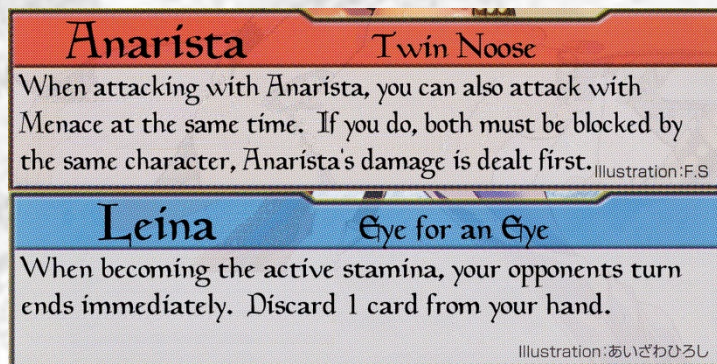


Q104. When a character blocks "Anarista: Twin Noose" and is discarded or becomes activated, what happens with Menace's attack?

A104. Since your opponent can't block with any other character, Menace's attack is directed to their life.

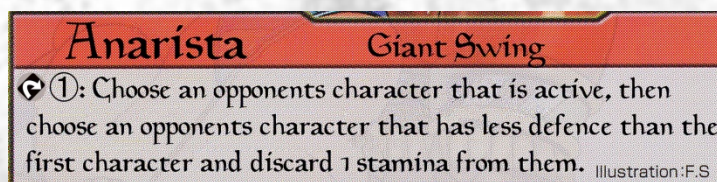


- Q105. When attacking with "Anarista: Twin Noose" and Menace at the same time, then Anarista destroys Leina's active stamina, then Anarista destroys Leina's active stamina and "Leina: Eye for an Eye" becomes the active stamina, what happens with Menace's attack?
- A105. The turn ends and Menace's attack doesn't happen.



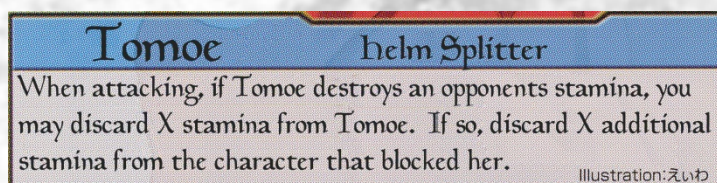
- Q106. When using the ability of "Anarista: Giant Swing", can you select the active stamina card to be discarded?

A106. Yes.



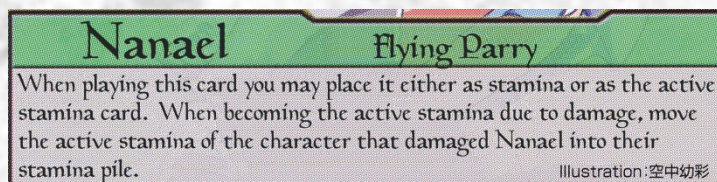
- Q107. When "Tomoe: Helm Splitter" is blocked and destroys your opponents stamina, if the next active stamina card has an effect that activates "when they are played", does this effect happen before Tomoe can discard X cards?

A107. Yes.



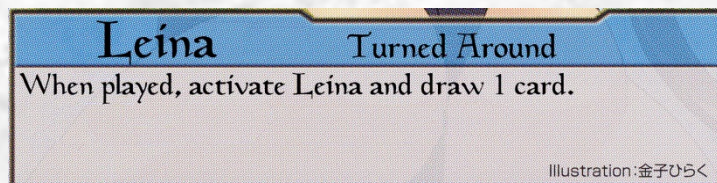
- Q108. When Nanael blocks a character and "Nanael: Flying Parry" becomes her active stamina card, can you move the attacking characters active stamina into their stamina pile?

A108. Yes.



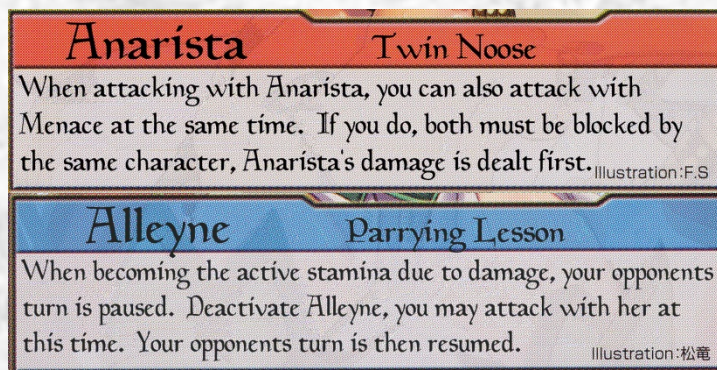
- Q109. When playing "Leina: Turned Around" and you don't have Leina in play yet, are you able to draw a card?

A109. No, the draw ability requires you to activate Leina. Since Leina has not been played yet, she must be played in the active state.



- Q110. When "Anarista: Twin Noose" is blocked by Alleyne and "Alleyne: Parrying Lesson" becomes the active stamina card, your turn is paused. When your turn resumes, can you still attack with Menace?

A110. Yes.



Q111. When "Ymir: Provoke" becomes your active life card and Ymir's active stamina has an attack of "-", what happens?

A111. All characters that have an attack greater than "-" are moved to short range.

Q112. When attacking with "Anarista: Head Kick" and Nowa blocks with "Nowa: Attack from Above" and has less stamina than Anarista, Nowa is then activated. Is it possible to deactivate Nowa on the next turn?

A112. No, since Nowa had less stamina than Anarista her ability prevents Nowa from deactivating.

Q113. Does the damage dealt to your opponent's life card by "Cattleya: Chop" happen when you declare your attack?

