General

Can you take 2 actions and pass?
No, you either take 2 actions (without passing) or 0-1 actions and pass.

Is it allowed to choose a card to activate, reveal it, and then activate a leader/tactic effect before moving or attacking with the unit? For example an attach-effect or one that buffs the units?
Yes! Allowed and encouraged.

Can you ever have a unit on the opponent's side of the play area?
No card allows this yet. If one ever exists, it will mention it explicitly.

What happens if both players pull water simultaneously?
This can happen using for example Leader Thief, SL02-01 and Sheriff Rao, SL01-03. If it happens, resolve it in the same manner as it is done at the end of a round: Whoever is supposed to pull the most water pulls water equal to the difference.

Can you look at your face down cards
Yes. Both those on the field and in your scrap pile. This could be relevant for cards such as Masquerade SL01-14

Tactics

Tactics

When a tactic is revealed with "Discard" must it be used immediately?
No, you put it in your tactics area, and you choose when to activate it on your turn, see rule 7-6-5

I want to clarify the resolution order of TACTIC cards. Is it correct that you reveal the card, pay the cost, place it in the TACTIC area, and then after it takes effect, it goes to the DISCARD area? Also, can the discard effect from the TACTIC area be used immediately? Is it considered one action to place it in the TACTIC area, or is it one action to place it in the TACTIC area and use the discard effect?
Like all other cards, you reveal tactics cards either on your turn when you activate a tactics card or during the opponent's turn, if they attack your face down tactics card. After revealing, you decide if you want to pay for it or trash it. If you pay, you move it to the tactics area. If the tactics card has a discard effect, this is one you can use from your tactics area. After doing so, you move the card to your discard pile

Can tactics be attached to face-down cards?
No, see rule 7-6-6 specifying "one of your face up units".

Does attaching a tactic count as an action?
No

What happens to the Attach card if the card it is attached to is flipped face down?
It is discarded.

Keywords

When a splash attack hits a group of units, in which order do you resolve the hits?
They are all resolved simultaneously when the attack hits. The player being hit decides which ones to pay scrap for and which ones to trash. Then, the damage is applied.

Does range allow you to attack from the back row?
Yes, you can attack from the back or front row with range and hit any enemy unit, no matter if it is in the back or front row.

What happens if a face down stealth unit is attacked?
The attack resolves normally, as the stealth was not active when the attack was performed. Stealth only has an effect when you are choosing who to attack.

What happens if a unit with counterattack attacks another unit with counterattack.
The first unit attacks. If the second units survive, its counterattack will make it attack back. This, however, does NOT trigger a counterattack against the first unit, even if that unit also has counterattack.

Card specific

Can tactics like lightning target face-down cards?
Yes

If you activateSL03-01 and afterwards reveal a card with armor, is it affected?
Yes, the buff works on all your units with armor for the duration of the turn. If new units are revealed with armor or some units gain armor during the turn, the buff also affects them. Similarly, if any units stop having amor, the buff no longer affects them.

For card SL02-05, is the cost reduced also in future rounds?
No, the cost is only reduced as the card is being revealed and paid for. If its cost would later be relevant again (for example due to it being flipped down by something else), the cost is back to the original.

What happens if SL03-09 attacks SL01-09?
SL01-09 is reduced to 1 health, as its ability prevents damage but not the life reduction from the effect.

Does SL08-01 have to heal the unit for the damage buff to apply? Or does healing a full health unit count as healing?

They only get the buff if they are actually healed, so a full health unit would not get the buff.

Can SL10-10 choose an exhausted card?

Yes

How does Game Console, SL02-14 interact with Splash?

As mentioned in the previous question, when you are hit by splash, all affected cards are revealed simultaneously and the player being hit decides which to pay for and which to keep. The discount from game console does not work yet, as the cards come into play simultaneously.

How does Sheriff Rao, SL01-03 work when him and his neighbor are defeated simultaneously, for example due to Splash?

If Rao and his neighbor are defeated simultaneously, for example due to splash, his ability does not pull 1 water.

What is the meaning of "other" for Storyteller Thief SL03-04?

You cannot search your deck for a Storyteller Thief. You cannot swap the card you find into the slot of the Storyteller thief you are currently activating.

How does Pike SL05-08 work?

When he activates, you reveal a card (generally, you would want to use it on an enemy card). Its owner must now decide to either keep the card face up and pay its scrap cost +1 or trash it without paying. It also works on zero-cost cards increasing their cost to 1.

How does Supreme Commander Zeu SL06-01 work?

When round 3 of each skirmish starts, he is placed onto any empty slot on your side of the field as a unit. Cards that interact with units work with it. It can activate just like other units. If it survives the round, it contributes 5 water (but you won't get the normal 4 water it contributes as a leader). If it is defeated or in some other way removed from play, you return it to your leader area.

How does Centaur SL01-06 work?

When it is moved, it gets +2 attack until the end of the turn. This can happen when it moves using its Agile keyword, but also if it is moved by something else, for example a leader ability, tactics card or another unit swapping positions with it.