

Universal Fighting System (UFS)

Tournament Rules v1.9

These rules are current as of 02/27/2008. In response to play issues and to keep this document as current as possible revisions may have been made to this document since its publication. Please check www.FantasyFlightGames.com for the most current version of this document. This document overrules all previously numbered and dated versions of these rules as well as all other rules sheets. Any text in red has changed from the last version of this document to this one.

Table of contents

- 1. Generic Tournament Rules and Game Setup**
 - 100. General**
 - 101. Starting the Game**
 - 102. Winning and Losing**
 - 103. The Golden Rules**
- 2. Cards**
 - 200. General**
 - 201. Parts of a card**
 - 202. Game Zones**
- 3. Game Rules**
 - 300. General**
 - 301. The Ready Phase**
 - 302. The Combat Phase**
 - 303. The End Phase**
- 4. Abilities and Card Text**
 - 400. General**
 - 401. Played Abilities**
 - 402. Continuous Abilities**
- 5. Additional Rules**
 - 500. General**
 - 501. Errata**
- 6. Glossary of Terms**

1. Generic Tournament Rules and Game Setup

100. General

100.1 These rules assume a tournament game between two players.

100.2 The tournament organizers will be the final judge of any ruling question asked at their event.

100.3 Here are a few formats that you can use to play a UFS tournament.

100.3.1 Constructed play: In a constructed tournament players are expected to provide a deck of at least sixty cards including no more than four copies of any one card and at least one character card. Players may bring an eight-card sideboard. A player may not have more than four copies of any one card across their deck and sideboard combined and if a player plays with a sideboard they must have eight cards in it.

100.3.2 Sealed Deck: For sealed deck tournaments players should receive a starter deck of their choice and three booster packs from which to construct a deck of at least forty cards with at least 1 character card. Players may play more than four copies of a card in their deck in this format if they receive such in their product. A player should receive the same type and number of booster packs as all other players. When a player cycles their deck in a sealed deck tournament they should then remove the top 5 cards from the game rather than the top 10. Tournament organizers may modify this format by adding to the number of packs used, restricting which starters a player may choose from, or allowing players to pick an individual mix of booster packs. If an organizer wishes to do this, they should include this information in their sanctioning info as well as making it overly clear in any and all advertising they do for the event.

100.3.3 Booster Draft: In a booster draft each player should receive 5 boosters from which to draft their construction pool from. Each player must then build a minimum of a 30 card deck. This format does not require a player to have a character card in their deck. A player may choose a foundation from their deck at the beginning of the game when they would normally choose a character card this foundation acts as their character card for that game. If a player chooses a foundation instead of a character card they are considered to be playing a character card with a hand size of six and thirty vitality with no name and no abilities. Any card may be played from a players hand face down as a foundation with a difficulty of 3. Character only cards may be played by any character. When playing a card in this format the normal resource restriction is lifted and when a player attempts to play a card that card must simply match a symbol with their character card.

100.4 Tournament rounds are decided either by the winner of 2 out of 3 games with a fifty-minute time limit or the winner of one game with a thirty-minute time limit. Players should be given a verbal warning when there is ten minutes remaining in the round. When time is called the player currently taking a turn finishes that turn and then the game is over and a winner determined, see 102.3 for more. A player has 3 minutes at the start of a game to shuffle or sideboard this is part of and not in addition to the normal time limit.

100.5 Swiss pairing is the standard scoring system used. An organizer may use other forms of scoring such as single elimination or round robin if they so choose. Again this should be made clear in their advertising and sanctioning information for the event.

100.5.1 When making the cut to a single elimination bracket after preliminary rounds of Swiss, Instead of taking just the top ranked finisher an organizer can take the top finisher playing each unique character. For example if after the Swiss rounds the top two spots are players both playing Ken decks, the organizer would then take the third, fourth, and fifth place finishers as long as they were all playing different characters. This is called diversity. Again this should be widely advertised so that players have an understanding of it before the event. When a player registers for the event they must declare what character they are playing and must start with that character in their first game of every round. We would not recommend that this be used in a booster draft tournament.

100.6 Players are expected to provide anything the game may require including but not limited to score keeping devices such as pen and paper or dice, tokens or counters, etc...

101. Starting the Game

101.1 At the start of the game each player looks through their deck and selects a character card placing it face down in front of them. Once both players have selected a character the selected cards are turned face up so that they are revealed to a player's opponent. Both players then shuffle their deck so that the cards are in a random order. Then players may cut or shuffle their opponent's deck.

101.2 After both players have shuffled, use a random method to determine who will get to decide which player will take the first turn. Roll a die; flip a coin, any random method both players agree on. The player who wins the choice then decides whether they wish to go first or second. In a series of games the loser of the previous game gets to de-

side which player will take the first turn. The player that is going to take the first turn then commits their character card. Then both players draw cards equal to their character's printed hand size for their starting hand.

101.3 After drawing their hands players may decide to take what is called a mulligan. The player who will be taking the first turn has the opportunity to take a mulligan first. Then the player who will take the second turn has the opportunity to mulligan. Players may only take one mulligan at the beginning of the game. If a player decides to mulligan all the cards currently in their hand are removed from the game and they draw a number of cards equal to their character's printed hand size.