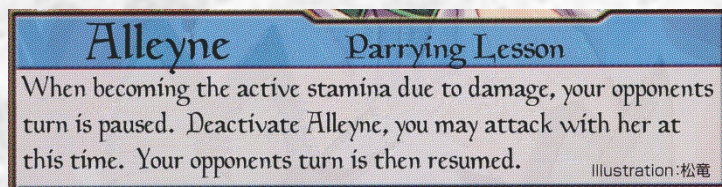
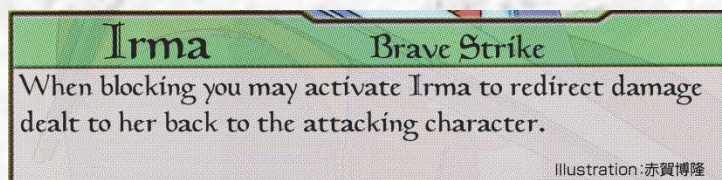
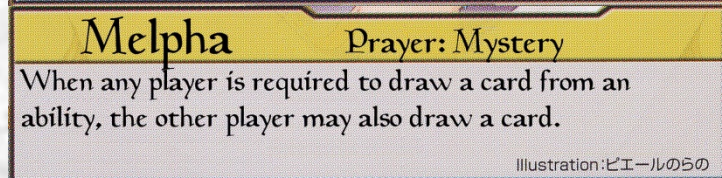
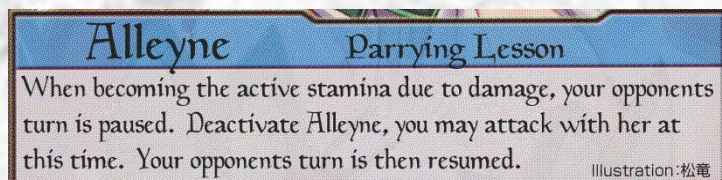
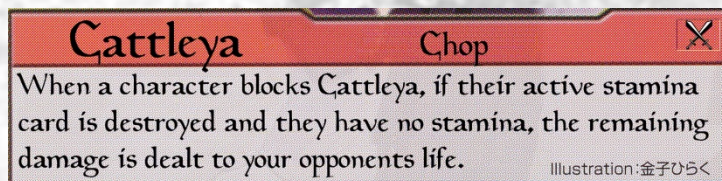
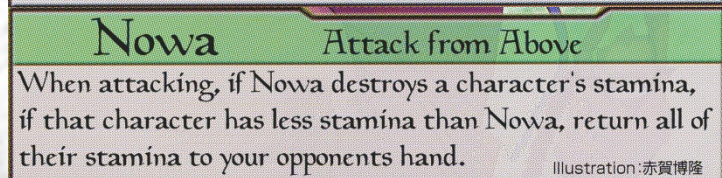
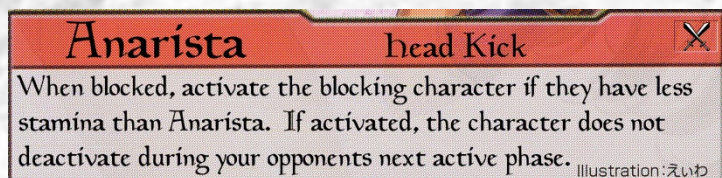
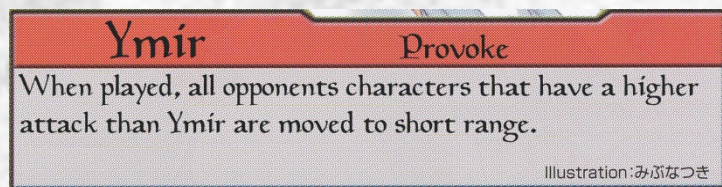
A113. No, it occurs during the damage phase. Only the damage that exceeds the defence of the blocking character is dealt to the life card.

Q114. When "Alleyne: Parrying Lesson" pauses your opponents turn, and you attack with Alleyne destroying a stamina with an effect that causes your opponent to draw a card, if "Melpha: Prayer: Mystery" is your active life card, do you draw a card too?

A114. Yes, your opponents turn is just paused, all effects still happen normally.

Q115. When attacking with Alleyne, and "Irma: Brave Strike" destroys her active stamina, then "Alleyne: Parrying Lesson" now becomes the active stamina card. Does Alleyne deactivate?

A115. Yes, you deactivate Alleyne and can attack.



Q116. When "Nyx: Overcharge" becomes your active stamina card and deals 50 damage, if "Nanael: Spilling Holy Milk" and "Melpha: Prayer: Heavenly Punishment" become active stamina cards, what happens?

A116. Since the effects happen simultaneously, you can't draw cards due to "Melpha: Prayer: Heavenly Punishment" and Nanael discards 1 stamina.

Nyx	Overcharge
When played, deal 50 damage to all characters other than Nyx.	
Illustration: たくみなむち	
Nanael	Spilling holy Milk
When played, draw 1 card. When becoming the active stamina due to damage, draw 1 card and discard 1 stamina from Nanael.	
Illustration: 駒都えーじ	
Melpha	Prayer: heavenly Punishment
Any abilities that require the drawing of a card do not occur.	
Illustration: ズンダレぼん	

Q117. When the effects of "Echidna: Snake Bite" and "Echidna: Playing with Snakes" cause your partners deck to run out of cards, what happens?

A117. Since their deck is gone, they no longer need to discard any cards.

Echidna	Snake Bite
When Echidna damages your opponents life, discard cards from the top of their deck equal to Echidna's stamina.	
Illustration: F.S	
Echidna	Playing with Snakes
When played, your opponent discards 2 cards from the top of their deck.	
Illustration: F.S	

Q118. When "Nanael: Switch Out" is played from your hand, does the effect still happen?

A118. Yes.

Nanael	Switch Out
When becoming the active stamina card, you may discard this card and place a character other than your master character as your life 1 card.	
Illustration: 空中幼彩	

Q119. After you discard "Nanael: Switch Out" for an alternate life card, then use the ability of "Melpha: Prayer: Healing", to restore your previous life card, what happens?

A119. You switch the cards back to your previous master character.

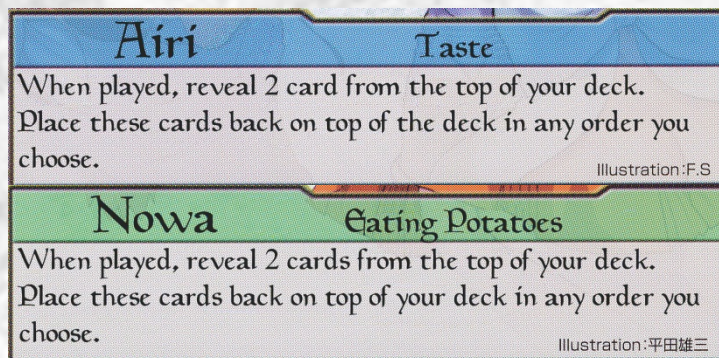
Q120. After you discard "Nanael: Switch Out" for an alternate life card, then use the ability of "Melpha: Prayer: Healing", to restore your previous life card and then you receive damage to your life, what happens?

A120. The character that is currently your active life card is damaged.

Nanael	Switch Out
When becoming the active stamina card, you may discard this card and place a character other than your master character as your life 1 card.	
Illustration: 空中幼彩	
Melpha	Prayer: healing
②: Place the card from the top of your discard pile back onto your character. Treat this card as if it was being played.	
Illustration: ズンダレぼん	

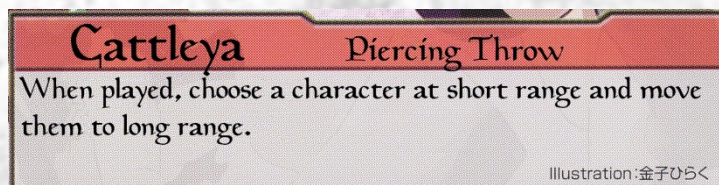
Q121. When both "Airi: Taste" and "Nowa: Eating Potatoes" take effect at the same time, do you draw two different sets of 2 cards?

A121. Yes.



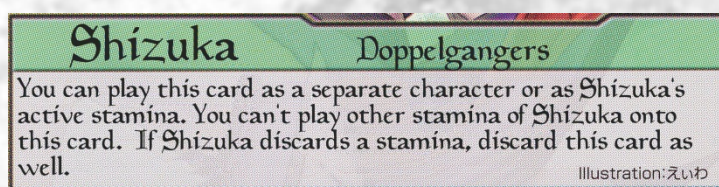
Q122. When you play "Cattleya: Piercing Throw", can you select your own character to move to long range?

A122. Yes.



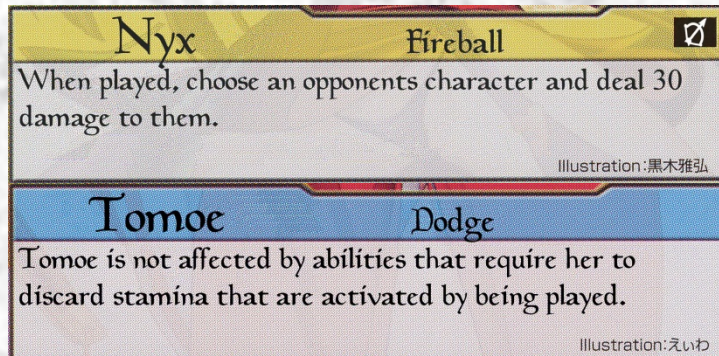
Q123. When "Shizuka: Doppelgangers" is in play and an effect causes Shizuka to deactivate, does this card become deactivate?

