



Rules Reference Document

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Abilities

An ability can be line(s) of text printed on a card, or given to a card via certain keywords or effects.

Abilities are either played or continuous. (see: Played Abilities and Continuous Abilities)

Ability That _____

If an effect refers to “an ability that” does something, it is referring to the possible results of the ability in general. If an ability can cause a result in any situation, it counts as an ability that causes that result. It does not matter what the result of one specific use of the ability is.

(example: You're So Obvious has the ability 'Enhance Destroy: Return this attack to its printed damage. If it is a Punch attack, it gets +2 speed.')

This ability has the possible result of reducing damage. Therefore it counts as "an ability that reduces damage". It also counts as an ability that increases speed, among other things.

Therefore, the above enhance on You're So Obvious [MHA01-9] can be responded to by Fighting Spirit [MHA02-53] which has the ability 'Response Flip: After your rival plays a non-character ability that reduces the damage of an attack, cancel it.')

Action

Actions are one of the five card types.

Playing and passing an action card is an added cost to playing one of its abilities. You

can't play the card otherwise, save for blocking with it.

You play an action card's abilities from your hand. You can't play them from anywhere else.

(example: Capture Evil-Doers has a Form ability and an Enhance ability. This means you can play one of those abilities straight from your hand, at the usual timing for each type of ability.

When you do, you will need to play Capture Evil-Doers into your card pool, and pass a check against a difficulty of 2 plus progressive. If you fail, discard the action card, and you don't get the effect of the ability you were trying to play.)

If an ability on an action has costs, you pay those costs before trying to play the action. If you fail the check to play it, any other costs you've paid are still spent.

Active Player

The player whose turn it is.

The active player:

- Has the first priority to play a response ability in any response window.
- Clears their card pool first.
- Handles their fired, modifier, and rule effects first (in any order they choose), when both players have such effects to apply.

Ally

A keyword trait. (see: Keyword Traits)

Asset

Assets are one of the five card types.

You play assets as a form into the card pool during the Combat Phase, and they get built into the stage during the end phase. (just like foundations)

Unlike foundations, you can't commit assets to pass checks.

If a card counts your assets, it means assets in your stage.

Assigned Effect

Assigned effects are one of the three effect states. (An effect's "state" dictates how it behaves if related cards move or change. see: Effect States)

- Any non-static effect that is specific to a particular card, is an assigned effect.
- Assigned effects end when:
 - They finish executing, or can no longer do so.
 - A point specified by the effect is reached.
 - The turn ends.

The card the effect is assigned to changes zones.

(note: assigned effects do not end if the card flips or unflips.)

(example: Natural Leader has the ability "First Enhance: Choose 1 rival foundation. Abilities on the chosen card can not be played for the rest of the Enhance Step."

This ability creates an assigned effect on the chosen foundation. It will end when the

Enhance Step ends, or if the chosen foundation changes zones.)

Attack

Attacks are one of the five card types.

You play attacks as a form into the card pool during the Combat Phase. They either go to momentum (if they deal damage) or get discarded during the End Phase.

- You may choose to discard an attack that dealt damage during the End Phase, if you don't want the momentum.

Attacks have three unique properties - speed, damage and attack zone. These can't be modified unless the attack is inside of its attack sequence, or just got played and is about to enter one.

- If an attack is in the process of being played, instead of a modification failing to occur, it happens once the attack is played (if successful).

Enhance abilities on an attack are playable during that attack's Enhance Step.

Response abilities on attacks are playable during that attack's attack sequence.

"During an attack" means to be during the attack sequence.

(example: Erase's Response says "your rival cannot play abilities on their character during this attack." This means that they can't play abilities on their character during the Enhance Step, Block Step or Damage Step.

Abilities that respond to the attack being played (which trigger before the attack

sequence starts) will be usable. Anything that triggers on the attack resolving will also be usable.)

“This attack”

- On a non-attack card, or an enhanced ability, means the attack currently in its attack sequence.
- In a response ability or static effect on an attack card, refers to the card itself.

“Your attack” and “Your rival’s attack” are the same as “This attack”, but require it to be a certain player’s attack.

(note: MHA CCG does not have “targeting”. This means you are free to play “your attack” abilities during your rival’s attack, even if the effect would fail to do anything.)

Attack Sequence

The attack sequence starts after you play an attack.

Note that any fired effects or responses to playing an attack happen before the attack sequence begins.

The attack sequence contains the Enhance Step, Block Step, and Damage Step (in that order).

After the Damage Step, the attack is resolved.

If an attack leaves the card pool or changes facing during its attack sequence, but before the Damage Step, it becomes a dropped attack.

- Dropped attacks end their attack sequence at the next opportunity. (see: Dropped Attack)

Attack Zone

Indicated by the arrowed circle on the right side of an attack. A highlighted top arrow means it’s a high attack, the middle arrow means it’s a mid attack, and the bottom arrow means it’s a low attack.

- High attacks are completely blocked by high blocks, and partially blocked by mid blocks. They can’t be blocked with low blocks.
- Mid attacks are completely blocked by mid blocks, and partially blocked by high or low blocks.
- Low attacks are completely blocked by low blocks, and partially blocked by mid blocks. They can’t be blocked with high blocks.

Attacker

The player whose attack is currently in its attack sequence. The attacker gets the first chance to play enhance abilities during the Enhance Step.

Block

Indicated by the shield symbol on the top right corner of a card.

Blocks have two parts. A zone, marked by the location of the + symbol next to the shield, and a modifier number.

“Play a block” triggers react to playing a card as a block, not just playing any card that has a block.

- Playing a card as a block does not count as “playing a [card type]”. In other words, blocking with an attack is not playing an attack.
- Playing a block is still “playing a card”, or “playing a [card type] card”.

Block Modifier

The block modifier is the number inside the block symbol.

When you try to block, the difficulty you check against is equal to: The speed of the attack + the block modifier of your block + progressive difficulty. (see: Progressive Difficulty)

Block Step

The second part of the attack sequence. After the Enhance Step, move on to the Block Step. The Block Step has two parts.

- If an effect makes an attack “considered completely blocked during the Block Step”, skip the first part of the Block Step. The attack becomes completely blocked during the second part.
- The attacking player’s effects cannot create a “blocked” status for their own attacks. Any instruction to do so fails. This means that the effect occurs, but the blocked status does not take effect and the block step proceeds as normal.

First, the defender decides if they want to try to block. They can’t try to block unless they have a card in their hand that’s valid to block with.

If the zone of the attack is:

- High - blocks with a high or mid zone are valid
- Mid - all block zones are valid
- Low - blocks with a low or mid zone are valid

If they chose to try to block, they choose a valid card and try to play it as a block.

(note: “Valid” means a card that can block the attack. There may be effects that change what blocks are valid.

Example - Tape Swing cannot be completely blocked. Because of this, any block with a matching zone is invalid.)

- If a block becomes invalid before it is done being played, abort the process of playing a block and discard the block. You don’t get to try to block again.

The difficulty you check against to block with a card is: The speed of the attack + the block modifier of the block + progressive difficulty.

Second, determine how and whether the attack was blocked.

- If the defender did not try to block, or failed the check to play their block, the attack is not blocked.
- If the defender played a block with a block zone that matches the attack zone, the attack is completely blocked.
- If the defender played a block with a block zone that does not match the attack zone, the attack is partially blocked.

“Attack is not blocked / completely blocked / partially blocked” triggers happen at this time.

(note: The block is played first, and any responses or fired effects to the card being played as a block happen. Then the attack becomes blocked, and any responses or fired effects to that happen.)

After the Block Step, move to the Damage Step.

Block Zone

The block zone is at the right side of the block symbol. A + symbol at the top means it's a high block, in the middle means it's a mid block, and at the bottom means it's a low block.

- A high block can completely block a high attack, and partially block a mid attack.
- A mid block can completely block a mid attack, and partially block a high or low attack.
- A low block can completely block a low attack, and partially block a mid attack.

Bonus

A bonus is a +# increase to some number.

(example: "This attack gets +2 speed" gives an attack a speed bonus. "Your check gets +1" is a check bonus. "Your attack gets a damage bonus equal to its printed difficulty" will give a printed 5 difficulty attack +5 damage.)

If a number increases via some means other than giving it +#, that is not a bonus.