101.4 In a series of constructed games where sideboards are being used players may trade cards between their sideboard and deck on a one for one basis before they look through their deck to choose their character in second and subsequent games of the series. After a player has traded cards their deck must have the same number of cards in it as it did before the player started trading in side board cards and there must be eight cards in the player's sideboard. A player's deck and sideboard must be reset to their original configuration going into the first game of each round.

101.5 In sealed deck or booster draft games the rest of the cards in a player's construction pool are their sideboard. A player may bring in any number of cards from their sideboard without having to maintain the number of cards in deck and sideboard before sideboarding before they choose their character card from their deck in second and subsequent games of a series. Players do not need to reset the configuration of their deck and sideboard going into the first game of subsequent rounds of a sealed deck or booster draft tournament.

102. Winning and Losing

102.1 If a player is reduced to zero vitality, that player immediately loses the game. Players start the game with an amount of vitality equal to the vitality on their character card.

102.2 If a player no longer has any cards left in their deck or discard, they immediately lose the game. See 202.6 for more.

102.3 If time is called and neither player has won a game, or both players have won only one game then the round is a draw. If a player does not win the game in the turn when time is called then that game is not a draw and will not be counted as a win for either player.

102.3.1 In single elimination situations where there cannot be a draw, the player with the smallest difference between the amount of vitality they have and the vitality of their character card wins the game that went to time after the player whose turn it was when time was called finishes their turn. If after that the player's are still tied the player with the least amount of cards removed from the game will win the game. **If players are tied in both vitality and cards removed from the game, players will go to First Blood (See 101.2). The first player that deals damage wins.**

102.4 When a player loses the game they are removed from the game and all cards owned by them are collected up and leave the game with the losing player. If after a losing player leaves the game there is only one player left in the game that player wins.

102.5 A player may concede the game and leave at any time. Any conceding player immediately loses the game.

103. The Golden Rules

103.1 When a card's text directly contradicts these rules, the card's text takes precedence.

103.2 When one effect says something can happen and another one says that it can't, the "can't" effect wins. IE if there is an effect that says "Draw 1 card" and another effect that says "Players can't draw cards" the "can't" effect will win out and the player won't be able to draw cards. Can't effects will not retroactively negate other effects.

2. Cards

200. General

200.1 When a card refers to “this card” it means the card the text is printed on and not any other copies.

200.2 When text on a card grants a bonus to “any card” the effect is granted to only one single copy of the card in play and not any duplicate copies of it.

200.3 Some abilities on cards may have costs that must be paid before the ability can be played. Costs may only be paid with cards that the player wishing to play the ability controls. Cards that are in a card pool may not be used to pay a cost unless specifically stated in a cost IE “discard an attack from your card pool”

200.4 There are two positions that a card can be in: either ready or committed. Cards can’t be in more than one position at once. Cards that are in out of play zones, the card pool, or are attached to other cards do not have a readiness state and cannot be committed or readied.

200.5 There are five types of cards: Characters, Actions, Assets, Attacks, and Foundations. As well as having different colored borders from one another; this is also stated directly under the card art and to the left in a box, except on character cards, whose art completely covers the card.

201. Parts of a Card

201.1 The parts of a card are: Difficulty, Name, Block Symbol, Attack Symbol, Damage, Resource Symbols, Keywords, Text Box, Vital Statistics, Control Rating, Collector’s Information, Hand Size, and Vitality.

201.1.1 Difficulty: In the upper left hand corner of every card is a shield looking device with a number in it. This is a card’s difficulty or how hard it is to play.

201.1.2 Name: A Character card’s name is printed at the top of the card. All other cards have their name printed on the left hand side of the card.

201.1.3 Block Symbol: Any card with a symbol that is a series of circles with a number in them at the top right hand corner (the block modifier) of the card is a block and can be used to defend yourself from your opponent’s attacks. See Blocking for more.

201.1.4 Attack Symbol: Attacks will have a symbol in the middle of the right hand side of the card made up of a series of circles with a number in it. The circles show which zone the attack is aimed at and the number is the speed of the attack. This symbol shows how hard the attack is to block. See Blocking for more.

201.1.5 Damage: Attack cards have a number in an explosion icon on the right hand side of the card under the attack symbol. This is the damage of the attack, telling you how much vitality a player will lose if they are hit by the attack.

201.1.6 Resource Symbol: In the middle of a card there are circular symbols. These symbols govern what cards you can play during a turn. See playing cards for more.

201.1.7 Keywords: Keywords are located at the top of the text box and give insight into the background of a card. Keywords will commonly be referenced by abilities. Some keywords have special rules, or keyword abilities that go along with them, these are explained fully in the abilities section.

201.1.8 Text Box: Contains rules text or abilities.

201.1.9 Vital Statistics: Shows the gender (G:), height (Ht:) measured in feet and inches, weight(Wt:) measured in pounds, and blood type (Bt:) of a character (additions beyond the blood types of A, B, AB, or O will count as that blood type). This provides background info on the character. This information will only be on character cards and can be referenced by other cards much like keywords.