A123. Yes, if Shizuka is in play this card will become deactivated.



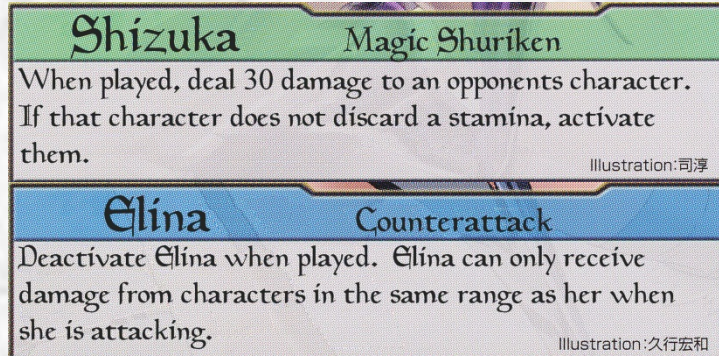
Q124. When your opponent uses the ability of "Nyx: Fireball" and deals the 30 damage to "Tomoe: Dodge", what happens?

A124. The damage is dealt and "Tomoe: Dodge" is discarded.



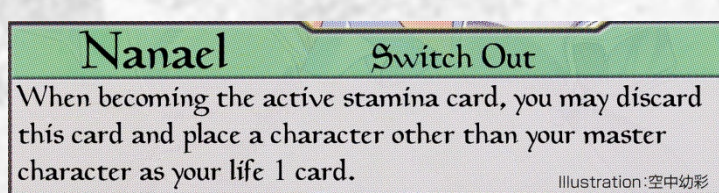
Q125. When you attack with "Shizuka: Magic Shuriken" and she is blocked by "Elina: Counterattack" does Elina still activate?

A125. Yes, she is activated.



Q126. When "Nanael: Switch Out" trades out your active life card for another character, if you had played a stamina card for your previous master character before the switch out, can you still play more stamina even though they are no longer your master character?

A126. No, you can only play one card for them in a turn now.



Q127. When "Menace: Cursed Touch" is in play, and "Nyx: Minuet of Fire" is played causing your characters to discard stamina in the same range as Menace, does this cause your opponent to discard as many stamina as Nyx destroyed?

A127. No, you can choose a single character to discard the one stamina from.

Q128. When "Leina: Iron Wall" is inactive in the same range as "Alleyne: Watching Over Nowa" which is active, when the ability of "Irma: Black Rose" is used on Leina, what happens?

A128. Since characters that are active are unable to be targeted by the ability of "Irma: Black Rose", the stamina below "Leina: Iron Wall" is discarded.

Q129. When using the ability of "Cattleya: Weaponsmith", do characters that are played after the activation of the ability to short range gain +20 attack?

A129. No, the effect only applies to characters before Cattleya was activated.

Q130. When you play "Shizuka: Ninjitsu: Soul Fire", and target "Tomoe: Dodge" with the damage effect, is "Tomoe: Dodge" discarded?

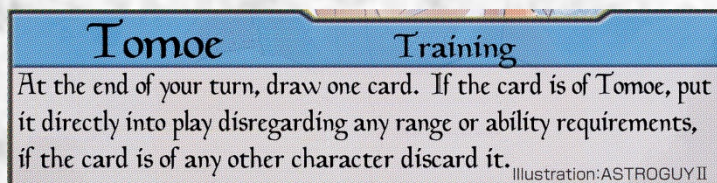
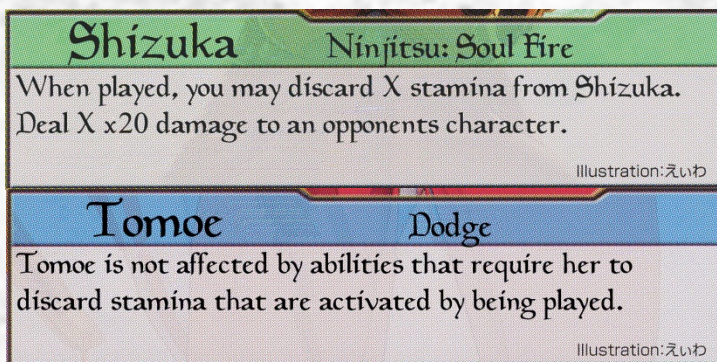
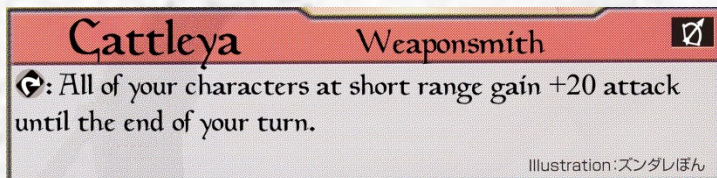
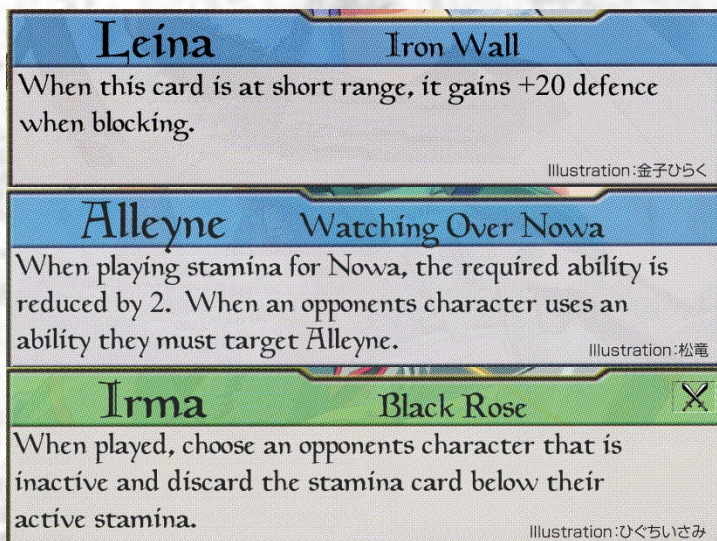
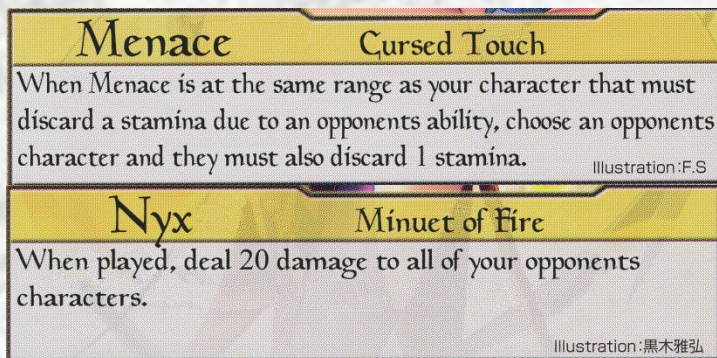
A130. No, you don't discard "Tomoe: Dodge" the damage was dealt by an ability activated by being played.

