Vs. System TCG Comprehensive Rules version 1.7

Last updated November 13, 2005

Introduction

These rules are designed to be the ultimate authority on the **Vs. System** trading card game (TCG) for competitive play. If you are a newer player, you may find these rules a bit intimidating. We encourage you to check out the basic rulebook located on our website at both ude.com/marvel and ude.com/dc.

This document is broken up into the table of contents, rules, glossary, credits, and contact information. Rules are further broken up into sections, and several individual rules are broken up into subrules. The glossary offers definitions for terms used in the rules.

While every effort has been made to make these rules as comprehensive as possible, there may arise situations in which this rules document is not enough to resolve a game dispute. If such a situation arises, please write or email us with your rules questions. The contact information is found at the end of this document.

The current version of these rules can be found at ude.com/rules.

1. Game Basics

100. General

    100.1   These game rules are used for games involving two or more players.

    100.2   Tournament players must follow these rules in addition to tournament policy outlined on the official UDE website at ude.com/policy.

    100.3   Players must ensure that they are playing using the most up-to-date text on cards. The most current text can be found in the official card reference document located at ude.com/rules.

101. Starting the Game

    101.1   Each player will need a way to track endurance totals, some small items to represent counters in the game, an item to represent an initiative tracker, and a deck of at least 60 cards. There is no maximum deck size.

    101.2   A player's deck at the start of the game may only contain four copies of any card with the same name. This is called the "four per deck rule." There are two exceptions to this rule.

        101.2a   A deck may include up to four copies of each different version of a card.

        101.2b   A deck may include any number of each Army card.

    101.3   Tournaments follow a set of specific deck construction rules. Deck construction rules are outlined in the Tournament Policy: **Vs. System** TCG (Appendix B) document at ude.com/policy. These deck construction rules may be different than the ones provided in the Comprehensive Rules. If so, those rules take precedence during the tournament.

    101.4   Players should use a random method to determine who chooses the player that will start the game with the initiative.

    101.5   Each player starts the game with four cards in his or her hand and 50 endurance. This endurance represents the overall wellbeing of his or her team of characters.

    101.6   Once per game, after each player has drawn a four-card opening hand but before beginning the first turn, each player may mulligan. To mulligan, a player puts his or her hand on the bottom of his or her deck in any order and draws four new cards. This is called the mulligan rule. The player who will

start the game with the initiative decides whether or not to mulligan first, and then the decision passes clockwise to each player in turn.

102. Winning and Losing

102.1 When only one player remains in the game, that player wins.

102.2 When a player wins the game, any other players remaining in the game lose the game.

> *Example: Xavier's Dream reads, "If there are three dream counters on Xavier's Dream, you win the game." If a player controls Xavier's Dream with three dream counters on it, he or she wins the game, and the rest of the players thus lose the game.*

102.3 A player that loses the game is removed from the game. All objects that player owns are removed from the game. Any effects that player controls on the chain are negated by the game rules. Objects that player controls but doesn't own revert to their last controller. Continuous modifiers from objects and effects that player controlled are no longer applicable. This rule is an exception to rule 505.4 and to rule 513.2b.

102.4 A player with 0 or less endurance can lose the game—and, as a result, be removed from the game—during the recovery phase endurance check. (See rule 408.2a.)

102.5 A player may concede the game at any time. The conceding player is voluntarily removed from the current game, and afterwards, he or she loses the game.

102.6 A player does not lose the game if he or she is unable to draw cards.

103. Contradictions Rule

103.1 If card text contradicts rules outlined in the comprehensive rules, the card text supersedes the comprehensive rules. Card text only overrides rules when it directly states so.

