

Set	#	Of	Rarity	Title	Type	Questions	Answers
MHA01	1	182	UC	All Might (I)	Character	Q1: What's a Form? Q2: Can you play "All Might (I)"s Form when your hand size is 0?	A1: Forms are abilities that can be played, on your turn, when you are not currently resolving any other cards A2: Yes, nothing prevents your hand size from going negative you will just fail to draw cards during your draw step as you will always have more cards in hand then your hand size
MHA01	2	182	UR	Detroit Smash	Attack	Q: Can you play "Detroit Smash"s Bottom Enhance when your hand size is 0?	A: Yes, nothing prevents your hand size from going negative you will just fail to draw cards during your draw step as you will always have more cards in hand then your hand size
MHA01	3	182	UC	Missouri Smash	Attack	Q: What does it mean to build the next foundation you play face up?	A: After you pass the check to play your next foundation it will add to your stage immediately instead of adding during the End Phase like normal
MHA01	4	182	C	Smash	Attack	Q: Will the Enhance work if it's partially blocked?	A: Yes, any kind of block will trigger the Enhance
MHA01	5	182	UR	Texas Smash	Attack	Q: If I play a punch then another card can I still play the Combo?	A: No, the combo requirement must immediately precede the combo attack with nothing in between.
MHA01	6	182	C	Celebrity Status	Foundation		
MHA01	7	182	UC	It Can't be Fixed	Foundation		
MHA01	8	182	R	Pull No Punches	Foundation		
MHA01	9	182	R	You're So Obvious	Foundation		
MHA01	10	182	UC	Denki Kaminari	Character	Q1: After you use Denki Kaminari's once per game, what's your progressive difficulty? Q2: Will the Enhance work if it's partially blocked?	A1: 0. Progressive difficulty is always the number of cards in your card pool so after Denki Kaminari adds them all to momentum it will be 0. A2: Yes, any kind of block will trigger the Enhance
MHA01	11	182	UR	Blitz Rush	Attack		
MHA01	12	182	C	Electric Jolt	Attack	Q1: If this card gets added to momentum from top of deck to momentum does it go face up? Q2: What does [Momentum] mean?	A1: No, it must be in a face up zone for it's static effect to work A2: The effect is only playable while face up in your momentum
MHA01	13	182	UC	Electric Surge	Attack	See: MHA01 12/182 Electric Jolt	
MHA01	14	182	R	Indiscriminate Shock 1,300,000 Volts	Attack		
MHA01	15	182	UC	Charged Up	Foundation	Q: If I add a card that has a static that adds it to momentum face up does it go face up	A: Yes, static effects on non-character cards are active in all public zones and the discard is a public zone
MHA01	16	182	C	Requesting Assistance	Foundation		
MHA01	17	182	R	Shock Treatment	Foundation		
MHA01	18	182	C	Short Circuit	Foundation		
MHA01	19	182	UC	Eijiro Kirishima	Character	Q1: Can you add facedown cards to hand with his bottom Enhance? Q2: Can you look at face down foundations?	A1: Yes, face down cards i your stage are considered foundations A2: Yes, you may look at face down foundations in your stage
MHA01	20	182	R	Hardened Chop	Attack	Q: Will the Enhance work if it's partially blocked?	A: Yes, any kind of block will trigger the Enhance
MHA01	21	182	C	Hardened Frenzy	Attack		
MHA01	22	182	C	Hardened Jab	Attack	Q: Can you play the Enhance when you have no face down foundation so add to hand?	A: Yes, you resolve as much of the effect as you can and just build the top card of your deck
MHA01	23	182	UR	Hardened Pummel	Attack	Q1: Can you play the top Enhance when you have no cards in hand? Q2: If you play the bottom Enhance can your rival block with Action cards?	A1: Yes, you resolve as much of the effect as you can A2: No, blocking with an Action is playing an Action card
MHA01	24	182	R	Coordinated Effort	Foundation	Q1: Can you unflip a Rival foundation with the DeadLock Enhance? Q2: When do attacks resolve?	A1: No A2: An attack resolves after it has finished the damage step.
MHA01	25	182	C	Harden	Foundation		
MHA01	26	182	UC	Manly Passionate Guy	Foundation		
MHA01	27	182	C	Resistance	Foundation		
MHA01	28	182	UC	Eraser Head	Character	Q1: Can you play his Enhance when you don't have "ERASE!" in your discard pile? Q2: Can you discard "ERASE!" and pick you the same card you discarded?	A1: Yes A2: Yes
MHA01	29	182	UC	ERASE!	Action	Q1: Can I play the abilities on an "ERASE!" I blocked with earlier this turn? Q2: Can my rival still play responses on their character that repond to the card being played?.	A1: No, you can only play abilities on Actions while they are in your hand A2: Yes, the window of "during this attack" is from the Enhance Step(assuming it's not skipped for Flash) to the end of the Damage step anything out side those times can still be played
MHA01	30	182	R	Binding Cloth Assault	Attack		
MHA01	31	182	UR	Binding Cloth Capture	Attack		
MHA01	32	182	C	Binding Kick	Attack		
MHA01	33	182	C	Expert Flurry	Attack		
MHA01	34	182	UC	Late Riser	Foundation		
MHA01	35	182	C	Mediator	Foundation	Q: Can I play the Enhance on Mediator if I blocked with an Action this turn?	A: Yes, blocking with an Action counts as playing an Action card
MHA01	36	182	R	Night Watch	Foundation		
MHA01	37	182	UC	Fumikage Tokoyami	Character		
MHA01	38	182	UC	Summon Dark Shadow	Action	Q: Can you play the effect of Summon Dark Shadow in your card pool?	A: No, the abilities on Action cards can only be played while the card is in your hand.