(example: If you use Encouraging Training Partner to make your 0 speed attack into a 4 speed attack, that is not a speed bonus.)

Brackets

Brackets after the ability type restrict how that ability is played.

If brackets contain a game zone, it means that ability is only playable when the card is in that zone. It also means the ability can be played from that zone, if it normally couldn't.

Brackets can also contain a timing (such as "[Your attack]"), which means the ability can only be played during that time.

Lastly, brackets can have a count restriction, such as "[Once per turn]" or "[Once per game]". That means you can only play the ability that many times per time span.

Breaker

Breaker is a keyword ability.

Breaker grants "Response: After you block with this card, your rival's next check to play a card gets -X. X equals the rating of the Breaker keyword granting this ability."

The Breaker rating is the number next to the Breaker keyword. "Breaker: 2" has a Breaker rating of 2.

Build

To “build” a card means to add it to your stage.

If the effect doesn't specify facing, face down cards from zones other than the hand build face down. Anything else builds face up.

If by some means you build an attack or action face up, discard it immediately. (see: Pause Conditions)

Bulleted Effects

Some effects are a series of bullets. These function like a list of options, except that an option is chosen as part of the cost.

When executing the effect, only execute the chosen option.

Card Pool

The card pool is one of the game zones.

When you play a card, add it to the card pool.

If the card (such as Erase!) goes to another zone as part of its cost, it does not go to the card pool.

Add cards to the card pool left to right. The order of cards in the card pool can't be changed.

Each card in the card pool adds 1 to the progressive difficulty to play other cards.

(note: If a card leaves the card pool, it no longer adds to progressive difficulty)

(note: If you're using a playmat with defined spaces for cards in the card pool, these are not individual “slots”. They're just an aid to help see progressive difficulty.

The card pool is just a sequence of cards, left to right, with new cards being added at the end. If a card leaves your card pool, slide any cards after it over to the left to help keep this clear.)

Face down cards in the card pool are blank cards with no card type or other properties.

If a face down card goes to the card pool (except from the hand), it stays face down by default.

Some effects look for the preceding card or card(s) to a referenced card. These look to the left of the referenced card. (see: Preceding)

The card pool empties during the End Phase. (see: Clearing the Card Pool)

Character

Characters are one of the five card types.

Characters have four unique properties - hand size, health, identity and version.

Hand size is the number over the ‘cards’ symbol.

Health is the number over the ‘heart’ symbol.

Identity is the name at the top of the card, excluding parentheses.

Version is the roman numeral to the top right of the text box (see: Hand Size, Health, Identity, Version)

The full card name of a character card is the name at the top, plus the version.

- This is for the purposes of naming a card, deck registration, etc.
- If an effect only mentions a character identity but no version, any character card with that identity counts.

(examples: The full card name of the Tenya lida that comes in DLC pack 1 is “Tenya lida 2”. The full card name of All Might (True Form) is “All Might (True Form) 4”.)

- You can commit your character to help pass control checks. You can also commit it to pay costs that require committing foundations.

(see: Making a Check, Costs)

(note: This only applies to *costs*, not effects like that of Stun.)

- The character you start the game with in your stage is your starting character.
- The starting character can't be destroyed, flipped, or otherwise removed from the stage.
- If an effect refers to your character, it means your starting character.
- If you play a copy of your starting character as a form, it builds when it gets cleared during the End Phase.
- If you play a character that's not a copy of your starting character - as in, it does not have the same identity and version, it gets discarded instead.

Whenever another copy of your starting character enters your stage, it attaches to your starting character.

(note: see “Place On Top Of” for how to handle All Might (True Form)’s once per game ability.)

Attached characters, aside from effects that count the number of characters / cards in the stage, are “merged into” the starting character.

- They don't commit or ready on their own. They have the same committed/ready state as your starting character.
- They don't count for anything when passing checks.
- You can't play their abilities.
- They can't be used for a cost, or impacted by an effect, unless it (explicitly or implicitly) calls for attached characters.

(example: Mt. Lady can add other copies of Mt. Lady to her stage. When she does, the added copy attaches to the original. Aside from counting for her second ability, these added copies don't do anything.)

Charge

A keyword trait. (see: Keyword Traits)

Check - see Making a check

Check Value

The check value of a card is the number in the lower right corner.

When you make a check (see: Making a Check), this is the number that you'll compare to the difficulty you need.

Clearing the Card Pool

Both players clear their card pool during the End Phase. The active player does so first, then the inactive player.

Clear your card pool right to left, so the first card you play is the last one to clear.

When cleared:

- Action cards, cards played as blocks, **face down cards**, and cards in the card pool that were not played, get discarded.
- Foundations (that you played as foundations) get built to your Stage.
- Assets (that you played as assets) get built to your Stage.
- Attacks that dealt damage may (your choice) go to your momentum. If you don't want it to or if it didn't deal damage, it gets discarded.
- Characters get discarded, unless it's a copy of your starting character, in which case you build and attach it. (see: Character)

Combat Phase

The Combat Phase is the main phase of the game. It is the second part of a turn, between the Start Phase and End Phase.

During the Combat Phase, the active player takes a series of actions that are collectively referred to as "forms".

A form can be:

- Playing an attack, foundation, asset or character
- Playing a form ability on an action card

- Playing a form ability on a card in the stage
- You can also pass on playing a form, and move to the End Phase.

As the active player, you have priority to play a form (or pass) whenever:

- There is no ongoing attack sequence
- There are no response windows open
- There are no cards or abilities in the middle of being played or executing

If you try to play a card as a form, but fail the check to play it, the Combat Phase ends.

- This includes playing a form ability on an action card.

You must try to play at least one card as a form during your Combat Phase.

- If you can't, reveal your hand to verify that none of the cards can be played as forms. Then discard 1 card.

Combo

Combo is a keyword ability, and also an associated play restriction. (see: Play Restrictions)

The Combo keyword will always be followed by some requirement(s) in parentheses. For example, Combo (Ranged) or Combo (Weapon, Foundation).

The Combo keyword grants:

- "Combo-restricted abilities on this card are only playable if the printed properties of the directly preceding

card(s) in the card pool match the requirement(s) of a Combo keyword on this card, in order.”

(note: The “printed” here is important! The card(s) before your combo attack must match the requirement as printed. Changes to cards due to effects have no bearing on whether you can play a combo ability.)

The Combo play restriction makes an ability only playable if the combo requirements are met.

(example: Improvised Blade has Combo (Charge) and a Combo Enhance that gives it more damage. You can only play that enhance if the card directly before Improvised Blade has Charge as a printed keyword.

If the Charge attack is not *directly* before Improvised Blade (i.e. if it's three cards back), that won't meet the requirement. If the card directly before is not a Charge as printed, but gained Charge from an effect, this does not work either.)

(example: Staff Strike has Combo (Weapon, Foundation) and a Combo Enhance that makes the next two Weapon cards you try to play this turn ignore progressive difficulty. You can only play that enhance if the two cards directly before Staff Strike are a card that has Weapon as a printed keyword, followed by a Foundation card.

If the order of cards in your card pool is not exactly Weapon card, Foundation, Staff Strike, that won't meet the requirement.)

If an effect references a Combo ability, it's looking for an ability with a Combo play restriction.

Committed

A card can be committed by using it to pass a check, to pay some cost, or due to some effect.

Show committed cards by turning them 90 degrees sideways.

You can't commit a committed card.

You can't play abilities on a committed card.

- Continuous abilities on committed cards remain in effect.

Only cards in the stage can be ready or committed.

Completely Blocked

If an attack is blocked by a card with the same block zone as the attack's attack zone, the attack is completely blocked. (see: Block Step)

Completely blocked attacks do not deal damage in the Damage Step.

(Note: Throw attacks can be completely blocked, even though it still results in damage.)

Conflict Resolution

If an effect directly conflicts with the game rules, the effect takes precedence.

(Note: This is not “greedy”. For example, Mina Ashido lets you play a card from your discard pile as a form, with no check necessary. This only overrides (a) you normally can’t play cards out of your discard pile, and (b) the need to pass a check to play said card.

It does not mean you get to play a card that would be illegal for some other reason. And if it did not specify that a check isn’t necessary, you would still need to make one and pass it.)

Effects that prohibit / prevent, take precedence in any conflict.