> *Example: Nightcrawler, Kurt Wagner reads, "While Nightcrawler is attacking, he cannot be stunned." Nightcrawler's controller attacks an opposing Nightcrawler. Normally, this would result in both of them being stunned. In this case, however, the card's text supersedes the rules of combat, and the attacking Nightcrawler is not stunned.*

> *Example: Cosmic Radiation reads, "Ready any number of Fantastic Four characters you control." The rules read, "701.12a A stunned character*

can't be readied." Cosmic Radiation can't ready a stunned character because Cosmic Radiation doesn't directly state that it supersedes this rule.

103.2   If a modifier or rule instructs that <something> can't (or cannot) happen, and another modifier or rule attempts to make that same <something> happen, the "can't" modifier or rule will always overwrite the "can" modifier or rule, regardless of timestamps or dependencies. "Can't" modifiers and rules are not replacement modifiers. An event that can't happen cannot be replaced.

> ***Example:*** *Burn Rubber reads, "Target character you control has reinforcement this turn." Blind Sided reads, "Target character loses reinforcement and cannot have reinforcement this turn." A character affected by Blind Sided first, and then by Burn Rubber, will not have reinforcement this turn.*

> ***Example:*** *Mystique, Raven Darkholme, reads, "If Mystique would cause breakthrough endurance loss to an opponent, that opponent loses 5 endurance instead." Paralyzing Kiss reads, "Attackers can't cause breakthrough while attacking Arkham Inmates characters this turn." Mystique is attacking an Arkham Inmates character. Any breakthrough she would cause while Paralyzing Kiss is in effect does not happen because she can't cause breakthrough. Mystique's replacement will not have an opportunity to replace the breakthrough endurance loss before Paralyzing Kiss's modifier prevents it.*

> ***Example:*** *The rules read, "701.12a A stunned character can't be readied." Cosmic Radiation reads, "Ready any number of Fantastic Four characters you control." Cosmic Radiation can't ready a stunned character because the rules state that stunned characters can't be readied.*

104. Negative and Undefined Values

104.1   Negative numbers in the **Vs. System** are used only for purposes of raising or lowering values and comparing endurance totals to other endurance totals. If an effect or a modifier depends on a value that is negative, other than for these purposes, that value is always treated as 0.

> ***Example:*** *Savage Land reads, "Activate >>> Target Brotherhood attacker you control gets +1 ATK and -1 DEF for this attack for each resource you control." Savage Land's controller uses this payment power on Toad while he controls three resources. Toad was 3 ATK/2 DEF and now is 6 ATK/0 DEF, except for the purposes of further changing his DEF. For the purposes of further changing his DEF, Toad's DEF is -1.*

104.2 "Totaling" or "combining" values together does not change any of the individual values involved; thus, if a team attacker's ATK is less than 0, it is treated as 0 for the purpose of combining its ATK with the ATK of other team attackers. Similarly, if a character's willpower is less than 0, it is treated as 0 for the purpose of combining its willpower with the willpower of other characters.

104.3 Undefined values that would be numeric are 0.

2. Parts of the Game

200. General

200.1 This section sets out the rules for card parts and game zones.

201. Card Name

201.1 A card's name appears across the top of the card. If an effect or modifier refers to the name of the card or object that produced it, it is only referring to the card or object that put the effect on the chain or whose text produced the modifier, and not to any other instance of that card or object. If a payment power's cost refers to the name of the card or object that is its source, it is only referring to the card or object that is the source of the payment power, and not to any other instance of that card or object. If an effect or modifier refers to control of a card with a specific name, it is referring to an object with that card name. (See "Considered To" in the Glossary.)

201.1a If an effect or modifier refers to the name of an object, but the object in play with that name is no longer the same object that was in play when the effect or modifier was played, then the effect or modifier can use the last known information of the object as it was when the effect or modifier resolved. The effect or modifier cannot affect or modify the new object.

Example: Reign of Terror reads, "Return any number of target characters with a combined cost of 3 or less to their owners' hands." Beetle, Abner Jenkins reads, "Boost 4: When Beetle comes into play, he gets +X ATK and +X DEF this turn, where X is the number of resources you control." A player recruits Beetle, paying the boost cost. Another player plays Reign of Terror on Beetle. The first player recruits Beetle again, this time without paying the boost cost. Beetle is not affected by the boost cost paid earlier, because he is not the same object.