MHA01	39	182	UR	Dark Shadow Ruin	Attack	Q1: Can you play the Enhance bottom Enhance if you gave it a speed and damage bonus but then another effect reduced it below printed? Q2: What does it mean for Actions to ignore progressive difficulty?	A1: Yes, As long as it has recieved a speed and damage bonus at some point you can play the bottom Enhance regardless of the current speed and damage A2: When you go to play another card you don't add Action cards when counting it's progressive difficulty to play that card
MHA01	40	182	C	Dark Shadow Slash	Attack		
MHA01	41	182	C	Dark Shadow Talon	Attack	Q: Can you play the Enhance on Summon Dark Shadow if you add it to the card pool with Dark Shadow Talon?	A: No, you can only play the abilities on Actions while they are in your hand.
MHA01	42	182	UC	Back to Back	Foundation		
MHA01	43	182	C	Clever Distraction	Foundation		
MHA01	44	182	R	Cool Student	Foundation	Q: Can you use the top Enhance to increase the check to play a block?	A: Yes, the bonus can be used on any check to play a card in any way.
MHA01	45	182	C	Stronger in Darkness	Foundation		
MHA01	46	182	UC	Hanta Sero	Character	Q: Can you choose to change the zone of the attack to the zone the attack already is?	A: No, you must choose a zone other then the current zone.

MHA01	47	182	C	Grasping Tape Toss	Attack		
MHA01	48	182	UC	Rapid Tape Strike	Attack		
MHA01	49	182	UC	Sudden Tape Shot	Attack	Q: Can you choose to change the zone of the attack to the zone the attack already is?	A: No, you must choose a zone other than the current zone.
MHA01	50	182	UR	Tape Swing	Attack	Q1: Can you choose to change the zone of the attack to the zone the attack already is? Q2: What does "This attack cannot be completely blocked." mean?	A1: No, you must choose a zone other than the current zone. A2: Your rival cannot attempt to play a block that's the same zone as Tape Swing's current zone.
MHA01	51	182	C	Gotcha	Foundation		
MHA01	52	182	C	Tape	Foundation		
MHA01	53	182	R	Think Fast!	Foundation	Q: Can you choose to change the zone of the attack to the zone the attack already is?	A: No, you must choose a zone other than the current zone.
MHA01	54	182	UC	What's Their Plan?	Foundation		
MHA01	55	182	SE	Izuku Midoriya	Character	Q1: Can you play the once per turn if you have no cards in hand? Q2: If you change the zone of your rival's attack to the zone you choose with the top Enhance does the speed reduction apply?	A1: Yes, costs to discard your entire hand can be paid with any number of cards in your hand even 0. A2: No, it must be the zone at the time the attack is played for the effect to reduce the speed.
MHA01	56	182	SE	Aspiring Punch	Attack		
MHA01	57	182	SE	Delaware Smash	Attack		
MHA01	58	182	SE	Determined Victory Smash	Attack		
MHA01	59	182	SE	Future Charge	Attack		
MHA01	60	182	SE	Heroic Strike	Attack		
MHA01	61	182	SE	Reverse Throw	Attack		
MHA01	62	182	SE	Setup Strike	Attack		
MHA01	63	182	SE	Velocity Punch	Attack	Q: If I add a face up foundation to my momentum does the card remain face up?	A: No, cards that go to momentum always go face down unless otherwise stated.
MHA01	64	182	SE	Bond of Friendship	Foundation		
MHA01	65	182	SE	Gift From Mom	Foundation		
MHA01	66	182	SE	Good Impression	Foundation	Q: If the next attack I attempt to play is not a punch attack, does the effect of Good Impression remain?	A: Yes, the floating effect of Good Impression will remain until you either attempt to play a punch attack or end the combat phase.
MHA01	67	182	SE	Note Taking	Foundation		
MHA01	68	182	SE	Passing the Torch	Foundation		
MHA01	69	182	SE	Planning Ahead	Foundation	Q: If you change the zone of your rival's attack to the zone you choose with the top Enhance does the damage reduction apply?	A: No, it must be the called zone at the time the attack is played for the effect to reduce the damage. (See MHA01 55/180 Izuku Midoriya)
MHA01	70	182	SE	Recovery Girl's Kiss	Foundation	Q: Can this card bring me over my character's starting health total?	A: No. You cannot gain health over your character's starting health.
MHA01	71	182	SE	Rigorous Training	Foundation	Rigorous Training (XR):	Different wording for ability. "Enters the Stage" instead of "Build". Build is the correct game term
MHA01	72	182	SE	Self Sacrifice	Foundation		
MHA01	73	182	SE	Katsuki Bakugo	Character		
MHA01	74	182	SE	Blast Rush Turbo	Attack	Q: If a card in my card pool was either added from the card pool to momentum, or removed from the game, does that count for the second enhance on this card?	A: No. Blast Rush Turbo explicitly asks if a card has been discarded from the card pool, not if a card has left the card pool.
MHA01	75	182	SE	Exploding Pride	Attack		
MHA01	76	182	SE	Howitzer Impact	Attack	Q: If I destroyed one of my rival's foundations this turn, such as with the effect on Monster Blast, does that count as having a destroyed a foundation for the difficulty reduction on this card?	A: No. When an effect says to destroy an opponent's foundation, what that effect is mechanically doing is giving your opponent the instruction to destroy their own card. As such, you as the player have not destroyed a foundation this turn. For the difficulty reduction on Howitzer Impact to apply, you must destroy one of your own foundations.
MHA01	77	182	SE	Instant Explosive Release	Attack	Q: Does making my rival lose health, like with the effect on Exploding Pride, count as having dealt damage for the enhance on this card?	A: No. Health loss is not damage, as damage is only dealt by attacks during the damage step.
MHA01	78	182	SE	Long Lasting Explosion	Attack	Q: If I play a low attack, does the floating effect of this card remain until I play a High or Mid attack?	A: No. The floating effect of this card n only looks at the next attack you play this turn. So it will trigger, regardless of if its effects are actually applied.
