

# KEYWORDS



## 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 ten different keyword abilities in the MHA CCG. See:
  - Breaker
  - Combo
  - Echo
  - 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.

# KEYWORDS



## Keyword Trait

- Keyword traits 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 MHA CCG:
  - **Ally**
  - **Charge**
  - **Fury**
  - **Kick**
  - **Punch**
  - **Ranged**
  - **Slam**
  - **Taunt**
  - **Tech**
  - **Weapon**

**Below is a description of all Keyword Abilities.**

## 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.

# KEYWORDS



## Combo ( )

- Combo is a keyword ability, and also an associated play restriction.
- 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.)

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

## Echo

- Echo is a keyword ability.
- Echo grants "Response Discard 1 momentum: After this attack resolves, you may play it as your next form. If you do, after it resolves, flip it."
- The flipped card does not count as an attack and will not go to momentum.

# KEYWORDS



## EX

- 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 an EX rating of 2.

## Flash

- Flash is a keyword ability.
- Flash grants "Skip this attack's Enhance Step."

## Powerful

- 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.

## Stun

- Stun is a keyword ability.
- Stun grants "Enhance: Your opponent commits X foundations. X equals the rating of the Stun keyword granting this ability."
- The Stun rating is the number next to the Powerful 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)

# KEYWORDS



## Throw

- Throw is a keyword ability.
- Throw grants “If this attack is completely blocked, it deals half damage (rounded up) during the Damage Step.”

## 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. But the ability has this text for clarity.)

## **\*\*DEADLOCK\*\***

Deadlock is not a keyword itself, but is a restriction on abilities. Abilities with a Deadlock restriction may only be played if your rival has more than 10 foundations in their stage.

## **\*\*FREEZE\*\***

To "freeze" a card is to create the assigned rule effect "That card does not ready during its owner's next Ready Step."

- You cannot freeze a card that is currently frozen.

## **\*\*SEAL\*\***

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.
- You cannot seal a card that is currently sealed.