201.1b If a card or object refers to a <keyword> card, it is referring to a card with the <keyword> keyword. If a card or object refers to a <version> card, it is referring to a card with the <version> version.

201.2   After some character card names, there is a <> symbol that is followed by text. These characters have an identity. The naming format for those characters is Name <> Identity. A character's identity is ignored when determining uniqueness of that character.

202. Version

202.1   The text appearing immediately below the name of a card is the version of that card.

202.2   The version can uniquely identify a card, can be the Army keyword, or can indicate a card is part of a group of cards.

> *Example: Even though they have the same name, the cards Luke Cage, Power Man and Luke Cage, Hero for Hire can be uniquely identified because they have different versions.*

> *Example: Assassin Initiate has the version "Army." This version is a keyword that means that this character card is not limited by the "four per deck rule." (See rule 101.2b.) It also means this character does not have the unique characteristic. (See rule 202.4a.)*

> *Example: Moonglow reads, "You may search your deck for a Team-Up card, reveal it, put it into your hand, and shuffle your deck." This modifier can find any card with version Team-Up, such as Stormfront-1, Justice for All, or Faces of Evil.*

202.3   If an effect refers to a card name other than the name of the card that produced the effect, unless it refers to a card's version name, the effect refers to all version names of that card.

> *Example: Doom-Bot reads, "Activate >>> Ready target Dr. Doom." This payment power may target Dr. Doom, Diabolical Genius; Dr. Doom, Victor Von Doom; or Dr. Doom, Lord of Latveria, as Doom-Bot does not specify a version. This can't ready Doomstadt or Kristoff von Doom, because neither of them is named "Dr. Doom."*

202.4   "Army" is both a version and a keyword with a specific meaning. Character cards with version "Army" are not subject to the "four per deck rule." (See rule 101.2b.)

202.4a   Character cards with version "Army" do not have the unique characteristic. Rules for resolving recruit effects that check uniqueness (see rules 508.3b and 705.1) do not apply to resolving Army recruit effects.

202.5   An effect that refers to a version without referring to a card's name refers to all cards of that version.

203. Costs

203.1   Game costs expressed in numbers in the **Vs. System** are always positive integers or 0. Costs can never be negative. A cost of 0 still needs to be paid—a cost of 0 does not cause a card or an effect to be played automatically.

203.2   If an effect or modifier looks for a card's cost, it will use the value printed in the upper left-hand corner of the card.

203.3   A player can't pay a cost unless that player has the means to do so.

> ***Example:*** *Storm, Ororo Munroe reads, "Pay 2 endurance >>> Characters your opponents control lose flight this turn." A player with 1 or less endurance can't pay this cost, as he or she doesn't have the endurance available to pay with.*

203.4   Recruit Costs

203.4a   Recruit costs appear in the upper left-hand corner of character and equipment cards. Recruit costs have gold coloring.

203.4b   Recruit costs require payment from the total number of resource points in a player's resource pool for that turn.

203.4c   Cards with recruit costs may only be played during the recruit step. (See rule 404.)

203.5   Threshold Costs

203.5a   Threshold costs appear in the upper left-hand corner of location and plot twist cards. Threshold costs have silver coloring.

203.5b   Threshold costs are compared to a player's total resources in his or her resource row. If the total number of resources is equal to or greater than the threshold cost, then the cost can be met. Meeting a threshold cost does not remove resource points from a player's resource pool.

203.5c   Threshold costs are still costs and must be satisfied in order to play effects that have them. (See rule 505.)