(example: You use the second enhance on Electric Jolt, which makes it deal 1 damage when completely blocked. Your rival uses Wall Climb to say it deals no damage when blocked. Wall Climb takes precedence no matter what order the two were used in.)

If an effect has both players do something at the same time, the owner of that effect may choose who does it first. (see: Owner)

- For the purposes of triggers and otherwise, it’s still treated as one simultaneous event.

Continuous Ability

A continuous ability is an ability that is not played. Instead, it gives the card a static effect. (see: Static Effects)

If an ability does not have a type designation (Enhance, Form or Response), it is a continuous ability.

(example: several cards have the ability “If this attack is added to your momentum, add it face up.” This is a continuous ability.)

- If a continuous ability is preceded by a set icon or symbol restriction, it only grants the effect if your starting character has that set icon or symbol.

Copy

A copy of a card is a card with the same name.

- Cards with no name are not copies of each other.

A copy of an ability is an ability with the same cost and effect, on a copy of the same card.

Costs

The cost of an ability is the instruction(s), if any, before the colon. It comes after the type designation and any restrictions / brackets.

You can't try to play an ability that you can't pay the cost for.

When paying a cost, all triggers wait until the cost is done being paid. This means that nothing can interrupt and change your ability to pay the cost.

- This excludes the check cost to play an action.

If a cost includes "commit _ foundation(s)", you may commit your character in place of one foundation.

If a cost includes X, then either:

- X is defined at the end of the effect's text.
- If it's not specified, you can choose any non-negative value for X when you announce that you're playing the ability.

Some commonly used costs have shorthanded terms:

- "Commit" - "Commit this card"
- "Destroy" - "Destroy this card"
- "Remove" - "Remove this card from the game"
- "Flip" - "Turn this card face down"

If a cost asks you to interact with card(s), it means your own cards by default. (see: Instructions)

(example: "Discard 1 momentum" means to discard 1 of your own momentum. Tsuyu Asui 2's "Discard 1 card from your rival's

card pool" is paid by choosing a rival card to discard, since it specifies as such.)

Current State

The current state of a card is the properties that it has right now.

In the MHA CCG, a card's current state changes as you apply effects, and those effects get consumed.

(example: You have a 3 speed, 4 damage attack, and it gets +1 speed, +2 damage, and -3 speed from a series of effects. It is now a 1 speed, 6 damage attack, and those +/- effects are done and over.

It is *not* a 3 speed, 4 damage attack with "+1 speed", "-3 speed" and "+2 damage" effects floating on it in some way.

As an example where this matters, say you use "Encouraging Training Partner" to change the attack's speed to 4. This turns your 1 speed, 6 damage attack into a 4 speed, 6 damage attack, full stop.

You do not go back down the list of +/- effects to recalculate starting from 4. Those effects are already done and gone. Only the current state of the card's properties matters.)

Cards get a current state as soon as they become live (see: Live Cards). If you try to play a card that was already live, it gets a new current state as soon as the attempt begins.

Current states are also refreshed at the end of a turn, or when a card changes zones or facing (face up / face down).

When a card gets a new or refreshed current state, it starts at its printed

properties, then modifier effects get applied (see: Modifier Effects).

Once an effect has applied a change to a card's current state, that modification can't get undone, repeated, or otherwise changed until the current state is refreshed or replaced.

(examples:

(a) Todoroki gives your attack +1 damage for every 2 Ranged attacks in your discard pile. You use this ability with 9 Ranged attacks in your discard pile, so the attack gets +4 damage.

Later on in the attack, you get a 10th ranged attack in your discard. This doesn't matter though, because the +4 is already applied and done. It does not become +5.

(b) Giant Ice Wall can give your next Ranged attack Stun: 2. You play another Ranged attack, and it gains Stun: 2. Even if it loses the Ranged keyword for some reason, it will not lose the Stun: 2.)

Current state creation / refreshes happen before any fired effects can trigger.

While an attack is being played, any changes to its speed, damage or attack zone are suspended until it finishes getting played.

The speed, zone and damage of an attack can't be changed if it is not being played or in its attack sequence.

Cycling

Cycling is a pause condition (see: Pause Conditions) that occurs when a player has no cards in their deck and the last card to leave their deck has reached its destination.

To cycle your deck, shuffle your discard pile to make a new deck, then remove the top 10 cards of that new deck from the game.

- If you don't have 10 cards to remove, you lose the game.

You may need to draw, discard or otherwise take more cards off of your deck than it has left. If this happens, take as many as you can, then cycle, then take the rest.

- Note that this does not apply to revealing cards, since those cards aren't leaving your deck.

Damage

The number in the burst symbol of an attack is its damage.

Damage can be negative (see: Negative Numbers). If an attack has 0 or negative damage, it does not deal damage.

When a player takes damage, they lose that much health.

Damage Step

The third part of the attack sequence, after the Block Step. During the Damage Step, the attack deals (or fails to deal) damage to the rival.

- Attacks with 0 or negative damage do not deal damage.
- Unblocked attacks deal damage equal to their damage value.
- Partially blocked attacks deal half their damage value, rounded up.
- Completely blocked attacks deal no damage.

After the Damage Step, the attack resolves and the attack sequence ends.

Deadlock

Deadlock is a play restriction. (see: Play Restrictions)

Deadlock abilities are only playable if your rival has more than 10 (as in, 11 or more) foundations in their stage. This only counts foundations, not characters or assets.

Deck

Your deck is the stack of cards you draw and use for checks over the course of the game.

The number of cards in each player's deck is public knowledge.

If you run out cards in your deck, cycle it. (see: Cycling)

If multiple cards are added to your deck at the same time, you can choose their order.

If you search your deck due to some effect, shuffle it afterwards. If the effect only lets you search for a certain kind of card, you need to reveal it to verify that you met the conditions.

Deck Construction

These rules apply to the My Hero Academia Only format. For other formats, see their relevant tournament documents.

A deck contains a minimum of 50 cards, plus 1 character.

- The 1 character is your designated starting character. You can include other characters in your deck, for blocking or other reasons.

(tip: Using a deck with more than the minimum 50 cards can be a good idea in the MHA CCG, so keep that in mind!)

In tournament play, you can also bring up to 10 cards to form a sideboard. A sideboard lets you substitute cards between games. Your deck must have the same number of cards after sideboarding that it did before.

Only cards from the My Hero Academia license are allowed. These will have "My Hero Academia" in the text at the bottom of the card.

- Cards from the 2019 Gencon demo decks are not allowed.

No more than four copies of a given card can be in your deck, including your sideboard.

Every card in your deck must share a chosen symbol, including your starting character.

(example: Say you want to build a deck with Momo Yaoyorozu as your starting character. It must be entirely All symbol cards, entirely Good symbol cards, or entirely Life symbol cards. This includes the sideboard.)

Defender

The rival of the player whose attack is currently in its attack sequence. The defender gets priority to play Enhance abilities second during the Enhance Step.

Destroy

To destroy a card means to move it from the stage to the discard pile.

Detached Effect

Detached effects are one of the three effect states. (An effect's "state" dictates how it behaves if related cards move or change. see: Effect States)

Detached effects are completely independent of the state of any card(s). Any non-static effect that is not specific to a particular card(s) is detached. This includes all direct effects. (see: Direct Effects)

- A detached effect ends when either:
- It finishes executing
- A point specified in the effect is reached
- The turn ends (if no other end point is specified)
- For a fired effect, when all possible chances for it to trigger have passed

Difficulty

The difficulty of a card is the number in the top left corner.

The difficulty you check against is separate. That is the number that your check must meet or exceed in order to pass a check.

When you play a card (aside from blocking), the difficulty you check against is equal to the card's difficulty, plus progressive difficulty.

When you try to block with a card, the difficulty you check against is equal to: The speed of the attack + the block modifier of your block + progressive difficulty.

(see: Progressive Difficulty)

Direct Effect

Direct effects are one of the four effect classes. (An effect's "class" dictates how or when it is applied, among other things)

A direct effect is the effect of a played ability. It executes after the ability is played.

Direct effects are always detached. They often create other effects, including assigned effects.

(example:

- The direct effect of Note Taking gives your punch attack +2 speed.
- The direct effect of Reverse Throw creates an assigned fired effect.)