MHA01	79	182	SE	Monster Blast	Attack	See Long Lasting Explosion [MHA01 78/180]	
MHA01	80	182	SE	Point Blank Incineration	Attack	See Long Lasting Explosion [MHA01 78/180]	
MHA01	81	182	SE	Signature Right Swing	Attack	Q: Can I play this ability if I only have one card in my hand?	A: No. The cost for the ability is to discard two cards, so if you are unable to play the cost, you cannot attempt to play the enhance.
MHA01	82	182	SE	Aggressive Temper	Foundation	Q: If I destroy this card face down during my attack, do I get to activate the response on it?	A: Because this card only cares about entering the discard pile during the enhance step, you can activate the response on it regardless of its previous state.
MHA01	83	182	SE	Agitation	Foundation		
MHA01	84	182	SE	Arrogant Disposition	Foundation		
MHA01	85	182	SE	Burst of Speed	Foundation	See [Aggressive Temper MHA01 82/180]	
MHA01	86	182	SE	Capabilities	Foundation		
MHA01	87	182	SE	Encouragement	Foundation		
MHA01	88	182	SE	In Danger	Foundation		
MHA01	89	182	SE	Latent Skill	Foundation	See [Signature Right Swing MHA01 81/180]	
MHA01	90	182	SE	Let's Fight Bad Guys!	Foundation		
MHA01	91	182	UC	Kyoka Jiro	Character	Q: If my opponent plays the response on ERASE! [MHA01 29/180] in response to my attack being played, can I still play the response abilities on this character?	A: ERASE! only prevents the player from playing abilities on their character during the attack. This means that the player is unable to play abilities during the enhance step, block step, and damage step. Because Jiro's responses are to her attack being played, ERASE! is unable to prevent the player from using either of her response abilities.
MHA01	92	182	R	Earphone Jack	Asset		
MHA01	93	182	UC	Amplified Sound Blast	Attack		
MHA01	94	182	C	Improvised Blade	Attack		

MHA01	95	182	UR	Specialized Sound Waves	Attack	Q: Can the second response on this card add one card to the top of my rival's deck and one card to the top of my own deck?	A: No, This card can either add two cards to the top of one player's deck.
MHA01	96	182	R	Unwavering Slash	Attack		
MHA01	97	182	UC	Destined for mainstream Success	Foundation		
MHA01	98	182	C	Plug-In	Foundation		
MHA01	99	182	C	Specialist of Sound	Foundation	Q1: When can you play the first response on this card? Q2: If I check this card as the final card of my deck, can I still respond with it?	A1: This ability is played from the discard pile when it is discarded from the top of your deck in order to make a check. A2: Due to the pause condition that occurs when a player's deck runs out of cards, you will be unable to activate the
MHA01	100	182	UC	Minoru Mineta	Character	Q: Does the commit enhance on this card prevent the attack it is used on from increasing its speed altogether?	A: This card's enhance prevents the attack from receiving speed bonuses. However the speed can still be increased through effects that do not grant a bonus, but still increase speed: [Plus Ultra MHA-PU01 11/12]
MHA01	101	182	C	Eat My Sticky Balls	Attack		
MHA01	102	182	UR	Grape Rush Attack	Attack		
MHA01	103	182	UC	Pop Off Step	Attack		
MHA01	104	182	R	Sticky Ball Toss Tackle	Attack		
MHA01	105	182	UC	Classmate Introductions	Foundation	Q: If my rival attempts to play a block but fails the check, does that count as them having played a block for the first enhance on this card?	A: Your rival must successfully play a card as a block in order for the first enhance on this card to not give your attack +1 speed.
MHA01	106	182	C	Creepy Realization	Foundation		
MHA01	107	182	C	Desperate Times	Foundation	Q: If my opponent adds a card to their hand, such as with [Destined For Mainstream Success MHA01 97/180] does that count as them drawing a card for the response ability on this card?	A: Your rival adding a card to their hand is not them drawing a card. So you will be unable to activate the response ability on this card.
MHA01	108	182	R	Sticky Balls	Foundation	Clarification:	Cards added to your rival's card pool with this effect will not build down as foundations. Only foundations or assets played as forms build down at the end of the turn.
MHA01	109	182	UC	Momo Yaoyorozu	Character	Q: Can I use the enhance on this card even if there are no assets or weapon foundations in my card pool?	A: Yes. You will not build any cards, but the current attack will get +2 or -2 speed.
MHA01	110	182	R	Quick Creation	Asset	Clarification:	Cards added to you card pool with this effect will not build down as foundations. Only foundations or assets played as forms build down at the end of the turn.
MHA01	111	182	UC	Create: Bo Staff	Attack		
MHA01	112	182	C	Create: Capturing Net	Attack		
MHA01	113	182	UR	Staff Strike	Attack	Q: If I have a foundation with the weapon keyword before Staff Strike, does that fulfill both combo requirements?	A: No. The comma in between the two combo requirements delineates that it requires two separate cards. One of them being a weapon, and the next being a foundation. A single card cannot fulfill both requirements, as the combo keyword on this card looks for two cards.
MHA01	114	182	UC	A Precious Lesson	Foundation		
MHA01	115	182	C	Preparing For Battle	Foundation		
MHA01	116	182	R	Rising Starlet	Foundation	Q: Can this card bring me over my character's starting health total?	A: No. You cannot gain health over your character's starting health.
MHA01	117	182	C	Start With The Basics	Foundation		
MHA01	118	182	UC	Nomu	Character		
MHA01	119	182	UC	Berserker Blow	Attack	Q: If my character is Nomu, when do I build the top card of my deck face down?	A: Immediately after activating the enhance (assuming it does not get canceled.)