201.1.10 Control Rating: Every card has a number in a swirling icon at the bottom right hand corner of the card. This is the cards control rating or control. When a player must “make a control check” either due to game mechanics or by a card, that player discards the top card of their deck and refers to the control rating

of the discarded card to determine the value of their control check. Most commonly a player will need to do this to play a card, though it can be used in many other ways.

201.1.11 Collector's Information and Legal Text: The two lines of text at the bottom of every card. This text has no in game effect, though other cards can reference it.

201.1.12 Hand Size: On a character card there will be a number over an icon that looks like a few cards fanned out. This is that character's hand size and governs how many cards your character will have in their hand throughout the game.

201.1.13 Vitality: On a character card there is a number over a red cross. This is that character's vitality. A character starts with this much vitality and if their vitality is reduced to 0 they are knocked out and lose the game.

202. Zones of Play

202.1 A zone of play is an area where cards can be during a game. There are three in play zones in UFS: card pool, staging area, and momentum. There are four out of play zones in UFS: deck, hand, discard pile, and removed from game.

202.2 If any card would go to an out of play zone, it goes to its owner's zone instead.

202.2.1 The order of the cards in a deck, discard pile, or card pool may not be changed except when effects allow it. Cards in other zones can be arranged however their controller wishes, although who controls those cards, their orientation, and attached cards must remain clear to both players.

202.3 Cards may become attached to other cards as the result of an effect. If the card that a card is attached to goes to another zone the attached card will be discarded.

202.4 Each deck must be kept in a facedown pile. Players can't look at or change the order of cards in a deck. Either player may count the number of cards remaining in a deck at anytime.

202.5 If an effect puts two or more card on the top or bottom of a player's deck at the same time, the owner of those cards may arrange them in any order. This order is not revealed to other players unless otherwise specified.

202.6 When a player has no cards left in their deck they immediately shuffle their discard pile and that becomes their deck. Once they have given their opponent the chance to cut or shuffle their deck the top ten cards of that deck are removed from the game. This is referred to as cycling your deck. If after removing cards in this way, a player no longer has any cards left in their deck, that player loses the game.

202.7 If an effect allows a player to search through their own or another player's deck, that deck gets shuffled by its owner after the player is done searching it, and then offered to the owner's opponent to cut or shuffle if they so choose.

202.8 The hand is where a player holds cards that have been drawn but not yet played. There is no maximum or minimum amount of cards that may be held in a player's hand. A player may arrange his or her hand in any convenient fashion and look at it as much as he or she wishes. A player can't look at the cards in another player's hand but may count those cards at any time.

202.9 Any card that's discarded or destroyed is put on top of its owner's discard pile. Each player's discard pile starts out empty. Each discard pile is kept in a single face-up pile. A player can examine the cards in any discard pile at any time but can't change their order. If an effect puts two or more cards into the same discard pile at the same time, the owner of those cards may arrange them in any order.

202.10 Whenever cards are added to a player's momentum they are added face down unless otherwise specified. When a player adds cards to their momentum they may not look at these cards, either player may not look at cards that are in a player's momentum. All cards in a player's momentum must be kept in a pile together so it is clear that they are all in that player's momentum.

202.11 Cards in the removed-from-the-game zone are kept face up and may be examined by either player at any time. Except when allowed by effects no player may examine cards removed from the game face down.

202.12 Cards that are attached to another card are not “in play” nor are they in the same zone as the card they are attached to (reversal of previous rulings). They are there to be referenced by whatever attached them to the card and that is it.

3. Game Rules

300. General

300.1 When a phase or step ends, any effects scheduled to last until the end of that phase or step expire.

300.2 When a phase or step begins, any effects scheduled to last until that phase or step expire.

300.3 No game events can occur between phases or steps.

300.4 During a player's turn they will go through each phase doing what is listed below. Once a player has completed their turn it is then their opponent's turn.

301. The Ready Phase

301.1 The ready phase is broken down into three steps: the ready step, the review step, and the draw step. These steps must be done during the ready phase and in the order they were just presented in. Again that order is ready step, review step, draw step.

301.1.1 During the ready step a player readies all committed cards that they have in play.

301.1.2 During the review step a player may choose one card from their hand and discard that card.

301.1.3 During the draw step a player compares the number of cards in their hand to their character's hand size. If the player currently has less cards in their hand than their character's hand size they will then draw a number of cards equal to the difference between the amount of cards in their hand and their character's hand size. These cards are drawn all at once.

301.2 Once a player has gone through all of these steps the ready phase of their turn is over and the player then moves on to the combat phase.

301.3 A player who is taking the very first turn of the game skips the ready phase entirely continuing on to the combat phase.

302. The Combat Phase

302.1 During the combat phase a player may play any number of forms. As a form a player may do any of the following.

Play an attack card from their hand.

Play a foundation card from their hand.

Play an asset card from their hand.

Play a character card from their hand.

Play an action card from their hand for its form or **F** effect.

Play a form or **F** ability on a card in their staging area.

Pass, not playing anything, signaling they are done with their Combat Phase.