203.6   Payment Power Costs

203.6a   Payment power costs appear on the left side of a payment power, before the arrow. In the Official Card Reference and these rules, this arrow is symbolized by ">>>". Payment powers are colored in normal text color. Some payment power costs include the word "Activate." The powers that have such a cost are called activated powers. (See rule 500.3a.) All payment power costs are actions, sequences of actions, resource point costs, and/or endurance costs.

203.6b   If a payment power cost requires actions to be taken, they can be done in any order that allows all the actions to be taken. If not all of the stated actions can be done, the cost can't be paid, and the power can't be legally played.

203.7   Replacement Costs

203.7a   Some replacement modifiers are optional and produce replacement costs. These will be written as "If <event would occur>, <a player> may instead <pay cost>."

203.7b   These costs are optional to pay. If you choose not to pay or cannot pay them, the replacement does not occur, and subsequent "if you do" clauses won't be satisfied.

Example: Tim Drake, Young Detective reads, "If a team attacker you control would become stunned, you may instead choose another team attacker you control. If you do, stun the chosen character." The cost for Tim Drake's replacement modifier is "choose another team attacker you control." If there are no other team attackers to choose, you cannot pay this cost. It does not matter if the character chosen cannot be stunned for some reason; the cost for the replacement has still been met. You may choose not to pay the cost even if you have means to do so. If you choose not to pay the cost, the replacement does not happen.

Example: Sabertooth, Victor Creed reads, "If Sabretooth is in your front row and would become stunned, you may instead pay 10 endurance. If you do, exhaust Sabretooth and move him to your support row." The cost for this replacement modifier is "pay 10 endurance." If you choose not to pay or cannot pay, then Sabertooth will be stunned. If you do pay, then he will be moved to your support row and will be exhausted.

Example: Spider-Man, Alien Symbiote reads, "If Spider-Man would become powered-up, you may instead put a +1 ATK / +1 DEF counter on him." The cost for Spider-Man's replacement modifiers is "put a +1 ATK / +1 DEF counter on him." This is a cost because it appears in the format listed in 203.7a. Other cards have powers that put a +1 ATK / +1 DEF

counters on a character but do not use the format listed in 203.7a. Those cards do not have replacement costs.

203.8   Costs in Resolutions

203.8a   Some powers say to "pay" endurance or resource points as part of their effects, during resolution. These are also costs.

203.8b   Losing endurance is never a cost. Paying endurance leads to losing endurance, but not vice versa.

203.9   Actions taken to pay costs can't be replaced. If a replacement modifier attempts to replace part or all of a cost, none of that cost is replaced.

Example: Tim Drake <> Robin, Young Detective reads, "If a team attacker you control would become stunned, you may stun another team attacker you control instead." A team attacker you control with evasion can't have the cost of evasion, "Stun this character," replaced by Tim Drake's power's replacement modifier. To use the character's evasion, you must stun that particular character, and you cannot "redirect" the stunning to another team attacker you control.

203.9a Some effects have an alternate cost. These are not replacement modifiers on the original cost, but an alternate cost that can be paid rather than paying the original cost. Alternate costs can be identified by the words "rather than."

204. Illustration

204.1   The illustration is part of the card flavor and has no effect on gameplay. An illustration depicting a game characteristic such as flight does not grant that characteristic to a character.

204.2   Each card has an illustration credit below the art. The illustration credit has no effect on gameplay.

205. Card Color

205.1   A card's type determines its color. Red or black cards are character cards, blue cards are plot twist cards, green cards are location cards, and gray cards are equipment cards.

205.2   Card color is a visual reminder of card type. The color of a card has no effect on gameplay.

206. Card Type

206.1   A card's type is printed vertically on the left side of the card. Each card, with the exception of character cards, has its card type displayed in the card type line. Character cards have their team affiliations displayed in the card type line. Some character cards do not have a team affiliation and do not have anything written in the card type line. (See also section 3.)

206.1a Character cards may have team affiliations printed in their card type areas. Team affiliations are used in determining whether a character can team attack with and reinforce other characters. (See rules 601.5 and 701.10a.)