MHA01	120	182	R	Gale Force Punch	Attack		
MHA01	121	182	C	Merciless Rush	Attack		
MHA01	122	182	UR	Relentless Barrage	Attack		
MHA01	123	182	UC	Apathetic	Foundation		
MHA01	124	182	C	Brute Strength	Foundation		
MHA01	125	182	C	Shock Absorption	Foundation		
MHA01	126	182	R	Super Regeneration	Foundation	Q: Can I use the response if my rival reduces me to 0 health?	A: No. Being reduced to 0 health ends the game immediately.
MHA01	127	182	UC	Ochaco Uraraka	Character		
MHA01	128	182	R	Home Run Comet	Attack	Facedown foundations added to momentum from the enhance; "Enhance: Add 1 foundation to your momentum." will remain facedown. See: Electric Jolt [MHA01-12/182]	
MHA01	129	182	UR	Meteor Shower	Attack		
MHA01	130	182	UC	Zero Gravity Capture	Attack		
MHA01	131	182	C	Zero Gravity Lift	Attack		
MHA01	132	182	UC	Encouraging Training partner	Foundation		
MHA01	133	182	C	Infinite Potential	Foundation		
MHA01	134	182	C	Release	Foundation		
MHA01	135	182	R	Wealthy Aspirations	Foundation		
MHA01	136	182	UC	Shoto Todoroki	Character		
MHA01	137	182	UR	Frigid Heatwave	Attack	XR Print Error: The second enhance has a darker red colored text on the word "Enhance"	
MHA01	138	182	R	Giant Ice Wall	Attack	Print Error: Giant Ice Wall has the incorrect art.	
MHA01	139	182	UR	Ice Storm	Attack		
MHA01	140	182	C	Massive Flash Freeze	Attack		
MHA01	141	182	C	Frozen	Foundation		
MHA01	142	182	R	Irrefutable Force of Nature	Foundation		
MHA01	143	182	C	Precise Control	Foundation		
MHA01	144	182	UC	Self-Assured	Foundation		
MHA01	145	182	UC	Tenya Iida	Character		

MHA01	146	182	R	Engine Rush	Attack		
MHA01	147	182	C	Flying Thruster Kick	Attack		
MHA01	148	182	UR	Recipro Burst	Attack		
MHA01	149	182	UC	Recipro Extend	Attack		
MHA01	150	182	C	Calling for Backup	Foundation		
MHA01	151	182	UC	Fulfilled My Duty	Foundation		
MHA01	152	182	R	Heroic Lineage	Foundation		
MHA01	153	182	C	Natural Leader	Foundation		
MHA01	154	182	UC	Tomura Shigaraki	Character		
MHA01	155	182	UR	Evil Gaze	Action		
MHA01	156	182	C	Corrosion Lunge	Attack		
MHA01	157	182	UC	Decaying Grip	Attack	Q: Can I respond with Shigaraki twice if I ready him?	A: No. You may only use one copy of a response during the triggering action.
MHA01	158	182	R	Touch of Decay	Attack		
MHA01	159	182	UR	Turn to Dust	Attack		
MHA01	160	182	C	Keen Observation	Foundation		
MHA01	161	182	UC	Nervous Habit	Foundation		
MHA01	162	182	UC	Villainous Entrance	Foundation		
MHA01	163	182	UC	Tsuyu Asui	Character		
MHA01	164	182	C	20 Meter Tongue Strike	Attack		
MHA01	165	182	UC	Frog Kick	Attack		
MHA01	166	182	UR	Frog Lashing	Attack		
MHA01	167	182	R	Tongue Smack	Attack		
MHA01	168	182	C	Amphibious	Foundation		
MHA01	169	182	C	Observant Student	Foundation		
MHA01	170	182	R	Rescue Completed	Foundation		
MHA01	171	182	UC	Wall Cling	Foundation	Q: If I use this against an attack that still deals damage if completely blocked, such as Electric Jolt or Float Combo, what happens?	A: The attack deals no damage.
MHA01	172	182	UC	Yuga Aotama	Character	Q: Can I use his enhance to reduce the difficulty of my block?	A: No. The difficulty of the card is the top left number of the card, and has no effect on blocking.
MHA01	173	182	R	Tres Chic Cape	Asset		
MHA01	174	182	R	Instant Shining Flash	Attack		
MHA01	175	182	UR	Navel Laser Beam	Attack		
MHA01	176	182	C	Navel Laser Charge	Attack		
MHA01	177	182	C	Panache Shining Navel blast	Attack		
MHA01	178	182	UC	Glamorous	Foundation		
MHA01	179	182	C	Somone With Style	Foundation		
MHA01	180	182	C	Tight Lipped	Foundation		
MHA01	181	182	SR	Nitro Explosion: Ignition	Attack		
MHA01	182	182	SR	One For All: Full Cowling 5% Strike	Attack		
MHA01	1	1	BT	Go Beyond!	Action	Q1: Can you add the momentum you discarded to play Go Beyond! to you hand with it's effect? Q2: What's the symbol before the Enhacne?	A1: Yes, you don't pick the card you are adding to your hand until the effect resolves. So if you discard an attack from momentum to py the cost of Go Beyond! you can add that card you your hand with Go Beyond! as it is in discard when Go Beyond! resolves A2: That is a set symbol restriction, it means only characters with that symbol(MHA set 1) can play the ability
MHA-Q01	1	5	Q	All Might (True Form) (IV)	Character	Q1: If you place All Might1 on to of All Might (True Form) abd use his Form to reduce your hand size does the reduce persist after you return to All Might (True Form)? Q2: If you place All Might (True Form) on top of All Might (True Form) can you use his Enhacne twice?	A1: No, your hand size is still reduced A2: No, you lose the abilities of the bottom All Might (True Form) when you place an All Might on top of him
MHA-Q01	2	5	Q	Amphibious Ambush	Attack	Q: What happens if you play the combo Enhacne while your rival has no face up foundations?	A: They will have no cards to add to their card pool and will still build the top card of their deck.