Q131. When "Shizuka: Ninjitsu: Soul Fire" becomes the active stamina due to damage, and targets "Tomoe: Dodge" with the damage effect, is "Tomoe: Dodge" discarded?

A131. Yes, you do discard "Tomoe: Dodge" because the ability was activated by damage.

Q132. When using the ability of "Tomoe: Training" and "Tomoe: Training" is drawn and played, is it possible to use the effect again?

A132. Yes.



Q133. When "Cattleya: Giant Killer" is your active life card, and you attack with "Cattleya: Protecting Rana!", when you destroy the blocking characters active stamina, is the remaining damage dealt to both that characters stamina and your opponents life?

A133. Yes.

Cattleya	Giant Killer
When a character blocks Cattleya, if their active stamina card is destroyed, the remaining damage continues to be dealt to the underlying stamina cards until completely absorbed. <small>Illustration:沈没</small>	
Cattleya	Protecting Rana!
Cattleya's attack power is equal to the number of your opponents characters x 10. When a character blocks Cattleya, if their active stamina card is destroyed, the remaining damage is dealt to your opponents life. <small>Illustration:F.S</small>	

Q134. When your opponent has Shizuka and 3 "Shizuka: Doppelgangers" in play, what attack power does "Cattleya: Protecting Rana!" have?

A134. Cattleya's attack power will be 40 as each of the "Shizuka: Doppelgangers" counts as a separate character.

Shizuka	Doppelgangers
You can play this card as a separate character or as Shizuka's active stamina. You can't play other stamina of Shizuka onto this card. If Shizuka discards a stamina, discard this card as well. <small>Illustration:えいわ</small>	
Cattleya	Protecting Rana!
Cattleya's attack power is equal to the number of your opponents characters x 10. When a character blocks Cattleya, if their active stamina card is destroyed, the remaining damage is dealt to your opponents life. <small>Illustration:F.S</small>	

Q135. When you have "Shizuka: Doppelgangers" in play, but not Shizuka, can you play a stamina for Shizuka onto "Shizuka: Doppelgangers"?

A135. No, you can't add stamina for Shizuka onto "Shizuka: Doppelgangers".

Shizuka	Doppelgangers
You can play this card as a separate character or as Shizuka's active stamina. You can't play other stamina of Shizuka onto this card. If Shizuka discards a stamina, discard this card as well. <small>Illustration:えいわ</small>	

Q136. When "Risty: Brave Strike" is your active life card and you block an attack with "Risty: Chop", if you redirect the damage to the attacking character and it exceeds their defence, is the remaining damage dealt to your opponents life?

A136. No, the damage effect of "Risty: Chop" only occurs when Risty is the character attacking, this damage was redirected damage dealt by another character.

Risty	Brave Strike
When blocking you can activate Risty to redirect damage dealt to her back to the attacking character. <small>Illustration:えいわ</small>	
Risty	Chop
Damage dealt by Risty that exceeds the defence power of the blocking character's stamina is dealt to your opponents life card. <small>Illustration:えいわ</small>	

Q137. When a character in the same range as "Menace: Cursed Touch" is targeted by an ability that activates "when played" to discard a stamina, does the effect of "Menace: Cursed Touch" still happen?

A137. Yes.

Menace	Cursed Touch
When Menace is at the same range as your character that must discard a stamina due to an opponents ability, choose an opponents character and they must also discard 1 stamina. <small>Illustration:F.S</small>	

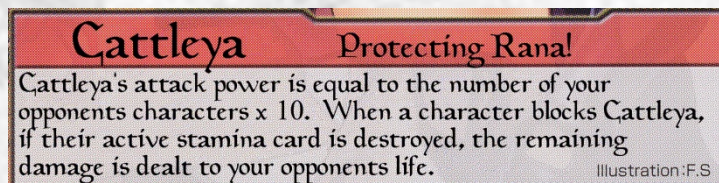
Q138. When your opponent targets "Menace: Cursed Touch" with a discard effect, can you use the ability of "Menace: Cursed Touch"?

A138. No.

Menace	Cursed Touch
When Menace is at the same range as your character that must discard a stamina due to an opponents ability, choose an opponents character and they must also discard 1 stamina. <small>Illustration:F.S</small>	

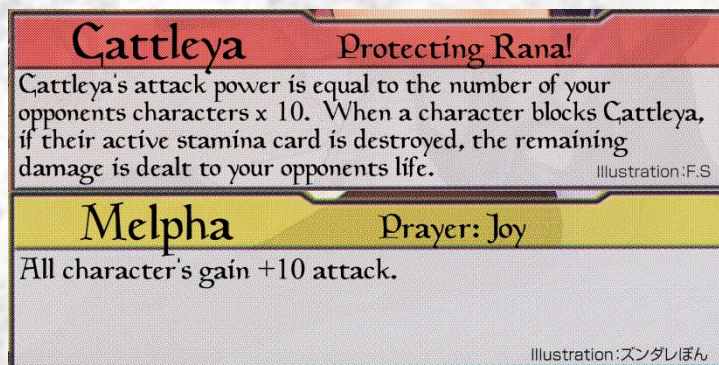
Q139. When "Cattleya: Protecting Rana!" is your active life card and your Cattleya character in play has an attack power of "-", does her attack power change to the number of your opponents characters x 10?

A139. Yes.



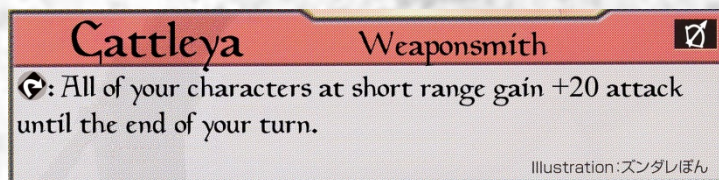
Q140. When your opponent has no characters in play, and you have "Cattleya: Protecting Rana!" and "Melpha: Prayer: Joy" in play, what attack power does Cattleya have?

A140. Cattleya's attack power becomes 10, it starts with a base attack of 0, and then gains +10 attack from "Melpha: Prayer: Joy".



Q141. When "Cattleya: Weaponsmith" is at short range, and you use her ability to gain +20 attack, what happens if she then moves to long range?

A141. Since she was at short range when the ability was used she gain +20 attack which remains until the end of the turn, even if she moves to long range.



Q142. When "Airi: Spirit Dive" is played and "Melona: Turned Around" uses her ability but has no stamina, does Melona's ability work?

A142. Melona gains the ability, yet due to her needing to activate, the ability of "Airi: Spirit Dive" removes the produced ability.



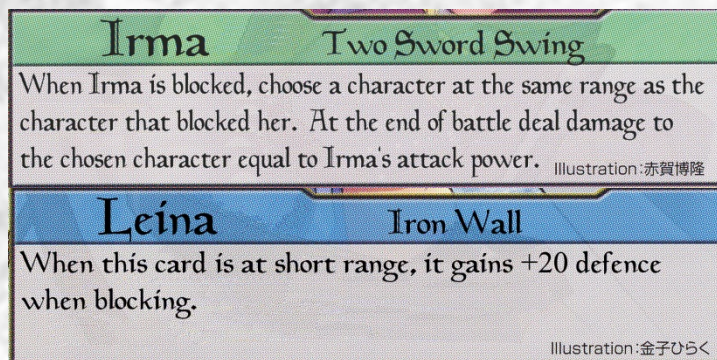
Q143. When "Shizuka: Wind Slash" is your active life card and you attack with "Shizuka: Doppelgangers", if your opponent blocks with a character at short range, do they discard 1 stamina from that character?