302.2 To attempt to play a card, a player reveals it from their hand and makes a control check. If their check is equal to or greater than the difficulty of the card they are attempting to play the player puts that card into their card pool to the right of any other cards played this turn, then they have played that card. If the player's check was less than the

required difficulty then they must either commit foundations to make themselves successful (see 302.3) or they will fail the control check, and their attempt to play the card.

302.3 If a player checks less than the difficulty they needed to pass the check, they may commit a number of ready character or foundation cards in their staging area equal to the difference between their control check and the difficulty they were checking against. If a player does so they are then successful and they continue on as normal. A player may also commit their character card like it was a foundation to make up the difference between the check and the difficulty needed.

302.3.1 If you fail to play a card from your hand as a form, the card goes to your discard pile with no effect. Then proceed to your end phase (see 302.9, 303).

302.4 When a player attempts to play a card it gets +1 difficulty for every card already in their card pool. This is referred to as Progressive Difficulty.

302.5 When a player attempts to play a card, that card must share at least one resource symbol (the same one) with that player's character card as well as every card in that player's card pool. If the card doesn't then it may not be attempted at that time. This is referred to as Resource Restriction.

302.6 Character cards, foundations, and assets do nothing when they are played to a player's card pool unless otherwise stated. You must wait to get these types of cards into your staging area before you can use them either for their played abilities or for their ability to help you play cards in the case of characters and foundations.

302.7 When a player attempts to play an action card first the control check is made, costs are paid for that action regardless of whether the check was successful or not, finally if the check was successful and all costs have been paid the card is played and its effects happen.

302.8 Attacks trigger special steps that must be gone through for each attack.

302.8.1 Play the attack as outlined above in all points relating to playing a card.

302.8.2 The Enhance Step: After an attack is played then each player will get a chance to play enhance or E abilities. Starting with the player who played the attack a player may either play an E ability or pass. The attacker may only play E's from the attack that has just been played, enhance action cards from their hand, or enhances from foundations, assets, or characters in their staging area. Any copy of an E may only be played once per enhance step. The defender may only play enhances from foundations, assets, or characters in their staging area, or enhance action cards. Once both players have passed on playing E's the enhance step is over and you move on to the block step.

302.8.2.1 If an attack is discarded from a player's card pool during its Enhance Step, then that Enhance Step ends and there is no Block, or Damage step for the attack. This is referred to as an Aborted Attack.

302.8.3 The Block Step: In the block step, the defender decides whether or not to block the attack. In order to block the defender must choose a card with the appropriate block symbol. A high zone attack may have high or mid zone blocks played against it. A mid zone attack may have any block zone played against it. A low zone attack may have low or mid zone blocks played against it. The difficulty of a block is figured by taking the speed of the attack that the defender is blocking, adding the block modifier (the +X number inside the block symbol) of the block, and then adding one for each card in the defender's card pool. If the defender fails to play the block, their block is placed in the discard pile immediately and they may not attempt to block again. Once a block is played the attack is blocked, this is the effect of a card that is played as a block. If the zone of the block matches the zone of the attack, that attack is completely blocked. If the zone of the block doesn't match the zone of the attack, that attack is partially blocked.

302.8.3.1 When the defender attempts to play a block they must adhere to the normal resource symbol restriction (Reversal of previous rule).

302.8.3.2 Cards that trigger off of playing a block will only trigger if the card is played as a block during this step. EG: You may not respond to “Playing a Block” when attacking with a card that has a block printed on it. **A card being played as a block, even if it's an action card, isn't played for the ability on the card that is played as a block.**

302.8.3.3 Effects that change the zone of a block after it has been played will not make the block illegal.

302.8.3.4 If an attack is discarded from the card pool during this step it will still deal its damage during the Damage Step as normal.

302.8.4 The Damage Step: Check the quality of block established in the Block Step. If the attack was completely blocked then it deals no damage. If the attack was partially blocked then it deals half damage rounding up. If the defender decided not to block, or failed to play their block they are dealt damage equal to the damage of the attack. Subtract that amount from the defender's vitality total.

302.8.4.1 If a block is discarded from the card pool before the Damage Step. Then the attack will still be considered blocked since the block quality was established and the attack took on the completely or partially blocked status during the Block Step.

302.8.5 Any non-continuous changes to an attack's base/printed values will end after the attack has resolved.

302.9 When a player fails to play a card as a form they must move on to their end phase, ending their turn.

302.10 Passing signals that a player wishes to end their turn. When a player passes the combat phase is over and they must move on to their end phase.

303. The End Phase

303.1 Both players clear their card pool. The player whose turn it is start's with the card farthest to the right of their card pool and works their way back to their left. Then their opponent does the same.

303.1.1 If the card is an action, or attack, place it in the discard pile.

303.1.1.1 If an attack dealt damage that resulted in a vitality loss of 1 or more, when the card pool is cleared that attack **MAY** be added to the player's momentum instead of placing it in the discard pile.

303.1.2 If the card is a foundation or asset card it is moved to your staging area.

303.1.3 If the card is a version of the character card you are playing it is moved to your staging area. While a player has another version, indicated by the dots before and after a characters name, of their character card in play their character counts as having all the text the later played version has in its text box, as well as any resource symbols that the later version has that the original did not already have. Other copies of your character card may be played, however they do not add abilities or resource symbols to your character. While a player may physically have multiple character cards in play they all count as one card, for committing and other effects. If the card is a character that isn't a version of your starting character, place it in the discard pile.