MHA-Q01	3	5	Q	Capture Evil-Doers	Action	Q: Can you discard Capture Evil-Doers from your card pool with it's own effect?	A: Yes, you can select Capture Evil-Doers as one of the cards to discard for it's Form
MHA-Q01	4	5	Q	Kamui Woods	Character	Q: Do multiple uses of Kamui Woods Enhance stack?	A: Yes, so if you use his Enhacne twice your attacks get +2 damage and your rival's attack will get -2 damage. Although each +/-1 is applied as it's own event so you would get two +1s not one +2.
MHA-Q01	5	5	Q	Villains Defeated	Foundation	Q1: If my rival has Coordinated Effort and I block their attack can I use the response on Villains Defeated before they use Coordinated Effort? Q2: If I completely block Hardened Frenzy can I use Villains Defeated to remove it before it builds due to its Enhacne?	A1: No, as the active player they would have first response to the attack reolving so they could repond with Coordinated Effort before you can respond with Villians Defeated, you could still use Villians Defeated to gain 2 health but the attack would not be removed. A2: No, all fired effects will trigger before the reponse window opens, you could still use the reponse to gain 2 health but Hardened Frenzy will have already been built
MHA-DLC01	1	12	DLC	All Might (II)	Character		
MHA-DLC01	2	12	DLC	Mighty Punch	Attack	Q: What happens if I run out of deck before this ability is resolved?	A: The game is paused as you cycle your deck and removes the top 10 cards of your deck. After this you continue to discard cards from the top of your deck for the cost.
MHA-DLC01	3	12	DLC	Staggering Positivity	Foundation	Q: If the attack can I select some cards from my discard and some from my rivals discard to shufle back in?	A: Yes, could select three from 1 discard or 2 from one and 1 from the other
MHA-DLC01	4	12	DLC	Ochaco Uraraka (II)	Character		
MHA-DLC01	5	12	DLC	Float Combo	Attack	Q: Is switching the speed and damage count as increasing or reducing the speed or damage?	A: Yes, anything that would change the speed or damage of an attack is an increase of reduction.
MHA-DLC01	6	12	DLC	First Day of Class	Foundation		

MHA-DLC01	7	12	DLC	Tenya Iida (II)	Character		
MHA-DLC01	8	12	DLC	High Engine Kick	Attack		
MHA-DLC01	9	12	DLC	Class 1-A President	Foundation		
MHA-DLC01	10	12	DLC	Tsuyu Asui (II)	Character		
MHA-DLC01	11	12	DLC	Tongue Whip	Attack	Q: Is the card added from top of deck to card pool added face up or face down?	A: Face down, cards keep their same facing unless otherwise stated so as the top card of the deck is face down it stays face down when added to the card pool
MHA-DLC01	12	12	DLC	First Villain Encounter	Foundation		
MHA-PU01	1	12	P	All Might (III)	Character		
MHA-PU01	2	12	P	Crow and Frog Takedown	Attack	Q: Can you ready your character with the botom Enhacne?	A: Yes, your character is a card in your stage.
MHA-PU01	3	12	P	Double Front Beat-Down	Attack	Q: How does the top Enhacne work do I need to make a check you use it?	A: You play the Enhacne from you hand during another attack adding it to your card pool as part of the cost, you do not need to make a check to play it.
MHA-PU01	4	12	P	Gutter Punk Elbow	Attack		
MHA-PU01	5	12	P	In the Typhoon	Foundation	Q1: What happens if you use In the Typhoon on Tape Swing? Q2: If I use In the Typhoon can I still attemp to playa block to the attack?	A1: During the block step In the Typhoon will try to make the block status of the attack completely blocked and Tape Swing's static will prevent it. A2: Yes, you can still try to play a block normally, whatever the block status of the block is attack would be In the Typhoon will try ot overwrite it with completely blocked
MHA-PU01	6	12	P	Mashirao Ojiro	Character	Q: If you use Mashirao Ojiro's once per game and the an effect tries to set the speed to a value what happens?	A: If that value would be lower then the current speed the part of the effect that is trying to set the speed will fail(other parts may still work depending on the effect)
MHA-PU01	7	12	P	Mezo Shoji	Character	Q: Can you add a 0 difficult card to your hand with Mezo Shoji's Form, if so what do you lose?	A: Yes, you will pay 0 health
MHA-PU01	8	12	P	Mina Ashido	Character	Q: What does it mean you can play the card as you next Form?	A: When you play attacks and foundations from your hand on your turn you are(usually) playing them as Forms.
MHA-PU01	9	12	P	Mt. Lady	Character		
MHA-PU01	10	12	P	Pillar Swing	Attack	Q: If your rival partially blocks Pillar Swing do they still take 8 becasue the damage can't be reduced?	A: No, partially blocking doesn't reduce the damage of the attack it reduces the damage you take the attacks damage is unchanged.
MHA-PU01	11	12	P	Plus Ultra!	Action	Q: What's the symbol before the Enhacne?	A: That is a set symbol restriction, it means only characters with that symbol(MHA set 1) can play the ability
MHA-PU01	12	12	P	Recipro Acceleration Kick	Attack	* You can use momentum or Kick attacks from your pool or both momentum and kick attacks in your pool when using the enhance; "You may remove Kick attacks from your card pool in addition to discarding momentum to pay for this attack's EX ability." * You can still use EX:2 following the use of the enhance; "You may remove Kick attacks from your card pool in addition to discarding momentum to pay for this attack's EX ability." even if you do not have any momentum.	