A143. Yes, they must discard 1 stamina from their character at short range that blocks.



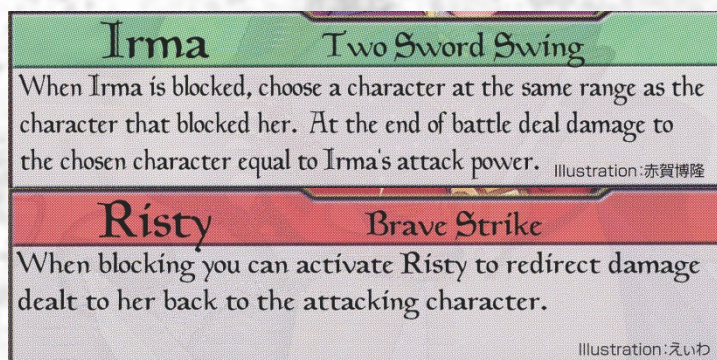
Q144. When "Irma: Two Sword Swing" is blocked by "Leina: Iron Wall", if Irma's damage effect is dealt to "Leina: Iron Wall", do you discard "Leina: Iron Wall"?

A144. Yes.



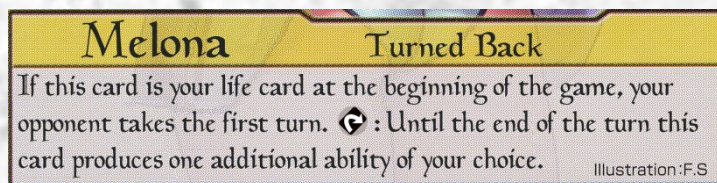
Q145. When "Irma: Two Sword Swing" is blocked by "Risty: Brave Strike" and Risty is activated to redirect Irma's damage back to herself, does Irma's ability still activate at the end of the battle?

A145. No, since there is no "Irma: Two Sword Swing" in play, the ability does not activate.



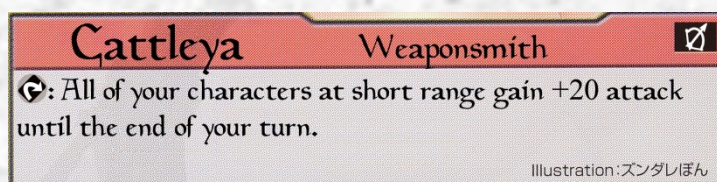
Q146. If you use "Melona: Turned Back", can you produce the gate ability even though she is not from that expansion?

A146. Yes.



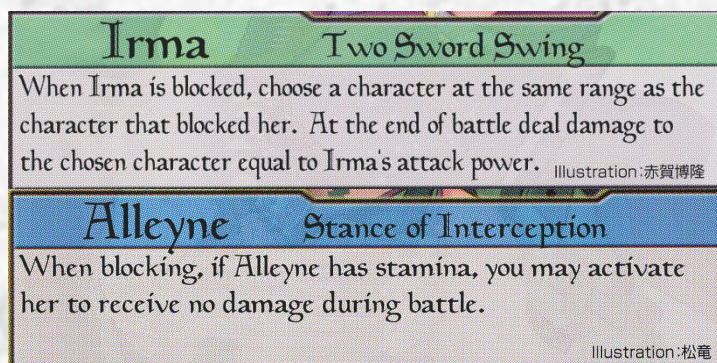
Q147. After using "Cattleya: Weaponsmith" to gain +20 attack on a character, if that character attacks do they still have the +20 attack ability if they attack again?

A147. Yes, the +20 attack lasts until the end of your turn.



Q148. When blocking "Irma: Two Sword Swing" with "Alleyne: Stance of Interception", does this prevent Irma from targeting a second character?

A148. No.



Q149. When blocking a character with no stamina with "Nowa: Spinning Guard" and you use the ability of "Irma: Brave Strike", is it possible to damage Nowa?

A149. No.

Nowa	Spinning Guard	✕
When Nowa blocks a character with no stamina, she receives no damage.		
Illustration: 平田雄三		
Irma	Brave Strike	
When blocking you may activate Irma to redirect damage dealt to her back to the attacking character.		
Illustration: 赤賀博隆		

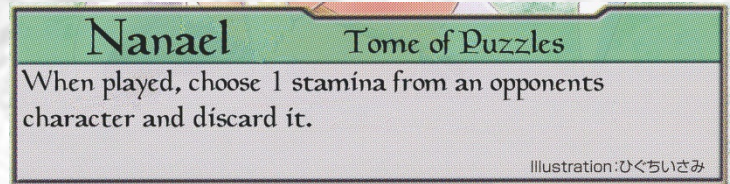
Queen's Blade: The Duel Gameplay Rules

Q1. When a card has an effect on your character, does it cause the same effect on your opponent's character of the same name?

A1. No, if there is no specific player mentioned on the card it only applies to your own character.

Q2. When a card says "When played, choose 1 stamina from an opponent's character and discard it", can you choose your opponents life cards?

A2. No, life cards don't count as a character.



Q3. When a card has no attack power "-", do they gain attack power from a skill that causes +20 attack?

A3. No, this card is considered to have no attack ability.



Q4. When a card has no attack power "-", does it deal 0 damage when attacking?

A4. No, because the card has no attack ability it does not deal damage.

Q5. At what point does a battle commence?

A5. After the attack declaration is made and the defending character has been selected.

Q6. At what point in the battle does defence happen?

A6. The defence declaration is decided after the attack declaration and before the battle damage occurs.

Q7. When two effects are activated simultaneously, how are they processed?

A7. As a general rule, they both happen at the same time, however if there is a contradiction the player who's turn it is decides the order of the effects.

Q8. What happens first, defence or defence declaration?

A8. The defence declaration happens first, and then the defence occurs during the battle damage.

Q9. When you are required to discard a stamina card from a character, can you use the same card to pay for an ability that requires you to discard?

A9. No, you must discard a separate stamina card.

Q10. When a character skill requires you to discard stamina when you defend, does this effect still apply when your life is being damaged?

A10. No, life doesn't guard so you don't discard any of those cards.

Q11. When you need to discard multiple stamina and one of the cards has an ability that activates when "becoming the active stamina", is this ability activated.

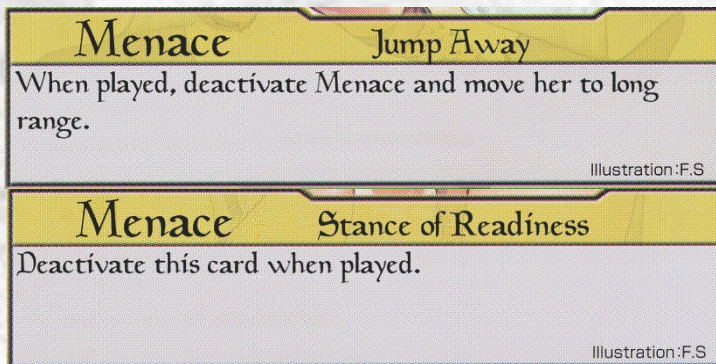
A11. No.

Q12. Are Leina and Leina 2P considered the same character?

A12. No, they are considered two separate characters.

Q13. Is there a difference between when a card reads “deactivate this card” and “deactivate Menace”?

