

Magic the Gathering: Arena of the Planeswalkers  
Consumer Care Questions and Responses

1. The Phoenix creature in the game has an ability called Rebirth that does something when the player "plays a sorcery spell" however, the blue spell Psychic Rebuttal can counter a played spell, does the Rebirth effect happen if the "played sorcery spell" is countered?

No. A spell that is countered is not considered played.

2. Can auras be attached to an army card in the army card graveyard or are they removed when the army card dies (as a result of all squad members being dead)?

Auras are attached to army cards that are in play, not in graveyards or reserves.

When all figures pictured on an army card have been destroyed, the army card is placed in your **army card graveyard**. When an army card is placed in your army card graveyard, any Enchantments attached to the army card are placed in their owner's graveyard.

3. Can Rise of the Dark Realms bring back a squad creature from a dead army card (all other squad creatures on the card are dead as well)? Does the army card come back then, and with or without its old enchantments?

If a figure on an army card that is in your army card graveyard is returned to the battlefield, that army card is placed back in play.

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4. Honor of the Pure, will the bonus still apply if all creatures in the enchanted squad are dead (and the army card was sent to the army card graveyard)? Or does Honor of the Pure go to the spell graveyard?

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5. Exactly when can activated abilities such as Liliana's Snuff Out be activated? Anytime between action 2 and action 5 or only between actions when the army card is considered chosen?

Page 7, Arena of the Planeswalkers game guide under **ACTION 2: CHOOSE AN ARMY CARD**: You can only use activated abilities from the army card you chose. For example, you can only use Liliana's Snuff Out ability on a turn in which you choose Liliana.

You can only use Liliana's Snuff Out ability on a turn in which you choose Liliana. Snuff out can be used after Action 2 and before Action 3, or after Action 4.

6. Can spells be cast any time before action 3 and after action 4 or just immediately before and after those actions?

Spells can be played from your hand anytime after action 1 and before action 3 and again after action 4 and before action 5. You can play up to a total of 3 spells per turn.

7. For the red spell Circle of Flame, which figure is required to have the damage markers already, the figure that is taking the damage (probably an opponent's) or the figure that you control that is adjacent to the figure taking damage?

The figure that you control is the figure that is required to have the damage markers already.

8. Does Unsummon, the blue spell, remove damage counters? How do partial squad summons work?

Page 13, Arena of the Planeswalkers game guide under **Returning a Unique Squad to Owner's Reserve**:

"Only figures on the battlefield are returned to an owner's reserve. Any figures in the figure graveyard stay there. All attached enchantments are discarded to their owners' graveyards. All damage markers are removed."

Yes, when creatures are returned to a player's reserve all damage markers on those creatures are removed. The same rules would apply for summoning a partial squad as for summoning a full squad. You would take any creatures on that army card and place them onto the battlefield on an empty space within 5 clear sight spaces away from the planeswalker that is summoning them. If there are any squad creatures on that army card that are already in the graveyard, they are still destroyed and cannot be summoned.

9. Does a creature under the effects of Mind Control act as a creature you control or your opponent controls for disengagements and moving through friendly creatures?

If you play Mind Control and target a squad creature your opponent controls, you control that creature while you are moving and attacking with the target creature. You cannot use activated abilities. An example of an activated ability is Liliana's Snuff Out. Currently, no squad creatures in Arena of the Planeswalkers have activated abilities.

A Mind Controlled creature would take a leaving-engagement attack from your opponent's figure, not your own. However, the opponent who controls the figure who would make the leaving-engagement attack can choose to not take the attack.