MHA-T01	1	7	P	Concentrate	Action		
MHA-T01	2	7	P	Kurogiri	Character	Q: What happens if my rival has no attacks in discard?	A: Then nothing will be added to their hand
MHA-T01	3	7	P	Midnight	Character		
MHA-T01	4	7	P	Present Mic	Character		
MHA-T01	5	7	P	Rikido Sato	Character		
MHA-T01	6	7	P	The Price of Peace	Action	Q: If your hand size has been reduced does that reduce the number of cards you draw?	A: No, you draw based on the hand size printed on your character

#	Title	Of	Rarity	Type	Questions	Answers
1	Gran Torino	117	UC	Character	Q: If I use his Response to build my attack on a partial block will my move still deal half damage?	A: No, the Block Step occurs before the damage step. If Gran Torino's Response is used, it will drop the attack after the Block Step.
2	Airstream Driver	117	UR	Attack		
3	Jet Stream Crash	117	C	Attack		
4	Rebound Side Kick	117	R	Attack		
5	Ricochet Charge	117	C	Attack	Q: What happens if this attack is not blocked?	A: We have issued an errata on this card. The new text reads "[Air] Enhance: If this attack is not blocked, discard it from your card pool after it resolves. "
6	First Impressions	117	C	Foundation		
7	Going Out To Fight Some Vill	117	C	Foundation		
8	Small and Limber	117	UC	Foundation		
9	Taiyaki Fanatic	117	R	Foundation		
10	Izuku Midoriya	117	UC	Character		
11	Back Alley Haymaker	117	R	Attack		
12	Full Power Clash	117	C	Attack	Q1: What happens when I select a face down card in my stage with this card? Q2: What happens if I select a card that has more than 1 copy in my stage, but one or more of them are face down? Does it remember what its card name was?	A1 & A2: Face down cards are not copies of each other, or any other card. If you select a face down card you will only get +1 speed and damage.
13	Leaping Right Hook	117	UC	Attack		
14	Overhead Reversal	117	C	Attack		
15	Any Means Necessary	117	UC	Foundation	Q: Can I activate the Response on this card if it is discarded from my momentum or the top of my deck during the enhance step?	A: Only when it is discarded from your hand. When a card references discarding a card and does not specify where the card comes from, it always means from hand.
16	Battle Resolve	117	C	Foundation		
17	High Value Target	117	C	Foundation		
18	New Training Method	117	R	Foundation		
19	Katsuki Bakugo	117	UC	Character		
20	Brutal Explosion	117	C	Attack		
21	Detonation Launcher	117	C	Attack		
22	Finishing Blast	117	R	Attack		
23	Howitzer Impact Cyclone	117	UR	Attack		
24	Forcing Surrender	117	UC	Foundation	Q: If an attack becomes flipped in my cardpool can I still discard it from my pool with the enhance?	A: Face down cards do not have a card type. Cards without a card type are considered a non-Attack card.
25	Internship with Best Jeanist	117	C	Foundation	Q: Can I use the ability on this card when I block with it?	A: Yes.
26	Self-Propulsion	117	C	Foundation		
27	Tutoring Kirishima	117	C	Foundation	Q: Can I use the response on this card when it is destroyed as a face down?	A: Yes. The response is triggered in the discard pile.
28	Mei Hatsume	117	UC	Character	Q: If I have less than 4 copies of Box of Babies in my deck, can I still remove as many of them as I can?	A: Yes. You do as much as you can.
29	Box Full Of Babies	117	R	Asset		
30	Electromagnetic Stomp	117	UR	Attack		
31	Net Gun Surprise!	117	C	Attack		
32	Wire Arrow	117	C	Attack		
33	Floating Around My Babies	117	C	Foundation		
34	Mid-Match Advertisement	117	UC	Foundation		
35	Successful Sales Pitch	117	UC	Foundation		
36	Zoom	117	C	Foundation		
37	Mina Ashido	117	UC	Character	Q: What happens to face down cards in your card pool at the end of your turn?	A: Face down cards in your card pool get discarded during the End Phase.
38	Acid Chop	117	C	Attack		
39	Acid Corrosion Breach	117	UR	Attack		
40	Acid Fling	117	C	Attack		
41	Cheerful Uppercut	117	R	Attack		
42	Choosing A Hero Name	117	C	Foundation		
43	Graceful Maneuvers	117	C	Foundation		
44	Mall Day!	117	UC	Foundation		
45	Struggling With Studies	117	UC	Foundation		

46	Ochaco Uraraka	117	UC	Character		
47	Double Jab Pummel	117	UR	Attack	Q: Does my opponent need to block this attack in order for me to give my next check to play a card +2?	A: No, the +2 to the next check to play a card occurs regardless of block status.
48	Sharpnel Cloud Release	117	C	Attack		
49	Training Knife Strike	117	UC	Attack		
50	Zero Gravity Barrier	117	UR	Attack		
51	Ambush Tactics	117	C	Foundation		
52	Confused	117	UC	Foundation	Q: If I remove a keyword from an attack that the following card needs for its Combo requirement, can that second attack use its Combo ability?	A: Yes. The Combo ability needs the card(s) preceding it to have the combo requirement printed on them.
53	Fighting Spirit	117	R	Foundation		
54	Training With Gunhead	117	C	Foundation		
55	Shoto Todoroki	117	UC	Character	Q: What happens if my attack already has Stun: 2 and I give it Stun: 2 with his enhance?	A: It will have two instances of Stun: 2. You will have to play each ability as a distinct enhance.
56	Cinder Convection	117	R	Attack	Q: When you use the ability to increase all keyword ratings, and have already given it Stun: 2 through another source, how do the keywords end up?	A: Your attack will have Stun: 3, Stun: 2, and Powerful: 4. Because it gives +1 to all of its keyword ratings and it does not specify only keywords that are printed on the card, it also applies to any keywords that were given to it.