303.1.4 If the card was played as a block it is placed in the discard pile. If any type of card was played as a block then it will be placed in the discard pile when a card pool is cleared.

303.3 Once both players have cleared their card pool the current player's turn is over and play passes to the other player who begins his ready phase see 301 for more.

303.2 Effects scheduled to last till the end of the turn stop having their effect.

4. Abilities and Card Text

400. General

400.1 An ability is text in a card's text box that generates an effect.

400.2 Abilities can be beneficial or detrimental.

400.3 There are two types of abilities: Played and Continuous

400.4 Cards may have more than one or no abilities. Abilities may generate more than one effect. You may play any and all abilities printed in a card's text box.

400.5 After an ability is played, it exists independently of its source. Destruction or removal of the source after that time won't affect the ability.

400.6 Effects from abilities will last till the end of the turn they are played unless otherwise stated.

400.7 Abilities on the different types of cards may only be played while the card is in certain zones. As usual, if an ability specifically states otherwise the card will take precedence.

400.7.1 Abilities on character cards can only be played while the card is in the staging area.

400.7.2 Action cards are played from your hand for their effect. They are treated just like the type of ability that appears on the card. If there are multiple **abilities** on the action card a player must choose which **ability** they are using when they play the card. **Once the ability is chosen and declared, the action card is only that ability.** Abilities printed on action cards can be played from the card pool if that is the only way that they would work, IE a response that triggers off having blocked with the action card.

400.7.3 Abilities on assets can only be played while the card is in the staging area. Game text on assets will have no effect until it is in your staging area.

400.7.4 Abilities on attacks may only be played while the card is in the card pool, or in some cases from your momentum while the attack is there face up. Enhance abilities on attacks may only be played during the enhance step of the attack they are printed on.

400.7.5 Abilities on foundations may only be played while the card is in the staging area. Like assets, game text on foundations will have no effect until it is in your staging area.

400.8 Abilities may not be played from committed cards.

400.9 Some abilities will be preceded by a character name. In order to play these abilities, your character card's name and the character name before the ability must match. If a card has a keyword preceded by a character name it only counts as having that keyword if the player is playing the named character.

400.9.1 Some abilities will be preceded by multiple characters name divided by slashes. In order to play these abilities, your character card's name must match one of the names before the ability.

400.10 An ability is considered played after it has been declared and any costs paid, before its effect resolves.

400.11 After an ability is played, it will resolve as much of itself as it can. If effects are connected together by the wording "and then" or sentences starting with the wording "Then," these effects are linked to the effect before them. If the first effect cannot be completed in its entirety then the linked effect will not happen.

400.11.1 Abilities that state a condition preceded by "if, after, when", the entire effect following "if, after, when" must resolve and then the condition can be fulfilled. IE "If this attack deals damage, reveal the top card of your deck. Gain X vitality." In this condition, the vitality gain is fulfilled once the attack deals damage and you reveal the top card of your deck.

401. Played Abilities

401.1 Played abilities are preceded by a bold face term (**E**, **F**, and **R**). Each of the different types of abilities has a separate time when they can be played. Played abilities are written as (**Ability Type Abbreviation**) (Cost): (Game Effect of Ability). The cost is everything before the colon. Anything that appears before the colon on an ability is a cost. Costs are not optional. Costs may only be paid using cards controlled by the player wishing to play the ability. When playing an action card a player must make the control check before paying the costs to play that card. Cards in a card pool may not be used to pay a cost unless specifically stated otherwise. If a part of a cost is to commit foundations you may use your character card as a foundation card to pay these costs.

401.1.1 Enhance (**E**): Enhances are abilities that modify attacks. Enhances may only be played during the enhance step, after an attack is played but before blocking is declared. During an attack only enhances printed on the attack being played, on cards in either players staging areas, or E action cards from either players hand may be played, **also referred to as enhance cards**. Any copy of an Enhance may only be played once per Enhance Step. Effects of enhances continue until the attack has fully resolved unless otherwise specified.

401.1.1.1 Enhance cards are not card types. It is a reference to the ability type on the card. IE an action card with an enhance ability printed on it is referred to as an enhance card.

401.1.2 Form (**F**): Forms are played during a player's combat phase like any other form. If printed on an action card, the card will have its effect immediately after it is played to a player's card pool. Action cards with a form on them, referred to as a form card, can not be used again once they are in a player's card pool to get their effects again. A form printed on a card in a player's staging area may be played multiple times, as separate forms, as long as the cost of the ability is paid. Remember players can't play abilities from committed cards.

401.1.2.1 Form cards are not card types. It is a reference to the ability type on the card. IE an action card with a form ability printed on it is referred to as a form card.