Discard

To discard a card is to put it in your discard pile. This can be from any zone.

In card text, if no zone is specified, “discard a card” means to discard it from your hand.

If the cost of an ability is to discard your hand, you can pay that cost with an empty hand.

- If the cost of an ability is to discard a certain number of cards, you must be able to discard that many cards to pay the cost.

Discard Pile

The discard pile contains cards that were destroyed, checked or otherwise discarded.

Your discard pile is a single face up pile, with new cards going on top. You can't rearrange it, and both players are allowed to look at either discard pile at any time.

If multiple cards go to your discard pile at the same time, you can choose the order they go in.

Double

Effects cannot double a negative number.

Draw

To draw a card means to add the top card of your deck to your hand.

- Adding cards to your hand in other ways does not count as drawing a card.

Drawing multiple cards is one game event. (Effects that trigger off of drawing cards will only trigger once)

If an effect asks you to “draw up to” a certain number, and you have less than that, draw the difference in one action.

Draw Step

The Draw Step is the third part of the Start Phase, after the Review Step.

During your draw step, draw up to your hand size.

If the number of cards in your hand is already equal to or more than your hand size, don't draw any cards.

Dropped Attack

If an attack in its attack sequence leaves the card pool or changes facing (face up or face down) before the Damage Step, it becomes dropped.

Dropped attacks end their attack sequence as soon as either:

- A player would get priority to play an enhance
- The attack sequence would move on to the start of a new step, or to the determination of block status. (see: Attack Sequence)

During an Attack

“During an attack” means to be during an attack sequence.

(note: effects that trigger upon an attack being played happen before the attack sequence)

Effects

An effect is some series of instructions that can have an impact on the game. Effects come from abilities, or from other effects.

- Game procedures, such as cycling, are not effects.

Execute effects' instructions in order. Each step along the way can separately trigger fired effects or response abilities.

- Fired effects or response abilities can interrupt an effect. Handle those, and any resulting triggers, before continuing the original effect.
- Acting on groups of cards (i.e. discard 2 cards) does not cause multiple triggers. (see: Game Event)

If an effect requires a decision, that decision is not made until that part of the effect is reached.

(note: If an effect makes another effect that includes a decision, the decision isn't made until that created effect executes.)

Effects do as much as they can, even if it is not possible to do the whole effect.

(note: It is possible for an effect to do nothing at all. There is nothing wrong with this, and you're allowed to play an ability even if its effect will do nothing.)

If an effect asks a player to interact with cards, it means their own cards by default. (see: Instructions)

(example: “Your rival commits 1 foundation” means they pick and commit 1 of their own foundations. “Destroy 1 rival foundation” means you pick and destroy any rival foundation, since it specifies as such.)

Certain clauses of an effect are handled out of order:

- A definition of X may appear in an effect, but is not an instruction.
- An “If... instead” clause changes a prior part of the effect based on a condition.
- An “Either... or if” clause is an alternate way to frame the above.

There can be text at the end of an effect that impacts the ability and is not part of the effect. These can include:

- “Playable while committed.”
- “Only playable (condition).”
- “This ability cannot be canceled.”
- “This enhance is playable any number of times this Enhance Step.”
- “Your rival may (instructions) to cancel this ability.”
- “This effect cannot ____.”

(see: Play Restrictions)

Some effects are a series of bullets. These function like a list of options, except that you will need to choose an option as part of the cost.

(see: Bulleted Effects)

Effects have both a “class” and a “state”.

- An effect's "class" dictates how or when it is applied, among other things. (see: Effect Classes)
- An effect's "state" dictates how it behaves if related cards move or change. (see: Effect States)

(note: Effects can also have a "scope", which limits an effect's frame of reference for certain things. It's mostly a technicality, but you can see Scope for details.)

Non-static effects last until the end of the turn, if no other end point is specified.

Sometimes an effect looks for a card property, but the card changed zones or visibility. Use the latest value of that property in the first zone where it was live. (see: Scope)

Effect Classes

The class of an effect dictates how it is applied, its timing, scope and any unique behaviors.

A direct effect is the effect of a played ability.

(see: Direct Effect)

A fired effect is triggered by some game event, like a response ability, but not optional. (see: Fired Effect)

A modifier effect changes a card's current state. They can happen immediately, or wait for card(s) to apply to.

(see: Current State, Modifier Effect)

A rule effect applies some added rule or behavior to the game while it's active. (see: Rule Effect)

Effect States

An effect's "state" dictates how it behaves if related cards move or change.

Static effects are active so long as the card they're on is live. (see: Static Effect, Continuous Ability, Live Card)

Detached effects are completely independent of the state of any card(s). (see: Detached Effect)

Assigned effects are tied to a specific card, and will end if that card changes zones. (see: Assigned Effect)

Either Player

If an effect instructs you to interact with "either player's" game zone(s), you pick a player and interact with that one player's game zone(s).

End Phase

The End Phase is the third part of the turn, and comes after the Combat Phase.

During the End Phase, players clear their card pools, then the turn ends and the other player's turn begins.

(see: Clearing the Card Pool)

Enhance Ability

Enhance abilities are played during the Enhance Step.

(see: Enhance Step)

An enhance ability is playable if it's on a ready card in the stage, an action card in the hand, or on the current attack.

Each enhance ability can only be played once per Enhance Step.

Enhance Step

The Enhance Step is the first part of the attack sequence, before the Block Step.

During the Enhance Step, players take turns having priority to play Enhance abilities. (see: Enhance Ability)

When you have priority, you can either play an Enhance, or pass.

- Passing does not stop you from playing Enhances later on. You only pass that specific chance to play one.

If both players pass in succession, the Enhance Step ends.

EX - enhance

EX is a keyword ability.

EX grants "Enhance Discard 1 or more momentum: This attack gets +X speed for each card used to pay the cost of this ability. X equals the rating of the EX keyword granting this ability."

The EX rating is the number next to the EX keyword. "EX: 2" has a

EX rating of 2.

Face Down Cards In the Stage or Card Pool

A face down card in the stage is a blank foundation. It has no printed properties.

- You can look at your own face down foundations, but not your rival's.

Any cards that were added to the stage face down, or became face down, during the current turn must be kept distinct for the duration of the turn.

- On following turns, face down cards may generally be left indistinguishable from one another. (Unless needed to track assigned effects, to count the number of times the card has been readied, or similar.)

A face down card in the card pool is just a blank card. It adds to progressive difficulty but does nothing else on its own.

- You cannot look at face down cards in the card pool.

If a face down card goes to the stage or card pool (unless from the hand), it stays face down by default.

Fired Effect

Fired effects are one of the four effect classes. (An effect's "class" dictates how or when it is applied, among other things)

A fired effect is an effect that triggers off of some game event. They're like response abilities, but they don't have to be played.

- You can't choose not to trigger a fired effect. If one is active, it will always fire if the trigger occurs. Fired effects may have options as part of their text.
- Effects that change future checks (such as "your next check gets +2") are fired effects that trigger when you make the check.

(example: Binding Kick's "If this attack deals damage, draw 1 card." is a fired effect.

Release's "Your check to block this attack gets +2." is a fired effect.

Texas Smash's "If this attack deals damage, build the next foundation you play face up." is a fired effect that makes another fired effect.)

Fired effects happen before response abilities can be played.

- Any modifier effects (if applicable) are handled before fired effects. (see: Modifier Effects)

If more than one fired effect triggers at once, the active player handles theirs first, then the inactive player. Each player handles their effects in any order they want.

By default, fired effects only trigger and execute once. Some detached or assigned fired effects can fire multiple times. If so, the text will make it clear.

(example: "For the rest of this turn, whenever an attack deals damage, gain 1 health." would fire multiple times.)

Fired effects can create other effects.

A card involved in a fired effect's trigger could change zones (due to another effect or cost) after the effect triggers, but before it executes. If this happens, the effect cannot move it again, or otherwise interact with it. It may still read properties from it. (see: Scope)

An attack in the card pool may turn face down after a fired effect triggered by its resolution triggers, but before it executes. If this happens, the effect cannot move it or otherwise interact with it. It may still read properties from it.

(Note: This is specific to attacks flipping after they resolve, and does not apply to other situations where a card is flipped)

Flash

Flash is a keyword ability.

Flash grants "Skip this attack's Enhance Step."