A13. When the card is a life card is where the difference is seen. “Deactivate this card” when used on a life card cannot affect a character in play while “deactivate Menace” does.



Q14. When you play a card that requires you to activate the character you are playing it on, can you still play it if the character is already active?

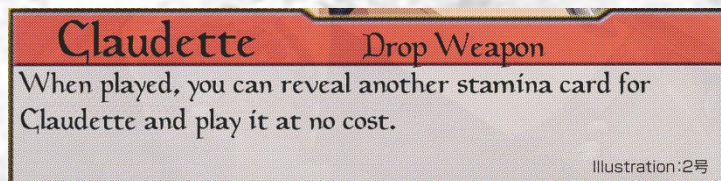
A14. Yes.

Q15. If an effect makes me discard stamina, can I choose which stamina I discard?

A15. No, discard the stamina from the bottom of the pile. Any stamina that is lost, discarded, or paid you must discard from the bottom unless otherwise stated in the effect.

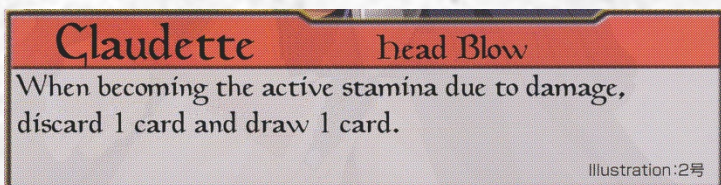
Q16. When playing a second card with the “drop weapon” card ability, does the ability of the second card activate when it reads “when played”?

A16. No the ability on the second card is not activated.



Q17. When you have no cards in your hand and an effect requires you to “discard 1 card and draw 1 card” what do you do?

A17. You ignore the discard as you have nothing to discard, and then draw 1 card.

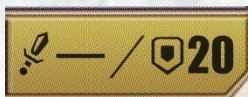


Q18. Does the ability of a card still apply if it is used as a life card?

A18. Yes, the ability is still present. However as life doesn't attack or guard many abilities will have no effect.

Q19. Can cards with “-” attack still declare an attack?

A19. Yes.

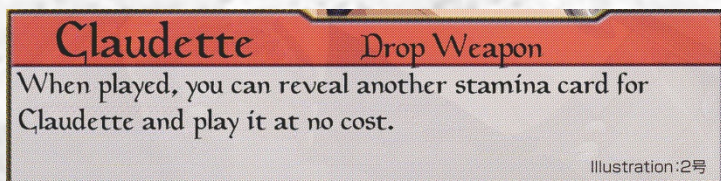


Q20. When effects require you to discard a card and draw another, do you have to follow this rule?

A20. Yes, you must both discard and draw a card if you are able to.

Q21. When playing a second card with the “drop weapon” card ability do you need to meet the ability requirements to play the second card?

A21. No.



Q22. When deciding who takes the first turn and both players have a life 5 card with the same attack power, how do you decide who goes first?

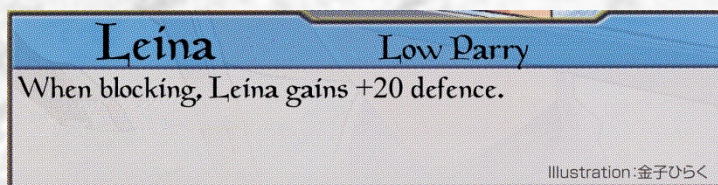
A22. Rock-Paper-Scissors.

Q23. When playing a card that uses text “when played” what conditions qualify for this ability to be activated?

A23. The ability is activated when playing the card from your hand as an active stamina or when a card becomes the active life card.

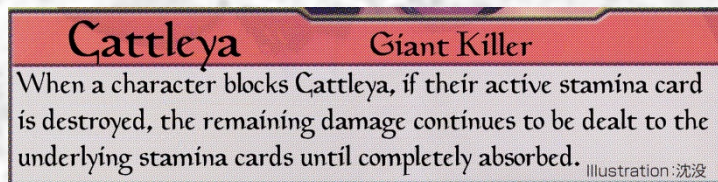
Q24. When an effect on a card affects a certain character, does it apply to that character if it is a life card?

A24. No, since life is not a character the affect isn’t produced. If a card produces an affect such as “Leina gains +20 attack”, life cards of Leina do not receive the attack boost because they aren’t character cards.



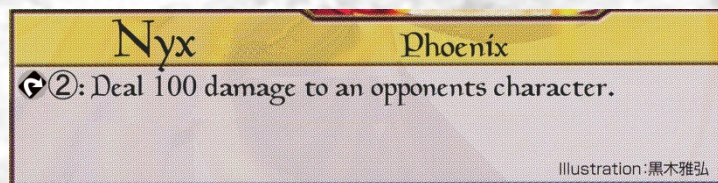
Q25. When an attack destroys a life card and the attacking card has the ability “the remaining damage continues to be dealt to the underlying stamina cards” is the remaining damage still considered an attack?

A25. Yes, it is considered an attack.



Q26. When a character has a skill that requires A(2), if the character is active can I just discard stamina to use the skill?

A26. No, you must be able to both discard stamina and activate the character to use the skill.



Queen's Gate: The Duel FAQ

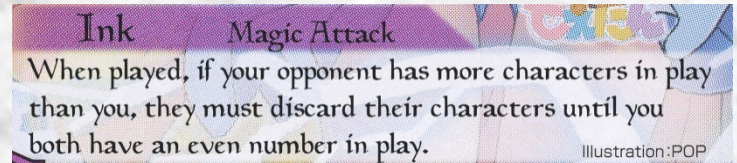
Q1. If your life card has a skill that requires you to activate your character can you use it?

A1. Yes, you can use the skill if it applies to your master character that is in play, activating them, not your life card.

Queen's Gate: The Duel Card Rules

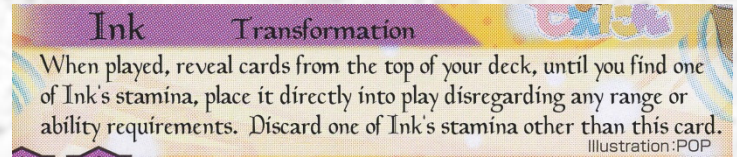
Q1. When you play "Ink: Magic Attack" if a character is chosen that has the ability that stops you from discarding their stamina, what happens?

A1. In this case the character is unable to be discarded.



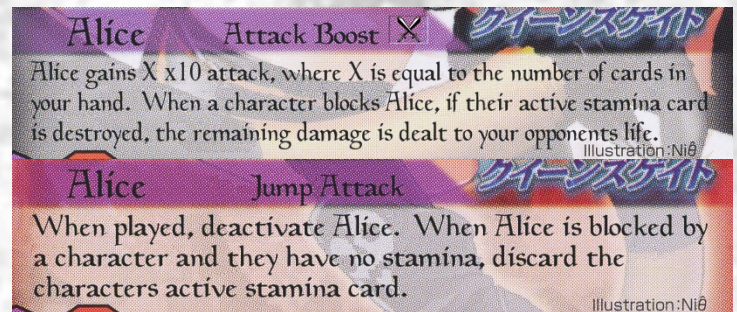
Q2. If you play "Ink: Transformation" and you go through your whole deck without finding a stamina of Ink's, what happens?

A2. You don't play a stamina card for Ink and you must still discard one of her stamina.