57	Downward Frost Spike	117	C	Attack		
58	Half-Hot Ignition	117	C	Attack		
59	Searing Glacial Storm	117	UR	Attack		
60	Defrosting	117	R	Foundation		
61	Drowning in Resentment	117	U	Foundation		
62	Ice Gliding	117	C	Foundation		
63	Making a Stand	117	C	Foundation		
64	Stain	117	UC	Character		
65	Double Blade Slash	117	C	Attack		
66	Piercing Descent	117	C	Attack		
67	Sinister Paralyzation	117	UR	Attack	Q1: Does my rival recheck until they don't check a 5, or just once? Q2: If my rival's check to block has a bonus, what happens to that bonus after the recheck?	A1: You cannot re-check a second time after making a re-check. A2: The bonus is only applied to the first check to block. It is not applied to the second check.
68	Slashing Whirlwind	117	UR	Attack		
69	Challenging the Fakes	117	C	Foundation		
70	Hero Killer	117	R	Foundation	Q1: If an attack would build from the cardpool facedown, can I respond to remove it? Q2: Does this work on foundations that were played as a form? If so, when do I respond to those?	A1: Yes. Face down cards in your stage are considered foundations at all points of the game. A2: Yes. You can respond to those foundations when they are added to the stage during the end phase.
71	Intimidating Presence	117	UC	Foundation	Q: If this card were to leave the cardpool for any reason, would my opponents attack get back +1 speed because the static is no longer in play?	A: No. Bonuses and penalties do not consistently check for their source. They are only applied a single time.
72	Rooftop Vantage	117	C	Foundation		
73	Dabi	117	UC	Character	Q: Can my rival cancel the ability if they have no ready foundations?	A: Yes
74	Blue Flame Spiral	117	UR	Attack	Q: Does my rival need to have two committed foundations for me to use the top enhance?	A: Yes. Everything before the colon of an ability is the cost, and must be paid to activate the ability's effect.
75	League Interview	117	C	Foundation	Q: Can I use the response on this card, then commit it for the same check to block an attack?	A: Yes. Abilities that respond to a player making a check happen before foundations would be committed to pass the check.
76	Endeavor	117	UC	Character		
77	Hellflame Javelin	117	U	Attack		
78	Revel At His Masterpiece	117	R	Foundation		
79	Fumikage Tokoyami	117	UC	Character		
80	Dark Shadow Dive	117	C	Attack	Q: Does the static ability affect checks to play foundations as blocks?	A: No. It would need to say that it affects foundation cards to be able to work with checks to block with a foundation.
81	Resting Between Bouts	117	C	Foundation	Q: Can the response on this card be used to give +2 to you check to block with a foundation?	A: No. It would need to say that it affects foundation cards to be able to work with checks to block with a foundation.
82	Hanta Sero	117	UC	Character		
83	Tape Stream Jab	117	C	Attack		
84	Travel By Tape	117	UC	Foundation	Q: Can I use the response when I block with this card?	A: No. The response may only be used when in your stage, in response to you blocking with another card.
85	Himiko Toga	117	UC	Character	Q: Can I use her response twice if my rival half blocks my attack, or blocks a throw?	A: Yes. Her enhance causes your rival to lose health during the block step, giving you a trigger to respond, and then they lose health again when the attack deals damage.
86	Knife Slice	117	C	Attack	Q: Does this enhance work if I deal damage with an attack?	A: Yes.
87	Excited for Blood	117	UR	Foundation	Q: Can I use both responses on this card to the same trigger?	A: Yes. The bottom response must be used first.

88	Hitoshi Shinso	117 UC	Character	Q: If my rival ends their turn without playing another form, is the revealed card discarded? Q: Does the form give +2 speed if I change the attack's zone to the one I picked with the form? Q: Does it lose 2 speed if I change it away from the named zone?	A1: Yes. Because they did not play it as their next form, it is discarded. A2: Yes. As long as the attack is the chosen zone at one point during its attack sequence, it will get the +2 speed. A3: No. Bonus are only applied a single time, and are not constantly re-checking to see if they are relevant.
89	Off-Guard Punch	117 C	Attack		
90	Unexpected Hero	117 C	Foundation	Q: Can I use this when my rival discards a card at the beginning of their turn?	A: No. The review step comes before the Combat Phase.
91	Ibara Shiozaki	117 UC	Character		
92	Creeping Vine Eruption	117 C	Attack		
93	Faith's Shield	117 R	Foundation		
94	Minoru Mineta	117 UC	Character		
95	Grape Rush	117 R	Attack	Q: If I played an ability that only works on a "non-throw" attack and then it gains Throw, does it lose the previous bonus?	A: No. Abilities only check their requirements when they are being activated.
96	Surviving The Final	117 C	Foundation		
97	Neito Monoma	117 UC	Character	Q1: What happens when I use the response against another Monoma? What happens when he then uses his response on me afterwards? Q2: Can I hit Shigiraki with an attack, steal his character abilities and then burn him with the same attack for 5?	A1: Once per game abilities may only be used once per game, regardless of where they were gotten from. You would each gain a second playable copy of Monoma's enhance ability A2: Because these abilities respond to the same trigger, you may use them both.
98	Copy: Harden	117 C	Attack		
99	Copy And Evade	117 C	Foundation	Q: What happens when I try to block Tape Swing with this card if the Tape Swing is not mid when I try to block?	A: When you try to block with Evade and Copy the continuous ability will kick in and set the speed and zone to printed. This will result in the block being illegal, and you will not be able to make the check to play it. Evade and
100	Present Mic	117 UC	Character	Q: What happens if my rival runs out of deck before this ability is resolved?	A: The game is paused as your rival cycles their deck and removes the top 10 cards of their deck. After this they continue to discard cards from the top of their deck for the ability, and the total count of attacks includes both before and after the cycle.