Flip

To flip a card is to turn it face down. (see: Face down cards)

You can't flip a card that's already flipped.

(note: Flipping or unflipping a card does not make it a "new card". Its current state refreshes, but it is still the same card. Any assigned effects remain on it.

This also means that if, for example, it has been readied this Combat Phase, it still counts as such.)

Form

Forms consist of two different actions.

- Playing a card
- Playing a Form ability on a card.

Form abilities are played during the Combat Phase, by the active player when they have priority to play forms.

As the active player, you have priority to play a form (or pass) whenever:

- There is no ongoing attack sequence
- There are no response windows open
- There are no cards or abilities in the middle of being played or executing

Form Ability

Form abilities are played during the Combat Phase, by the active player when they have priority to play forms.

An form ability is playable if it's on a ready card in the stage, or an action card in the hand.

Foundation

Foundations are one of the five card types.

You play foundations as a form into the card pool during the Combat Phase, and they get built into the stage during the end phase.

Foundations can be used to pass checks.

(see: Making a Check)

If a card counts your foundations, it means foundations in your stage.

Fury

A keyword trait. (see: Keyword Traits)

Gaining Abilities

Any effect that causes a card to gain the abilities of a second card will grant only the abilities printed on that second card at the time that the effect executes.

Gained abilities are part of a card's current state. Therefore, if the card changes zones or the turn ends, the card will lose the gained abilities, as its current state refreshes.

Gaining Keywords

Some effects will cause a card to gain keywords. A card can gain a keyword it already has.

(example: Neito Monoma can cause an attack that has “Taunt” to gain a second instance of ‘Taunt’.

Shoto Todoroki II can cause an attack with ‘Stun: 2’ to gain a second instance of ‘Stun: 2’. Both instances of “‘Stun: 2’ can be played as separate enhances.)

Game Event

A “game event” is something that can trigger a response ability or a fired effect.

In some cases, game events are combined, delayed or prevented:

- Interacting with multiple cards at once is one game event.
- Any game events that would happen while a player pays a cost wait until the payment is done. Then they happen as one collective event.
- Any game events that would happen during a pause condition wait until the pause is over. Then they happen as one collective event.
- Game events can’t happen before the game starts.

The nature of a game event can’t change after it happens. In other words, if something triggers, it can’t “un-trigger” because something changed before it was played or executed.

For the purposes of game events and otherwise, players don’t act upon their rival’s cards. If an instruction says to interact

with a rival card, you choose the card if needed, then your rival completes the act. (see: Instructions)

(example: The response on Recipro Burst triggers “After your rival commits 1 or more foundations during this attack’s Enhance Step”. This triggers if rival foundation(s) are committed during the Enhance Step for any reason. Even if it was due to your effect, and even if you chose the card they committed.)

Game Zones

There are eight game zones. Both players have one of each. See their respective entries for details.

- Card Pool
- Deck
- Discard Pile
- Hand
- Momentum
- Removed From Game
- Stage
- Transit Zone

Hand

The Hand is one of the game zones.

The cards in your hand are private information. You can look at them at any time, but not your rival.

- The number of cards in your hand is public information.

There is no limit to how many cards you can have in your hand.

If an effect makes you reveal or move a card that meets a condition from your hand, and you don't have any, reveal your hand to verify this.

Hand Size

On a character, the number over the "cards" symbol is their hand size.

You draw up to your hand size during the Draw Step.

(see: Draw Step)

Your hand size is not a maximum. You can have any number of cards in your hand at any time. It only dictates how many cards you draw during the Draw Step.

Health

On a character, the number over the "heart" symbol is their health.

You start the game with health equal to your character's health.

You can lose health due to costs or effects, or by taking damage. (see: Damage)

- Losing health directly does not count as taking damage.

If a player is at 0 health or less, they lose the game.

Unlike hand size, health is a maximum.

- If an effect would gain health beyond the maximum, it gains up to the maximum instead.
- If an effect would gain health but you are already at the maximum, it fails to gain health at all.

Identity

A character's identity is the name at the top of the card, excluding parentheses.

Different characters with the same identity will have different versions. (see: Version)

Characters with the same identity and version as your starting character can be built and attached. (see: Character)

If an effect names a character identity, any version of that character counts.

If

An "if" condition in an effect applies to the rest of the sentence. Any following sentences are not subject to the condition.

(example: Even if you fail to remove a momentum with Capture Evil-Doers, it still removes itself.)

Infinity

The infinity symbol counts as all twelve symbols. This means you can include an infinity card in any deck.

- The usage of three infinity symbols is just for visuals. It's redundant and has no effect on deckbuilding or gameplay.

Instruction

Instructions are the steps that are part of a cost, or an effect.

By default,

- If an instruction asks you to interact with card(s), it means your own cards.
- You make any choices in the instructions of your own costs or effects. This includes choosing which card(s) to interact with if applicable.

If an instruction says to interact with a rival card, you choose the card if needed, then your rival completes the act.

(example: You use the first enhance on Electric Jolt, which instructs you to "Commit 1 rival foundation." You choose the foundation, and then they commit it.)

Some instructions can be overridden by text later in the effect. (see: Effects)

Keyword

A card's keywords, if any, are at the top of its text box.

A keyword can be a keyword trait, or a keyword ability. Traits will be in white, abilities will be colored.

(see: Keyword Trait, Keyword Ability)

Keyword Ability

Keyword abilities are colored terms in the top line of the text box.

Each keyword ability grants some ability to the card that it's on.

- Orange keyword abilities grant enhances.
- Green keyword abilities grant responses.
- Blue keyword abilities grant continuous abilities.

Some keywords have a colon and a number after it. This number is a Keyword Rating. (see: Keyword Rating)

There are eight different keyword abilities in the first set of the MHA CCG. See:

- Breaker
- Combo
- EX
- Flash
- Powerful
- Stun
- Terrain
- Throw
- Unique

Keyword Rating

Some keywords have a colon and a number after it. This number is a Keyword Rating.

Keyword abilities that have ratings will reference them in their text.

Keyword Trait

Keyword abilities are white terms in the top line of the text box.

Keyword traits have no inherent function, but cards may reference them.

These traits appear in the first set of the MHA CCG:

- Ally
- Charge
- Fury
- Kick
- Punch
- Ranged
- Slam
- Tech
- Weapon

Kick

A keyword trait. (see: Keyword Traits)

Live Card

Any card that is face up, revealed, and/or in the stage or card pool, is live.

Live cards have a current state. (See: Current State)

Static effects on live cards are active. (See: Static Effect)

- This excludes characters that aren't in the Stage.

Making a Check

To make a check, discard the top card of your deck and look at its check value. This is the starting value of the check.

The final value of the check is the starting value, plus or minus any changes that are made to it.

(example: You've used the Enhance on Summon Dark Shadow to give your next check +3. When you go to play your next card, you check a 5. This is the starting value, then it gets +3 to make a final value of 8.)

If you were checking against a difficulty, and the final value meets or exceeds it, the check passes.

If the final value is less than the difficulty needed, decide if you want to commit cards to pass it. You can commit foundations and/or your character.

- You must be able to pass the check to commit cards.
- You can't commit more or less than what you need.
 - As an exception, if you only need to add 1 to your check, you may commit a card that counts as more than card to pass the check

(example: If you check a 4 to play a block on a difficulty of 5, you may commit High Value Target to pass the check, even though it would result in "committing more than you need" to pass the check.)

- All cards are committed at the same time.
- If you can't or choose not to commit cards, the check fails.
- If an effect makes a check automatically pass, skip making a check altogether.

Modifier Effect

Modifier effects are one of the four effect classes. (An effect's "class" dictates how or when it is applied, among other things)

A modifier effect applies some change to the current state of one or more cards. In other words, it changes some number or card property. (see: Current State)

Modifier effects apply as soon as an applicable card is live. This happens before any fired effects or response abilities. (see: Live Cards)

(note: If an attack is being played, it is live as soon as you announce it and it enters the transit zone. Changes to its speed, damage or zone are suspended until it's played successfully.)

If more than one modifier effect is to apply at the same time, the active player applies theirs first, then the inactive player. Each player applies their effects in any order they want.

Modifier effects can have requirements. They will fail to apply if those requirements are not met.