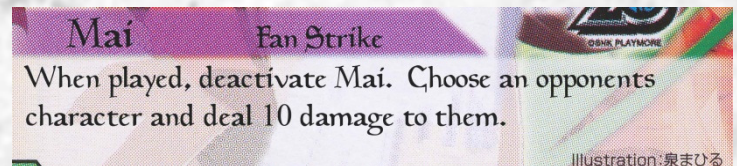
Q3. When your life card is "Alice: Attack Boost" and you attack with "Alice: Jump Attack", if your opponent blocks with a character than has no stamina, do you gain the additional attack when damaging your opponents life?

A3. Yes, the blocking character will be discarded and Alice will gain the attack increase while damaging your opponent's life.



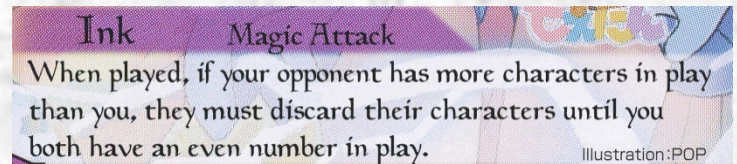
Q4. When do you deal the damage for "Mai: Fan Strike"?

A4. When playing the card you deal the damage.



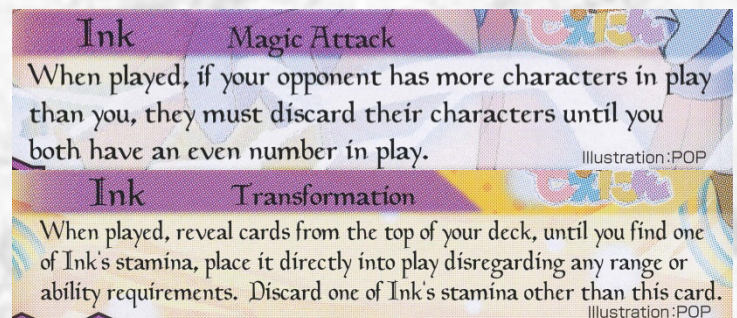
Q5. When you play "Ink: Magic Attack" as Ink's only stamina, do you still get to play a card from your deck even though you have nothing to discard?

A5. Yes.



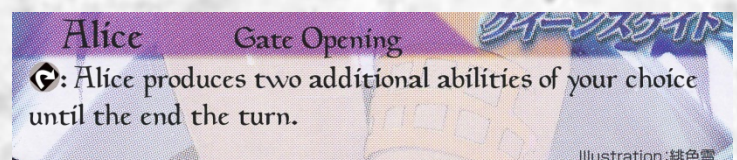
Q6. If "Ink: Magic Attack" comes into play through the effect of "Ink: Transformation", which ability do you process first?

A6. You must complete the requirements for "Ink: Transformation" first as it was played first, then process the effects for "Ink: Magic Attack".

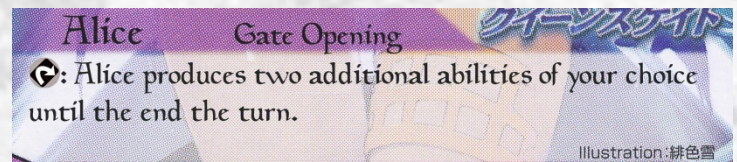


Q7. Can you choose to produce 2 different abilities with "Alice: Gate Opening"?

A7. Yes.

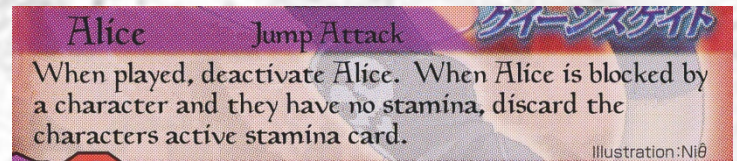


Q8. When your life card is "Alice: Gate Opening" and you activate Alice to produce the additional abilities, do you lose those produced abilities when a different stamina is now Alice's active stamina?



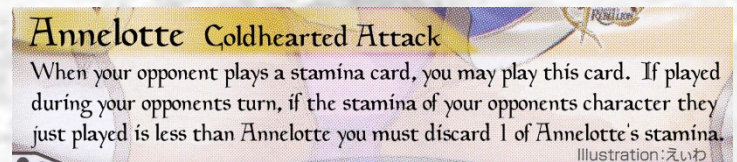
A8. No, Alice keeps the produced abilities until the end of your turn even if her active stamina card changes.

Q9. When "Alice: Jump Attack" is blocked by a character that has no stamina, is the character discarded when they declare they blocked or at the end of the battle?



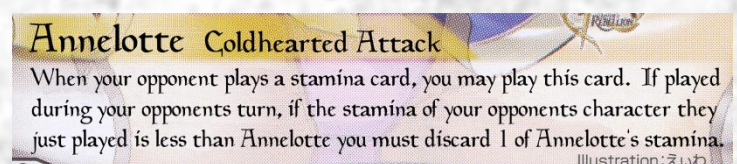
A9. The character is discarded after declaring they are blocking and before the damage is processed.

Q10. When "Annelotte: Coldhearted Attack" becomes your life card, which character do you target with her ability?



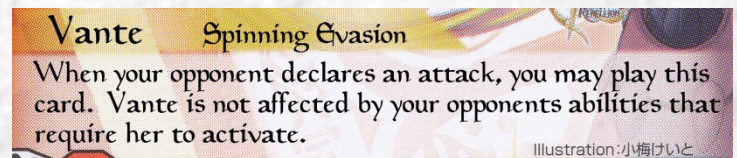
A10. You target your opponents last character that had stamina played that turn.

Q11. When "Annelotte: Coldhearted Attack" becomes your life card, what happens if your opponent hasn't played any stamina yet this turn?



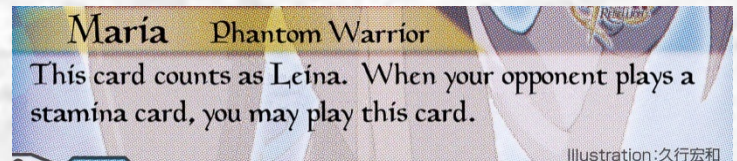
A11. Nothing, no characters are able to be targeted.

Q12. When your opponent attacks with a character that activates the character that blocks it, and you play "Vante: Spinning Evasion" and choose to block with Vante, is Vante activated?

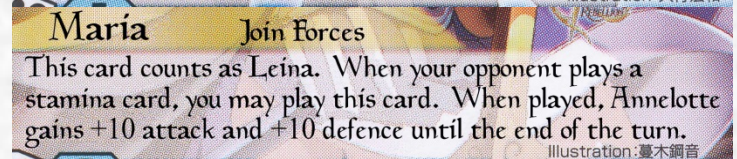


A12. No.

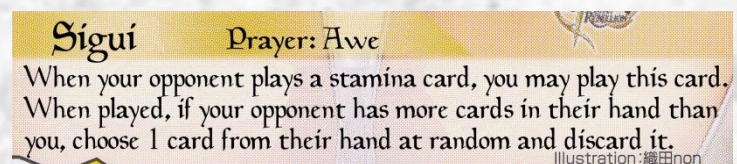
Q13. Can you use "Maria: Phantom Warrior" and "Maria: Join Forces" as life cards for Leina?



A13. Yes.