401.1.3 Response (**R**): Responses are abilities that can be played whenever a specific situation, or trigger, arises. Responses can be played by either player during either player's turn. The trigger situation will be printed directly after the colon of the ability. Responses printed on **response** action cards are played like any other action card, **also referred to as response cards**. Like form action cards, once a response action card is played to a player's card pool that player may not use the ability printed on the card repeatedly. Players alternate playing responses or passing starting with the player whose turn it is. A response may only be played once per copy per trigger. Once both players have passed in succession then the trigger closes and no other responses to it may be played.

401.1.3.1 Response cards are not card types. It is a reference to the ability type on the card. IE an action card with a response ability printed on it is referred to as a response.

401.2 Some abilities appear simply as keywords. Below is a description of these keyword abilities and how they are played. These abilities are enhance or response abilities in all ways, other than their appearance on the card. If a keyword is preceded by a character name then the card will only have that keyword if you are playing the named character.

401.2.1 Multiple: X – **E** Discard up to X momentum: The player places each momentum discarded to pay for this ability into their card pool to the right of the multiple attack. Until the end of the turn each momentum placed into the card pool counts as a copy of the multiple attack. **The face down copy's values are copies of the printed values of the original attack. The face down copy has no printed values. The face down copy has a blank text box.** No control check is required and each copy has its own enhance, block, and damage step, you must go down the line resolving each multiple copy in turn until you have been through them all. If a multiple copy would go to a player's momentum it is discarded instead. If you would create a multiple copy of a multiple copy the card that would become the copy of a copy is discarded instead.

401.2.2 Powerful: X – **E** Discard any number of momentum: For each momentum discarded to pay for this ability, the powerful attack gets +X damage.

401.2.3 Stun: X – **E**: The player's opponent commits X foundations in their staging area.

401.2.4 Reversal – **R**: After an opponent's attack has resolved that a player has blocked, they may immediately play the reversal attack from their hand before the current turn may go on as normal. This attack has an enhance, block, and damage step as normal. Once the reversal attack has been played or failed, blocking determined, and any damage dealt, the player whose turn it is will continue as normal. A player may only attempt to reverse once after an attack.

401.2.5 Breaker: X – **R**: After you block with this card, if this card is in your card pool when your opponent attempts to play their next card this turn, your opponent's card gets +X difficulty. X equals the breaker rating of this card.

401.2.6 Desperation: X – When your current vitality is less than half of your character's printed vitality rounding down, this card's printed difficulty becomes X.

401.3 Played abilities may only be played by a card's controller unless otherwise specified.

402. Continuous Abilities

402.1 Abilities that are not preceded by a bold face term and colon are continuous abilities. Continuous abilities are always active.

402.2 In the case of application of multiple continuous abilities, the player whose turn it currently is applies theirs in any order they choose, then their opponent applies theirs in any order they choose.

5. Additional Rules

500. General

500.1 An attack must cause a vitality loss of at least 1 or more to your opponent to be considered to have "dealt damage."

500.2 A player may not have more vitality than their character's starting vitality. This is referred to as that player's maximum vitality.

500.3 Some cards have the unique keyword. **This means that you may only have one copy of this card in your staging area at a time. If a second copy of the card is in or moved to your staging area, pick one copy and destroy the rest.**

500.4 Some cards will have a "Character Name Only" keyword. This means that this card may only be played or attempted by the player if their character card in play is a copy of the named character. If a "Character Only" card is in your staging area and you are not playing a copy of the named character then the "Character Only" card is immediately destroyed.

500.5 A character card cannot be "destroyed", "discarded", removed, or moved, from the staging area of a player for any reason, unless specifically stated by a card. The character card that a player started the game with may only be moved, removed, destroyed, or discarded if the player's starting character card is explicitly referred to by the ability, card, or rule.

500.6 A player may not pay more for a cost than they have of the required cost.

500.7 Some cards have what looks like a smaller second upside down card as their bottom half. These are split cards. When a player attempts to play a split card they must decide which side they are attempting to play it as. The split card is treated as if it were only that half of the card as long as it is in a player's card pool or staging area. Also if

a split card is added to your card pool or staging area for any reason then you must decide which half is added in this same way. If the effect that adds a split card to any of your in play zones refers to a specific type of card then it must be added as that type EG “E: Add 1 foundation from your hand to your staging area.” cannot be used to add a split card as its attack half to your staging area.

500.8 Some cards have what looks like an infinity symbol instead of a resource symbol. Before a player plays or puts a card with the infinity symbol into play they choose one of the twelve resource symbols, the infinity symbol is that symbol as long as the card is in play. When a player reveals a character with the infinity symbol at the start of the game they choose what symbol it will be for the rest of the game when their character is revealed.

500.9 Enhance and form abilities may be preceded by the word “First”. **This means that if you wish to play the ability it must be played as the first ability of the step or phase that is playable in, If you have played another Form or Enhance before the First Form or Enhance then you may no longer play the ability preceded by "First".**

500.10 Some abilities will be preceded by the word “Desperation”. This means that a player’s current vitality must be less than half of their character’s printed vitality rounded down to be able to play the “Desperation” ability.

500.11 If a face down card is added to a player’s card pool that is not a copy of another card, while that card has no resource symbols it does not count toward the resource restriction.