101	YEEAAHHHHHH!!!	117 UR	Attack		
102	Hottest Performances, Guarar	117 UC	Foundation	Q: If my rival discards the higher difficulty card and chooses the gain 2 health option, who gains the health?	A: The owner of the card will gain 2 health.
103	Tenya Iida	117 UC	Character	Q: Can I discard 0 momentum for EX?	A: No. Discarding 1 or more momentum is the cost to activate EX.
104	Falling Thruster Kick	117 C	Attack		
105	"Fusion"	117 R	Foundation		
106	Tetsutetsu Tetsutetsu	117 UC	Character		
107	Tetsutetsu Fist	117 R	Attack		
108	Manly Friendship	117 C	Foundation		
109	Go For The Win!	117 UC	Action	Q: If my opponent and I have the same number of foundations and this card destroys one for cost, will I be able to build the top 2 from my deck?	A: Yes. The ability checks the number of foundations in play after costs have been paid.
110	Ready, Get Set, GO!!	117 R	Action		
111	Cavalry Chariot Advance	117 UC	Attack		
112	Confident Counterstrike	117 UR	Attack		
113	Final Exam Gut Shot	117 R	Attack		
114	Giant Bite Detention	117 UC	Attack	Q: Can I shuffle 1 card from one player's discard pile, and 2 from the other discard pile?	A: No. You must shuffle all 3 cards from the same player's discard pile.
115	Aiming For #1	117 UR	Foundation		
116	Fruit Of Our Labors	117 R	Foundation		
117	"SPoOoOoOoKY!"	117 R	Foundation		
118	Dropkick Slicer	117 SR	Attack		
119	Joint Effort Offensive	117 SR	Attack	Q: How does the Bakugo/Midoriya ability work?	A: Your "[Once per turn]" restricted ability on your character essentially becomes "[Twice per turn]". This does not allow you to play the ability more than once per enhance step.
1	Alleyway Ambush	1 P	Attack		
1	Ingenium	5 Q	Character		
2	Sugar Rush Power-Up	5 Q	Action	Q: If I have 9 cards in my discard pile am I able to play this card because the my control check would make give me a 10th card in my discard? Q: Can I use the flip ability to target an ability that returns an attack to its printed damage?	A: The cost for actions is paid before the check is made. Because of this, you need to have at least 10 cards in your discard pile before you try to play this card.
3	Invincible Clasp	5 Q	Attack		
4	Advice for Winners	5 Q	Foundation		

5	Learning the Standards	5	Q	Foundation	Q: If my rival builds a foundation that has an ability triggered upon being built, such as Rising Starlet, and I flip it? Do they still get to use the ability?	A: The active player gets the first priority to respond. This means that if the foundation is built on the active player's turn, they will have the opportunity to respond before the rival responds with Learning The Standards. If the active player's rival is building a card on their turn, then the active player will have the priority once the response window opens and will be able to respond with Learning the Standards before the rival is able to play a response on their built foundation.
1	Denki Kaminari	12	DLC	Character		
2	Indiscriminate Shock	12	DLC	Attack		
3	Rockin' Attitude	12	DLC	Foundation	Q: Can I use Breaker on my block before I use this ability?	A: Yes, they both respond to the same window. As long as you respond with Breaker first.
4	Eijiro Kirishima	12	DLC	Character		
5	Hardened Crusher	12	DLC	Attack		
6	Homage To My Hero	12	DLC	Foundation		
7	Momo Yaoyorozu	12	DLC	Character		
8	Cannon Blast	12	DLC	Attack		
9	Study Group Leader	12	DLC	Foundation	Q: Can I ready this foundation when my rival uses Stun?	A: No. Stun has your rival commit the foundations due to the ability, not due to any cost.
10	Yuga Aoyama	12	DLC	Character		
11	Tummy Ache Laser	12	DLC	Attack		
12	Midnight's Assistance	12	DLC	Foundation		
1	Fourth Kind	12	P	Character	Q: Can I use abilities on the card that I block with when I use his response, such as Breaker or the response on Harden?	A: Yes.
2	Ectoplasm	12	P	Character	Q: Can Ectoplasm block his own Tape Swing to make it guaranteed half damage during the damage step?	A: No, an attacking player's effects may not create a block status for their own attack.
3	Cementos	12	P	Character		
4	Snipe	12	P	Character	Q: Does Snipe get momentum from his Ranged attacks that were completely blocked?	A: Snipe causes the rival to lose health. Health loss does not equal damage. Unless his Ranged attack deals damage, it will not go to momentum.
5	Bloodcurdle	12	P	Action		
6	Ultra Compressed Weights	12	P	Asset	Q1: Does the foundation selected with this asset stay committed during its controller's next ready step? Q2: What about the ready step on their after that, if this card committed to target another card?	A1: Yes. The card stays committed during its rival's next ready step. A2: Only 1 rival foundation at a time may be chosen by this card's response, and it does not retain memory of these after it readies again.
7	Facepalm Takedown	12	P	Attack		
8	Hellflame Cross Punch	12	P	Attack		
9	Mentor Legacy Punch	12	P	Attack		
10	Maneuvering Laser	12	P	Attack		
11	Dissolving The Conflict	12	P	Foundation	Q: Do I respond to this before or after my rival makes the check for the attack? Can they play the attack again?	A: The response is played after your rival successfully plays the attack, including committing cards to pass the check. They are allowed to try to play the attack again as their next form.
12	Final Exam Failures	12	P	Foundation		
1	Gun Head	7	P	Character		
2	Selkie	7	P	Character		
3	Uwabami	7	P	Character		
4	Overflowing Power	7	P	Action	Q: What does the icon behind the control mean?	A: That indicates that the card has an ability that is used when it is discarded for a control check.
5	Sports Festival Stadium	7	P	Asset		
6	Award The Victor	7	P	Foundation		
7	Childhood Friends	7	P	Foundation		