206.1b Some character cards have two printed team affiliations. Double-affiliated characters have their second printed team affiliation in a vertical text box on the right side of the card, opposite to the regular team affiliation. In the Official Card Reference, these characters have their first printed team affiliation separated from their second printed team affiliation by a "/".

207. Expansion Code

207.1   The expansion code is a three-letter abbreviation for the name of the set that a card is from. The three-letter abbreviation is followed by the set number of the card. Neither the expansion abbreviation nor the set number has any effect on gameplay.

207.2   A card may have the first edition symbol if it is from the first print run of a set. The first edition symbol has no effect on gameplay.

207.3   The color of the expansion code denotes the rarity of the card in its set. This color has no effect on gameplay.

208. Legal Text

208.1   Each official **Vs. System** card has the legal copyright text located on the bottom of the card next to the expansion text. Legal copyright text has no effect on gameplay.

209. Text Box

209.1   The card text box is where the card text is written. Card text includes (but is not limited to) powers, keywords, and some characteristics, such as unique and ongoing. A paragraph break in the text—symbolized as "<p>" in these

rules—denotes a new power and a new modifier; however, some powers represented by one keyword each may be grouped together to save space. (See rules 500.4 and.511.1a.)

209.2   Reminder text is italicized text in parentheses, and it is usually found after a keyword or a particularly difficult section of game text. The reminder text serves to further clarify the card text and does not have any effect on gameplay other than to remind players of how the text before it works.

209.3   Flavor text is text in italics below the game text and has no effect on gameplay.

209.4   One card, Bizarro World, has "mystery text" in its text box. This text changes with each new expansion's release (on the day the new expansion becomes tournament-legal), and it can be found at www.bizarroworld.com or in the most recent version of the Official Card Reference. (See rule 100.3.)

210. Attack, Defense, and Willpower Values

210.1   Each character card in **Vs. System** has an ATK, DEF, and willpower value.

210.2   If there are numbers in the lower left-hand corner of a card, they represent a character's or character card's attack value (ATK) and defense value (DEF). The number next to the lightning bolt symbol is the printed ATK. The number next to the shield symbol is the printed DEF.

210.3   A character or character card with the keyword "Willpower" followed by a number has a printed willpower value equal to that number. A character or character card without this keyword has a printed willpower of 0.

210.3a While a character is stunned, its willpower becomes 0. Stunned characters cannot gain or lose willpower.

210.3b A direct defender's willpower is 0.

211. Icons

211.1   Cards may have a number of icons on the lower left side. Icons are graphical reminders of the "ongoing" keyword and the characteristics flight and range. Flight and range do not appear in the text box of a character that has one or both of them as printed characteristics—they only appear on the card as the appropriate icon.

211.2 Each card has a brand icon in the upper right-hand corner. This gives the card the Marvel or DC characteristic, allowing it to be referred to as a "Marvel card" or "DC card."

211.3 A security foil icon in the shape of the letter "e" is found in the lower right-hand corner of all official cards. It has no effect on gameplay.

211.4 As an effect removes a characteristic, the effect also removes any icon associated with that characteristic. As an effect adds a characteristic, the effect also adds the icon associated with that characteristic, if any.

211.5 The existing icons include those for flight, range, ongoing, and the Marvel or DC brand of a card, as well as the security foil icon. All cards have a brand icon and a security foil icon; not all cards will have each of the first three.

212. Game Zones

212.1 General

212.1a There are six zones in the game. Each game zone exists even if there are no cards or objects in that zone. Each can also be referred to without the word "zone." For example, a player's deck zone is also called the player's deck.

212.1b If a card or object changes zones, it is no longer the same card or object. Any modifiers affecting it in the previous zone do not continue to affect it in the new zone unless they specify that they do, or unless they also apply to cards or objects in the new zone. An object that changes controllers within the same zone is the same object. (See rule 700.3.)