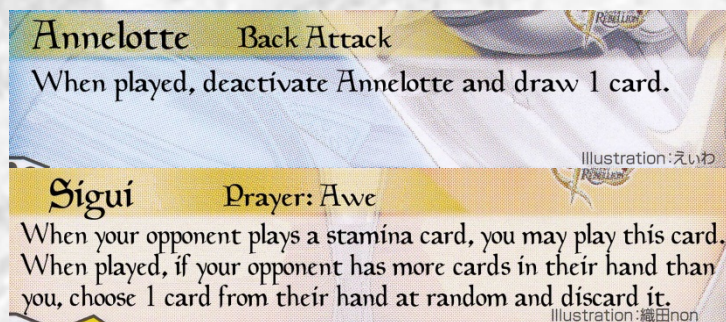
Q14. When your opponent plays "Sigui: Prayer: Awe", during your turn with "When your opponent plays a stamina card, you may play this card.", can you play more cards to reduce your hand size?



A14. No, you must process the card effects before you can play more cards.

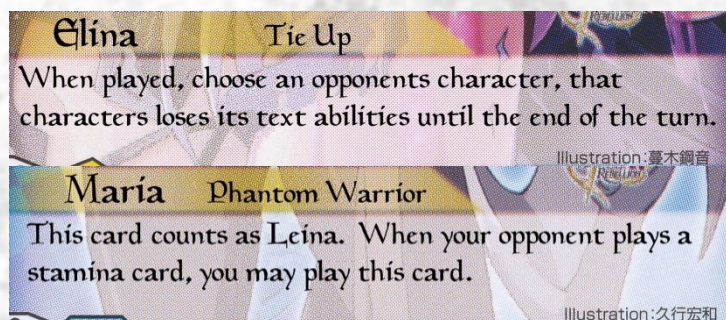
Q15. When both players have an equal number of cards in their hands and your opponent plays "Annelotte: Back Attack" and then you play "Sigui: Prayer: Awe" during their turn, do they discard a card?

A15. Yes, "Annelotte: Back Attack" causes them to draw a card, then Sigui's effect takes place causing them to discard a card.



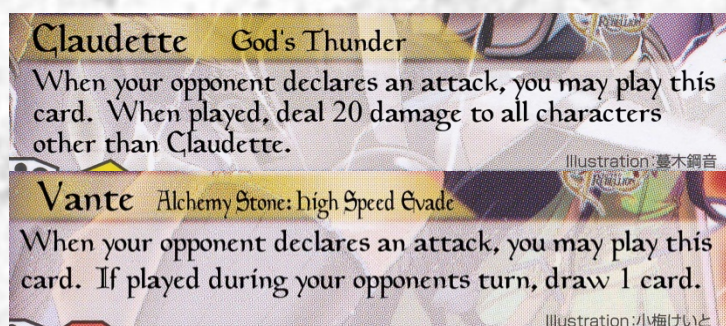
Q16. When your opponent plays "Elina: Tie Up" and chooses "Maria: Phantom Warrior" as its target, is it possible to play a stamina of Leina's as a new character?

A16. Yes, however at the end of your turn when "Elina: Tie Up" effect stops, you will have 2 characters with the same name in play and you must choose one of them to discard.



Q17. When your opponent attacks, and you play "Claudette: God's Thunder" and "Vante: Alchemy Stone: High Speed Evade" what happens?

A17. "Claudette: God's Thunder" was played first so she deals 20 damage to all characters except herself first, then the effect of "Vante: Alchemy Stone: High Speed Evade" happens, then guarding occurs.



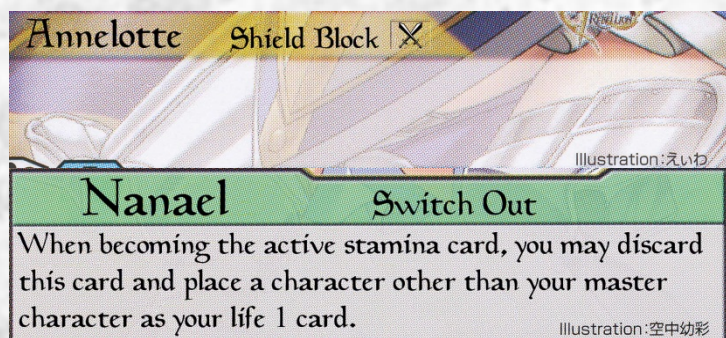
Q18a. When "Claudette: Demon Sword" is in play and you declare an attack with "Annelotte: Grim Stare" and move her to short range, at what range is the 10 damage dealt to Annelotte?

A18a. The damage is dealt to Annelotte when she is at short range.



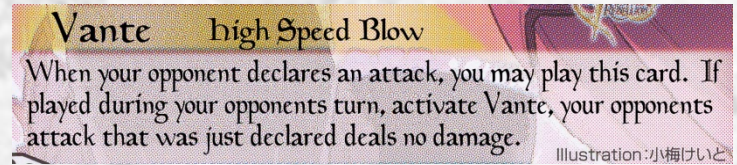
Q18b. Is it possible to place "Annelotte: Shield Block" as a life card with the effect of "Nanael: Switch Out"?

A18b. Yes.



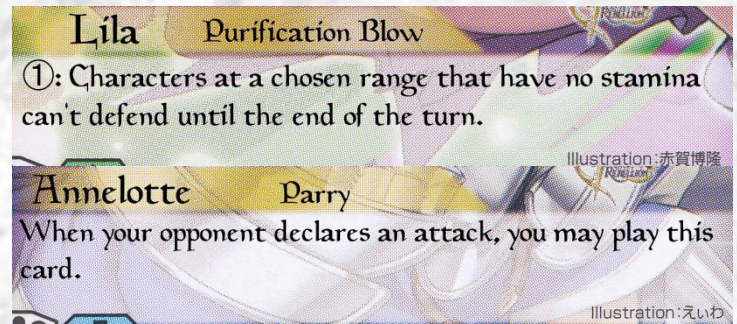
Q19. If you have Vante in play and active and you play "Vante: High Speed Blow" when your opponent attacks, does this still stop your opponents attack?

A19. Yes.



Q20. After using the ability of "Lila: Purification Blow", and then an attack is declared, if you play "Annelotte: Parry" and Annelotte has no stamina, can Annelotte still block?

A20. Yes, since Annelotte was played after the effect had happened.



Queen's Gate: The Duel Gameplay Rules

Q1. When a card reads "When your opponent plays a stamina card, you may play this card." or "When your opponent declares an attack, you may play this card", can you play your card during your opponents main phase?

A1. Yes.

Q2. "When your opponent plays a stamina card, you may play this card.", can you play more than 1 card with this text at a time?

A2. No, you can only play one card with this text for each stamina your opponent plays.

Q3. When you play a card that reads "When your opponent declares an attack, you may play this card" after your opponent attacks, can this card block?

A3. Yes.

Q4. When your opponent plays a stamina card with an effect, and you play a card with "When your opponent plays a stamina card, you may play this card." and it effects the card your opponent just played, which effect happens first?

A4. Your opponent's card effect happens first, then yours.

Q5. When you play stamina during your opponents turn with "When your opponent plays a stamina card, you may play this card.", can you play as many stamina as you want during that turn even if it isn't for your master character?

A5. No, you can only play 1 stamina per character per turn, including your opponent's turn, except for your master character that you can play as many stamina as you like.

Q6. If for some reason a character is played and there is already a character with that name in play under that player's control, what happens?

A6. The owner of the characters chooses one of them to discard.