(examples: If you use Note Taking's "Enhance Flip: Your Punch attack gets +2 speed." during an attack that isn't a Punch, it will fail.)

By default, modifier effects apply one time. If a detached or assigned modifier effect can apply to multiple cards, the text will make it clear.

- No modifier effect can be applied to the same card twice, until that card's current state gets refreshed or replaced.

(example: Kamui Woods' enhance makes a detached modifier effect that applies to all attacks. If you play it during one of your attacks, that attack gets +1 damage right away. Your later attacks will get +1 damage as soon as they're played.)

Momentum

Momentum is one of the game zones.

Your momentum is a "bar" of cards next to your character. They can be arranged vertically or horizontally, or in any ordered fashion.

When you add a card to momentum, you may add it in any position in the order.

When you remove a card from your momentum, you can choose any card(s) you want.

Other than adding or removing cards from it, the order of your momentum can't be changed.

- You aren't allowed to mark or distinguish momentum aside from this ordering.

(note: This makes it possible to have both known and unknown cards in your momentum. If your deck rewards you for knowing which momentum is where, you can try keeping your known momentum in alphabetical or similar order.)

Mulligan

Before the game begins, each player gets a chance to take a mulligan, starting with the player going first.

To mulligan, add any number of cards from your hand to the bottom of your deck. Then draw back up to your character's hand size, and shuffle your deck.

(see: Starting the Game)

Naming Cards

If you need to name a card, if you can uniquely identify it by other properties, that is also sufficient.

Negative Numbers

The MHA CCG allows numbers to be negative.

If an attack has negative damage, it deals no damage during the Damage Step.

The only thing that can't be negative is X. (see: X)

- If X is defined in a way that would make it negative, it's 0 instead.
- If you get to name a number for X, you can't name a negative number.

(example: Your rival gives your Recipro Burst -3 speed and then -2 speed, and you haven't increased it yet. Recipro Burst is now -2 (negative two) speed.

If your rival tries to block it with a +3 low block modifier, their block will be against a difficulty of 1 (-2 + 3), plus progressive.

If you play the enhance on your -2 speed Recipro Burst, X is calculated to be -5 (-2 minus 3). But X can't be negative, it's zero instead.)

Next

Your "next attack" is the next attack you try to play. Your "next card" is the next card you try to play, and so on.

Non-Character

A non-character ability (or ability type, i.e. "non-character Enhance") is an ability that's not on a character card. A non-character effect is an effect that does not come from an ability on a character card.

Once per game

[Once per game] is a play restriction. (see: Play Restrictions)

[Once per game] means "Only one copy of this ability may be played per player, per game."

- A copy of an ability is an ability with the same cost and effect, on a card with the same name.

Once per turn

[Once per turn] is a play restriction. (see: Play Restrictions)

[Once per turn] means "This ability may only be played once per turn."

Or

A “<trait> or <trait>” card is a card that matches either description. If an effect impacts all “<trait> or <trait>” cards, it affects all cards that match either description. (you don't have to pick one)

Order of Operations

As a summary, if multiple different types of things could be happening at once, handle them in this order:

1. Pause conditions
2. Current state creation / refresh
3. Effect expiration
4. Modifier effects
5. Fired effects
6. Opening a response window

Owner

The owner of a card is the player who started the game with that card in their deck.

- Cards cannot change ownership during the game. If a card would move to a zone of a player that doesn't own it, it stays where it is instead.

The owner of an effect is:

- The owner of the card that has the effect (if it's a static effect)
- The person who played the ability (if it's a direct effect)
- The owner of the effect that made the effect (otherwise).

Partially Blocked

You can block an attack with a card whose block zone is adjacent to (one zone away from) the attack zone. When this happens, the attack becomes partially blocked during the second part of the Block Step. (see: Block Step)

Partially blocked attacks deal half their damage (rounded up) during the Damage Step.

Pause Conditions

Pause conditions are situations that halt the game until they've been handled.

Any game events that would happen during a pause condition wait until the pause is over. Then they happen as one collective event.

If multiple pause conditions happen at the same time, handle them in the order listed below.

The pause conditions are:

- A player at 0 or less health loses the game.
- A player with no cards in their deck cycles it. (see: Cycling)
 - If they cannot cycle (due to having less than 10 cards total), they lose the game
- If a character is in a stage, or in transit en route to the stage, and it's not a copy of the starting character, discard it. (see: Transit Zone)
- If a player has 2 or more copies of a card with Unique in their stage, they destroy 1 of them.
- **If there are 2 or more cards with Terrain in both stages combined,**

destroy the card(s) that have been in a stage while having the Terrain keyword for longer.

- If 2 or more terrains are built or gain Terrain at the same time, the active player chooses which to destroy.
- If there is an attack or action in a player's stage, discard it.

Penalty

A penalty is a -# decrease to some number.

(example: "This attack gets -2 speed" gives an attack a speed penalty. "Your rival's attack gets a speed penalty equal to half its speed (rounded up)" will give a 5 speed attack -3 speed.)

If a number decreased via some means other than giving it -#, that is not a penalty.

(example: If you use "You're So Obvious" to bring a 10 damage attack down to its printed damage (say, 6), that is not a damage penalty.)

Phases & Steps

Phases, steps and turns cannot begin or end while effects are being executed, or a response window is open.

If an effect ends a phase or step, it ends as soon as the above is true.

Triggers can occur in between phases or steps, but not between turns.

Place On Top Of

If a card is placed on top of another card in the stage, the effect that caused this will specify a duration.

The top card temporarily replaces the bottom card. This includes superseding its printed properties, and getting a new current state.

- This also means you don't have access to any abilities on the bottom card.
- It's still one card for the purposes of any sort of counting.

Play a [Card Type]

If a rule or card text refers to "play(ed/ing) a [card type]", it means to play the card as that type, and not as a block.

Playing a card for any reason (block or not) counts as "play(ed/ing) a card", or "play(ed/ing) a [card type] card".

(example: Specialized Sound Waves has two response abilities.

The first triggers "After you play this card". This triggers when you play the card for any reason - as an attack, or as a block.

The second triggers "After you play this attack". This triggers only if you play the card as an attack.)

Play Restrictions

Play restrictions limit or change how or when you can play the ability they're associated with. They can appear in a few different forms.

- A play restriction can appear after effect text. These are not part of the effect.
- “Only playable (condition)” - The given condition must be met to play the ability.
- “Playable while committed.” - You can play this ability even if the card it is on is committed. (It can be played if the card is ready too)
- “This ability cannot be canceled.” - Any instruction to cancel the ability fails.
- “This enhance is playable any number of times this Enhance Step.” - The ability ignores the normal one use per Enhance Step limit.
- “Your rival may (instructions) to cancel this ability.” - After you play the ability, your rival can choose to do as specified. If they do, cancel the ability.
 - If your rival takes the specified act, treat it as a cost, not part of your effect.
 - Your rival decides this after any fired effects, but before response abilities that trigger on the ability being played.

Some play restrictions appear in brackets after the type of an ability.

- If the brackets contain a zone, you can only play the ability when the card is in that zone.
 - This also allows it to be played from that zone, even if it normally wouldn't be.
- Otherwise, the brackets can have one or more restrictions. These can be:
 - [Once/Twice per turn] Only playable once/twice per turn.

- [Your/Rival attack] Only playable during your / your rival's attack.
- [Your/Rival's turn] Only playable during your / your rival's turn.

Other play restrictions appear in bold before the type designation.

- “**First**” - The ability has to be the first act of that type.
 - A “**First Form**” is only playable if you haven't done any other forms yet that Combat Phase. (see: **Combat Phase**)
 - A “**First Enhance**” is only playable if you haven't tried to play any other enhances yet that Enhance Step.

(note: Passing does not count. If you pass your first chance to play an enhance, you can still play a First Enhance on your next chance.)

- “**Combo**” - You can't play the ability unless you meet the requirements of the card's Combo keyword ability. (see: **Combo**)
- “**Deadlock**” - You can't play the ability unless your rival has more than 10 (so, 11 or more) foundations.
- A character name(s) means you can only play the ability if your character has that name.
 - Some character name restrictions are shortened to save space. They will be enough to indicate a specific character identity.