500.12 If a card has a variable on it that is undefined, then the player who played it gets to decide what that variable is equal to. If a player plays a card that references their height and/or weight and they are unknown then they will be the worst possible value for that card. If a player plays a card against their opponent that references their opponent’s height and/or weight and they are unknown they will be the worst possible value for that card.

501. Errata and clarification

This section contains the most current wording of any card referenced, as well as addressing questions that have been asked frequently.

501.1 Beginner’s Luck SF01 136/143 and Green SF01 136/143 though they have different names, they are the same card.

501.2 Quick Elbow SF01 126/143 and Jab SF01 126/143 though they have different names, they are the same card.

501.3 ●●● Guile ●●● SF1P 4/12 reads:

E: Each player takes 1 random card from their hand and adds it to their card pool face down.

E Commit: Your attack gets +1 damage.

501.4 Lost Memories SC01 71/143 reads:

R Destroy this foundation: After your opponent plays an ability printed on a foundation, negate the ability and destroy the foundation.

501.5 ● Taki ● SC01 073/143 reads:

R Commit 1 foundation: After your opponent blocks, they discard 1 card.

F Commit: Discard any number of cards. Choose 1 card in your hand with a difficulty less than or equal to the total difficulty of the discarded cards and play that card as normal (no control check needed).

501.6 Hem Stitch SC01 045/143 has the kick keyword not the weapon keyword.

501.7 ●● Ken ●● SF01 38/143 reads:

F Commit: Once per turn reveal your hand to your opponent and then draw X cards. X equals the number of attack cards revealed.

R Discard 1 momentum: When you are taking damage reduce that damage by 1 (to a minimum of 1).

501.8 ●●● Nightmare ●●● SC3P 8/16 reads:

R Commit: After you fail the control check to play an attack, that control check is successful. That attack gets -X damage. X equals the amount the control check failed by.

E Discard 1 momentum: Enhance abilities may not be played for the rest of this Enhance Step. Response abilities may not be played until after this attack resolves.”

501.9 There is a series of cards that have abilities that reduce damage. These abilities are worded “After you take damage ...” These cards now say “When you are taking damage ...” instead. These cards are ...

Superhero Blood Transfusion PA 19/45

Size Matters SC01 3/143

Poseidon Crest SC01 13/143

Reverse Spiral SC01 14/143

Back Flip SC01 109/143

Inhuman Fortitude SC01 121/143

Reversal SF01 116/143

Scrapper SF01 140/143

Feels No Pain SF01 135/143

● Terry ● SNK01 118/144

This does not change the way these cards are played it is just a clean up of the wording so that they work correctly in tandem with these rules.

501.10 Nature’s Defender SNK01 117/144 reads:

F Commit 2 foundations, discard X momentum: Take X cards from your discard and add them to your momentum.

501.11 ●● Abyss ●● SC03 002/144 reads:

F Commit, discard your hand: Your opponent loses 5 vitality. Only playable on your first turn. Only playable as your first form of the turn.

R: After a control check is made, lose X vitality. That control check gets +X or -X. Only playable once per turn and only on your turn.

501.12 ● Talim ● SC03 109/144 reads:

R: When paying the cost of a multiple, use the top cards of your deck instead of your momentum (you may not use more than your current momentum). During the End Phase, instead of being discarded, any multiple copies created this way are removed from the game.

E Commit: If this attack deals damage, discard all face down cards from your card pool.

501.13 Taking the Bait SC03 090/144 – This card has an uncommon version printed in the starters that is unique and a version printed with the booster packs that is non-unique. This card should be played as written. Obviously the version printed for the packs that is non-unique is the preferable version. If you have two non-unique versions and bring a unique version into play, you must choose either the unique or the other versions to be destroyed.

501.14 Leave at Dawn SC03 107/144 – As with Taking the Bait, this card has an uncommon version printed in the starters that has only one ability and a version printed with the packs that has an additional ability. This card should be played as written. Obviously the version printed for the packs with the additional ability is the preferable version.

501.15 Dark Hado SF03 15/90 and Dark Hado SF04 070/144 – Obviously these cards have the same names. They are to be played as two distinct cards. You may have 4 copies of each in your deck – for 8 Dark Hados total; however should a card ask you to reference a card’s name (i.e. E.S.P.) you must clarify of which Dark Hado you are referencing. This may be done by referencing the set in which it was released (SF03 vs. SF04, or The Next Level, vs. The Dark Path), the ability printed on the card (control check vs. Damage Bonus), the control values (4 vs. 5), the difficulty (2 vs. 3), the symbols (Earth/ Fire vs. Chaos/Evil) or even the art (one which features Akuma vs. one

which features Ryu). Heck you can even reference the copyright year (2006 vs. 2007). Any one of those would be an acceptable way of differentiating between the two Dark Hados.

501.16 Ryu's Ashura Senku SF04 57/144 reads:

Ryu Only

F: For the rest of the turn, your opponent loses 1 vitality for every card you draw and you lose 1 vitality for every card your opponent draws.

501.17 Manji Ninjitsu SCO3 130/144 reads:

After this card is cleared from your card pool, remove all cards in your discard pile from the game.

F: You may play cards from your discard pile as though they were in your hand for the rest of this turn. Until the end of the turn any card that would go to your discard pile is removed from the game instead.