- A symbol icon means you can only play the ability if that symbol is on your starting character.
- A set icon means you can only play the ability if your character has that set icon.
 - Additionally, if a continuous ability is preceded by a set icon, it is only active if your starting character has that set icon. This restriction applies despite the fact that continuous abilities are not played.

Played Ability

A played ability is an ability that's activated by the player who owns the card it is on.

Played abilities consist of:

- A type designation (Enhance, Form or Response) along with any restrictions (see: Play Restrictions)
- A cost, if there is any
- A colon
- An effect (see: Direct Effect)
- Additional restrictions, if any (see: Play Restrictions)

For each card type, the zone their played abilities are normally usable in is:

- Characters, Foundations and Assets - Stage
- Attacks - Card Pool
- Actions - Hand

You can't activate a played ability on a committed card.

If a card changes zones, any count of how many times its abilities have been played is reset.

Playing an Ability

To play an ability, first you announce that you're going to play it.

- You can't declare an ability that you can't pay the cost for. Or one that is disallowed for some other reason.

Then you pay all costs, in order.

- Nothing triggers in the middle of paying costs - all game events that would occur wait. At the end of cost

payment, they occur as a single event. (see: Game Event)

After costs are paid (and any triggers off of the cost are handled), the ability is played. Begin executing its effects.

(Note: The playing of an ability is a common response trigger. If your rival has any responses like that available, make sure you give them a chance to use them.)

Playing a Card

To play a card, first you announce that you're going to play it.

- If you're playing an ability on an action card, you are playing the ability and the card in one sequence. You can't declare an ability on an action that you can't pay the cost for.

Then reveal the card. It waits in the transit zone while you go through the process of playing it. (see: Transit Zone)

Now, determine the difficulty you will be checking against.

- For a card you're playing as its card type: This equals its difficulty value, plus the number of cards in your card pool.
- For a card you're playing as a block: This equals your card's block modifier, plus the attack's speed, plus the number of cards in your card pool.

If you're playing an action, pay the ability's costs now

(if any), in order.

- Nothing triggers in the middle of paying costs - all game events that would occur wait. At the end of cost payment, they occur as a single event. (see: Game Event)

Make a check against the difficulty needed. (see: Making a Check)

- If you fail the check, discard the card. Your attempt to play it failed.
- If you pass the check, put the card in the rightmost spot of your card pool. It is now played.

Powerful - enhance

Powerful is a keyword ability.

Powerful grants “Enhance Discard 1 or more momentum: This attack gets +X damage for each card used to pay the cost of this ability. X equals the rating of the Powerful keyword granting this ability.”

The Powerful rating is the number next to the Powerful keyword. “Powerful: 2” has a Powerful rating of 2.

Preceding

A preceding card in the card pool is any card to the left of the referenced one.

If an effect looks for a “directly preceding”, “immediately preceding”, or “the preceding” card(s), it means the card(s) directly to the left.

Printed

A card’s printed properties are the ones physically printed on it.

- This includes applying any rules that interpret them.

(examples: An infinity card has all symbols printed on it. A stun card has an enhance ability printed on it.)

If an effect checks a printed property of a face down card:

- The printed value is zero if it’s a number
- The printed property is null otherwise

Private

Private cards are cards that only you can look at.

Cards in your hand, and face down cards in your stage, are private.

If you get to look at a card, it’s temporarily private.

Properties

The properties of a card are:

- Name
- Version (characters)
- Set Icon
- Health (characters)
- Hand Size (characters)
- Difficulty
- Check Value
- Block Zone
- Block Modifier
- Keywords
- Abilities
- Speed (attacks)
- Attack Zone (attacks)
- Damage (attacks)
- Symbols

A card's current state tracks its properties.
(See: Current State)

Public

Public cards are cards either player can look at.

Any face up card is public.

If an effect reveals a private or unknown card, it is public temporarily.

(Note: All public cards are live. See: Live Card)

Publicity

A card's "publicity" means whether or not it is public.

If a card's publicity changes, its current state refreshes. (See: Current State)

Punch

A keyword trait. (see: Keyword Traits)

Ready

A ready card is one in normal, portrait orientation.

You can't ready a ready card.

Only cards in the stage can be ready or committed.

Ready Step

The Ready Step is the first part of the Start Phase, before the Review Step.

During your Ready Step, ready all cards in your stage.

Re-check

If you are instructed to re-check after making a check, repeat the process of making a check. This new check replaces the previous check.

(Note: Re-checks will always occur before the player decides to commit additional cards to pass the check, in the instance that the check value is not sufficient to pass the check.)

Any modifications to the original check do not carry over to the re-check.

You cannot re-check a second time after making a re-check.

Remove

"Remove" is often used as shorthand for "Remove from the game".

Removed From Game

Removed From the Game ("RFG" or "Removed" for short) is one of the game zones.

Your RFG zone should be off to the side of the other play areas.

Removed cards are public. Either player can look at them at any time.

(note: Despite the name, the Removed From Game zone is still a game zone, and can be part of the game. Effects might check for cards in it, or even take cards from it in rare cases. The RFG name mainly

implies that removed cards don't normally get back into a player's hand or deck.)

Resolve

An attack resolves after its attack sequence ends. (see: Attack Sequence)

Dropped attacks do not resolve. (see: Dropped Attacks)

Response Ability

Response abilities can be played after a specified event. Each response ability has its own trigger condition.

A response ability is playable:

- If it's on a ready card in the stage
- If it's on an action card in the hand
- If it's on the current attack during its attack sequence
- If the response trigger references the card it is on

(example: Say a response ability reads "Response: After this card is destroyed, ...". You can play that response even though the card is in the discard pile when it triggers.)

Either player can open a "response window" any time a game event happens. (see: Game Event)

Response windows can interrupt effects, steps, or other response windows. If so, pause the interrupted process until the response window closes.

Once a response window opens, players alternate getting priority to play a response. The active player has priority first.

When a player has priority, they can play a valid response ability or pass.

Once both players pass in succession, the window closes.

- A response ability is valid if the game event that opened the window meets its trigger condition. (note: one game event can meet multiple conditions)
- Each response ability can only be played once per response window.

A card involved in a response ability's trigger may change zones (due to another effect or cost) after the ability triggers, but before its effect executes. If this happens, the effect cannot move it again, or otherwise interact with it. It may still read properties from it. (see: Scope)

An attack in the card pool may turn face down after a response ability triggered by its resolution triggers, but before that ability's effect executes. If this happens, the effect cannot move it or otherwise interact with it. It may still read properties from it.

(Note: This is specific to attacks flipping after they resolve, and does not apply to other situations where a card is flipped)

Reveal

If a player reveals a card, it stays revealed until the effect that revealed it is done executing.

- Also, both players must get a chance to read the card.

Revealed cards are public, and therefore live. (see: Live Cards)

Public cards may be revealed.

Review Step

The Review Step is the second part of the Start Phase. It comes after the Ready step and before the Draw Step.

During your Review Step, you may discard 1 card.

Rival

Your “rival” is your rival in the game.

Rival can be used as an adjective, such as “commit 1 rival foundation”. This means 1 of your rival’s foundations.

Rule Effect

Rule effects are one of the four effect classes. (An effect’s “class” dictates how or when it is applied, among other things)

A rule effect applies some added rule to the game while it is active.

(examples: “If this attack is added to your momentum, add it face up.” is a rule effect.

“Your rival cannot play action cards during this attack.” is a rule effect.)

Handle applicable rule effects before any other effects.

If there are multiple rule effects to handle at the same time, the active player applies theirs first, then the inactive player. Each player applies their effects in any order they want.

Effects that prohibit / prevent, take precedence in any conflict. It does not matter what order rule effects were applied in. (see: Conflict Resolution)

Scope

An effect’s scope defines its frame of reference.

If a card was moved or flipped or similar, but an effect needs to get a value from it, scope helps define what value to use.

When an effect checks the value of a card property:

- Use the current value if the card hasn’t changed zones or publicity during the effect’s scope.
- If the card has changed zones or publicity during the scope - use the last value the property had, in the first zone where it was live (during the scope).

(note: The above is a technical explanation, but in practice it’s often intuitive.

Say you have an ability “Enhance Destroy 1 foundation: This attack gets +X damage. X equals the destroyed foundation’s difficulty.”

If you destroy a face down foundation for it (which has a difficulty of 0), you get +0 damage. Not whatever difficulty the card has now that it’s face up in your discard pile.)