501.18 Rolling Storm SC03 120/144

Multiple: 5 - Weapon

Talim E: Reduce this attack's speed (and the speed of its multiple copies) by X. Increase its damage (and the damage of its copies) by X. X may not be greater than the printed speed of the attack.

501.19 One-Armed Maneuvers SF04 21/144

F Make a control check: Add X cards from the top of any player's deck to their momentum or discard X cards from any player's momentum. X equals the control check divided by 2, rounded up, maximum 3.

501.20 ● Adon ● SF04 1/144 Now reads

R Commit: Before drawing cards at the beginning of your turn, do not draw any. While committed, your attacks get +2 damage and any attack that deals damage is immediately placed into your discard pile.

501.20 Nothing to Lose SC04 16/90 reads:

R Commit, commit 1 foundation: Before you play a [Good] card, that card gets -X difficulty. X equals your hand size or your opponent's hand size (your choice) minus the number of cards in your hand.

R: After 1 or more of your foundations are committed or destroyed due to your opponent's card effect, if you have no foundations ready, ready all of your foundations. Playable while committed.

501.21 Red Gi SF05 59/90 reads:

Unique

E Commit: Look at your opponent's hand and choose 1 card. Your opponent may not play or block with that card until the end of the turn.

E Commit: Your attack gets +3 speed. Your opponent may draw 2 cards.

501.22 Matt Kohls 2006 1/2 reads:

E Commit 1 foundation: Change the attack zone of any attack to mid.

F Discard X non block cards: Once per turn, add X block cards from your discard pile to your hand. Until the end of your next turn, any cards removed from your card pool are removed from the game instead.

"Quick! Swallow one of these!"

501.23 Addes Syndicate SNK03 135/144 reads:

After you play the following ability, if you have played that ability at least one other time this turn, destroy this card.

R: After your opponent plays a response ability, cancel its effects.

502. Banned list

502.1 The following cards are banned from tournament play.

- Dhalsim ●●● SF3P 8/23
- Cassandra ●● SC01 20/143
- Double-Dealing PA 36/45
- Enlightenment SC01 120/143
- Turbo SF1P 10/12
- Zasalamel ●●● SC1P 6/12
- Strength of Purpose SC02 36/126
- Erode The Human Soul PA 25/45
- To the Bone SF02 ● 112/126
- Penetrating Lunge SC02 ●●● 39/126
- Defender of the Empire SC04 71/90
- Hugo ●●● SF3P 11/23
- Kasumi Gaki SF05 39/90
- Kubi Ori SF05 46/90
- Ruler of Southtown SNK02 62/99
- The Noble Scion of an Odious Bloodline SNK03 108/144

6. Glossary of Terms

Bonus: Any positive addition applied to a numerical value. The opposite of a penalty.

Card Pool: Any cards played during the current turn are played into the card pool. The card pool is considered “in play” for card effects.

Commit: To change a card from the ready state to the committed state by turning it sideways.

Committed: The state of a card that has been turned sideways to show that it has been used.

Control Check: When a player reveals the top card of their deck and references the control rating of their card and then places it in their discard pile.

Destroy: To take a card from a staging area and put it into the discard pile.

Discard: To take a card and put it into the discard. Unless otherwise specified this term refers to cards from hand.

Enhance: An ability played after an attack is played but before blocking is declared. An enhance ability is marked by an “E”.

Form: The overall term for one of many options of what a player can do during their combat phase. As well as the name of abilities which are played in this same time period. Form abilities are marked with an “F”.

Momentum: A zone to build up cards that may be used to activate things that require momentum later in the game.

Mulligan: To remove your opening hand from the game and draw a new hand. The player who is taking the first turn gets to decide to mulligan or not first, then the player who is taking the second turn of the game.

Penalty: Any negative subtraction applied to a numerical value. The opposite of a bonus.

Re-check: To make another check. When a player re-checks, the new check’s value will be used for whatever they were checking for rather than the original’s. Only one re-check may be made per control check.

Ready: A card that is straight up and down, also to change a card from a committed to a ready state.

Response: An ability that can be played when a specific situation arises. Responses can be played during either player's turn. Response abilities are marked with an "R". Responses may only be played when their trigger comes up.

Sideboard: A group of cards, which a player can use to modify their deck in the second and subsequent games of a series. In constructed tournaments it must be exactly 8 cards.

Staging Area: The zone where cards that are permanent, or persist from turn to turn are placed.

Unblockable: If an attack is made unblockable, the block step that would normally happen after the enhance step for the attack is skipped. Prior effects that either block or set up blocks to be applied later will not block an unblockable attack. When an attack becomes unblockable it is no longer able to have the blocked status as well as skipping the block phase. Unblockable attacks can't be blocked so their effect trumps effects that can block the attack (Reversal of previous ruling).

You Control: A player controls the cards that they have put into play. After a game ends, any cards a player controls but does not own are returned to their owner. Control of a card may change during a game. When a card goes to an out of play zone it will go to its owner's out of play zone regardless of its controller.

You Own: For the purposes of game play you own all of the cards in your deck and sideboard.