If an effect is created by another effect, it inherits the original effect’s scope.

Otherwise,

- The scope of a Form or Enhance ability’s direct effect starts when the ability is announced.
- The scope of a Fired Effect, or the direct effect of a Response ability, begins with the event that triggered it.

Seal

A sealed card has no abilities for the rest of the turn.

Specifically, to “seal” a card means to assign a rule effect to it that reads - “The sealed card has no abilities for the rest of this turn.”

- This also prevents the card from gaining abilities. (see: Conflict Resolution)

(note: Keyword traits are not abilities! Sealing has no effect on them.)

Set Icon

The set icon is on the bottom left of a card.

Some abilities can only be played by characters with a

certain set icon. (see: Play Restrictions)

Otherwise, set icons have no impact on gameplay.

Slam

A keyword trait. (see: Keyword Traits)

Speed

The number in the arrow symbol of an attack is its speed.

When you try to block, difficulty you check against is equal to: The speed of the attack + the block modifier of your block + progressive difficulty. (see: Progressive Difficulty)

Speed can be negative (see: Negative Numbers). It gets included in block difficulty with no modification.

(example: Say you have a -2 speed attack, and your rival wants to block with a +3 modifier. The difficulty they check against is 1

(-2 + 3), plus progressive.)

Stage

The stage is one of the game zones.

Cards in the stage can be ready or committed.

(see: Ready, Committed)

Abilities on ready cards in the stage are playable.

(see: Played Ability)

To “build” a card means to add it to your stage. (see: Build)

You can arrange the cards in your stage in any way you’d like. So long as their presence and state (ready or committed) are clear to both players.

Any card that gets flipped, or built face down, must be kept distinct and identifiable for the rest of the turn.

- After that turn, they can be indistinguishable. Unless you need to track an assigned effect, or whether it’s been readied, or similar.

If it’s not specified, face down cards from zones other than the hand build face down. Anything else builds face up.

Start Phase

The Start Phase is the first part of the turn, and comes before the Combat Phase.

The Start Phase has three steps. See their respective entries for details.

Ready Step

Review Step

Draw Step

Starting the Game

Before the game begins, go through these steps to set up.

1. Both players place their starting character in their stage. They put their deck in their play area.
2. Randomly decide who chooses the player to go first. The first player commits their character.
3. Players set their health to their character's maximum health. Keep track with pen and paper, tokens, a tracker or any other means.
4. Any fired effects that trigger "before the game begins" happen now.
 - o No other game events can happen before the game starts.

(Example: Eraser Head adds a copy of ERASE! to his discard pile before the game begins. This is done before decks are shuffled.)

5. Players shuffle their decks until sufficiently randomized. They may shuffle or cut their rival's deck.
6. Players draw up to their character's starting hand size.

7. Starting with the first player, each player may mulligan. To mulligan cards, put the cards on the bottom of your deck and draw up to your hand size.
 - a. The first player may mulligan their entire hand, up to two times.
 - b. The second player may choose any number of cards in their hand to mulligan, only one time.
 - c. After mulligans, any player who mulliganed must shuffle their deck.
8. The game begins. The player who goes first skips the Start Phase of their first turn. Neither player may attack on their first turn of the game.
9. On their first turn only, the second player may draw 1 additional card during the Draw Step. This means the second player will draw above their starting hand size.

Static Effect

A static effect is the effect of a continuous ability on a card. (see: Continuous Ability)

A static effect is active so long as the card it is on is live (and has the continuous ability).

- As an exception, static effects on characters are only live if the character is on the stage.

Stun - enhance

Stun is a keyword ability.

Stun grants "Enhance: Your rival commits X foundations. X equals the rating of the Stun keyword granting this ability."

The Stun rating is the number next to the Stun keyword. "Stun: 2" has a Stun rating of 2.

(note: Your rival can't commit their character to stun! It's not a cost, so they can only commit foundations)

Symbol

Each card has three symbols on the bottom left.

There are twelve different symbols, as well as infinity.

(see: Infinity)

- Air
- All
- Chaos
- Death
- Earth
- Evil
- Fire
- Good
- Life
- Order
- Void
- Water

When deckbuilding, every card in your deck must share a chosen symbol, including your starting character. (see: Deck Construction)

Tech

A keyword trait. (see: Keyword Traits)

Terrain

Terrain is a keyword ability.

Terrain grants "After this card is added to your staging area, destroy all other terrain cards."

(note: This is actually redundant. A pause condition destroys other Terrain cards anyway. (see: Pause Condition) But the ability has this text for clarity)

This Attack

If an enhance, or a non-attack card, refers to "this attack", it's looking for the attack (if there is one) that is in any state of progress. That is, it's either being played, was just played, just resolved (i.e. if something triggered on the attack resolving), or is in its attack sequence..

- "Your attack" and "your rival's attack", are the same as "this attack" but only work on one player's attack.

In a continuous or response ability on an attack, "This attack" only refers to the attack the ability is on.

Throw

Throw is a keyword ability.

Throw grants "If this attack is completely blocked, it deals half damage (rounded up) during the Damage Step."

Transit Zone

The Transit Zone is one of the game zones.

The transit zone has no physical location. It's a temporary, abstract zone that holds cards as they go from one zone to another.

Most commonly, cards are in the transit zone while they're in the process of being played.

- Less commonly, an effect may trigger after a card leaves a zone, or before a card arrives in a zone. At this point in time, it will be in the transit zone.

Cards in the transit zone can be public, private, or unknown. (see: Public, Private, Unknown)

- If the card was public in its original zone, or will be public in its destination, it's public in transit. (see: Public)
- If the card is not public in transit, it's private if it was private in its origin zone, or will be in its destination. (see: Private)
- Otherwise, unknown cards going to a zone where they will still be unknown, stay unknown in transit. (see: Unknown)

If a card is being played, it gets a new current state as soon as it's in the transit zone.

If a card is in the transit zone for another reason, if it has a current state in its origin zone, it keeps it until it reaches its destination. Then the current state will refresh.

- If the card turns face up when it enters the transit zone, its current state refreshes at that time as usual.

Going to and from the transit zone does not count as a zone change in and of itself. The zone change is the complete action of going from the origin zone, to transit, to the destination zone.

- As mentioned above, entering transit counts as leaving the origin zone. A card will be in the transit zone "before entering" the destination zone.

Cards that relocate within a zone do not go through the transit zone.

Twice per turn

[Twice per turn] is a play restriction. (see: Play Restrictions)

[Twice per turn] means "This ability may only be played twice per turn."

Unflip

To unflip a card is to turn a face down card face up.

- You can't unflip a face up card.

(note: Face down cards in the stage have no abilities. If you unflip one, that card's current state will refresh, and it will now have abilities.

These are newly gained abilities, even if the card was face up (and had those same abilities) earlier in the turn. You haven't played these new abilities yet. So, you can use things like [Once per turn] abilities. It doesn't matter what happened with the

abilities the card used to have before it was flipped.)

Unique

Unique is a keyword ability.

Unique grants “While this card is in your stage, if there are 2 or more copies of it in your stage, destroy 1 of them.”

(note: This is actually redundant. A pause condition destroys duplicates of Unique cards anyway.

(see: Pause Condition) But the ability has this text for clarity.)

Unknown

Unknown cards are cards neither player can look at.

Cards in your deck, and face down cards that aren't in your stage, are unknown.

Version

On character cards, the version is the roman numeral to the top right of the text box.

You can only attach characters with the same identity and version as your starting character. (see: Character)

Weapon

A keyword trait. (see: Keyword Traits)

Winning The Game

You win the game if your rival is at 0 or less health, or is unable to cycle due to not having enough cards in their deck.

X

When a card refers to X:

- The effect may define what X is.
- If not, X may have been part of a cost leading to the effect.
- If X is not predefined, the player who owns the ability (for a cost) or effect can pick any valid number to be X.
- X cannot be negative. If it would be negative for any reason, it is zero instead.

Zone Changes

When a card changes game zones:

- Assigned effects on that card end (see: assigned effects)
- The card's current state refreshes
- Any counting history on the card (i.e. whether the card has been readied, or has its once per turn ability been used, etc.) is reset.

Zones

See:

- Attack Zone
- Block Zone
- Game Zone