212.1c If the game is looking for information from an event that caused a character card to change zones and needs to know the affiliation(s) of that character card, the game will see the character card as having affiliations according to the zone it was coming from.

> *Example:* Goblin Glider reads, "Goblin Glider costs 1 less to recruit for each Sinister Syndicate character you recruited this turn." Marvel Team-Up reads, "Characters you control, as well as cards in your hand, deck, and KO'd pile, that have either of the chosen affiliations have both affiliations." A player has a Marvel Team-Up in play and has chosen Crime Lords and Sinister Syndicate. This player recruits a Crime Lords character from his hand. Because Marvel Team-Up applies in the hand zone, the game will see the character as having both the Crime Lords and

Sinister Syndicate affiliations. Goblin Glider costs that player 1 less to recruit.

212.1d If a card changes zones and goes to a hand, KO'd pile, deck, or removed-from-game zone, it goes to its owner's version of that zone.

212.2   Deck Zone

212.2a   The deck zone represents the area of the game where players place their decks. Each player has a deck zone.

212.2b   The deck zone is not public information. No player may look through his or her own deck or any of his or her opponents' decks. The number of cards in a player's deck is public information. Players may not alter the order of cards in their deck zones.

212.2c   If a modifier puts two or more cards on the top or bottom of a deck at the same time, the owner of those cards may arrange them in any order. That deck's owner doesn't reveal the order in which the cards go into his or her deck.

212.2d   If a modifier instructs a player to search his or her deck, that player will shuffle that deck after he or she is done searching and possibly retrieving cards from it.

212.3   Hand Zone

212.3a   The hand zone represents cards in a player's hand. Each player has a hand zone.

212.3b   The hand zone is not public information, but a player may look at the cards in his or her hand zone at any time. The number of cards in a player's hand is public information.

212.4   KO'd Pile Zone

212.4a   The KO'd pile represents the area of the game where players place cards that have been KO'd or discarded, plot twist cards that have resolved or been negated from the chain zone, and cards otherwise instructed by game rules or effects to go there. Each player has a KO'd pile.

212.4b   The KO'd pile is public information. Players may not alter the order of cards in their KO'd piles.

212.5   In-Play Zone

212.5a   The in-play zone represents the part of the game where players may place objects. Each player has his or her own visible area and hidden area in the in-play zone. Moving objects between areas in this zone does not cause those objects to change zones, leave play, or come into play.

212.5b   There are five types of object that may be in the in-play zone: characters, plot twists, locations, equipment, and resources. Any object with type "plot twist" or "location" also has type "resource"; any face-up resource object also has type "plot twist" or type "location," but never both. Face-down resources do not have any of the other types listed here. Each type of object has its own specific rules, outlined below and elsewhere in these rules.

212.5c   Each player controls two areas in the in-play zone: visible and hidden. These two areas are separated by an empty column, with the visible area on the right of this empty column and the hidden area on the left of this empty column. Objects can't occupy the empty column, and each player must clearly mark this column in his or her playing area. A character in the visible area is "visible." (See rule 701.18.) A character in the hidden area is "hidden." (See rule 701.17.)

212.5d   Each player controls three rows in the in-play zone: front, support, and resource. Hidden areas of the in-play zone do not have resource rows. The front and support rows are where a player places characters. Equipment does not occupy a row, but is recruited onto a character; the equipment is attached to that character, equipping it. (See rule 404.) The resource row is where a player places resources. (See rule 403.) A player's resource row is the row closest to him or her. A player's front row is the row furthest from that player on his or her side of the in-play zone. A player's support row is between his or her front row and resource row.

212.5e   A card becomes an object as part of it being put into the in-play zone. This is known as the "comes into play" event. All characters, except characters with concealed, come into play in a visible area. Characters with concealed come into play in a hidden area. All equipment comes into play attached to a character in a visible area. A player puts a card into play through a series of steps. First, the player makes any choices not already made (such as "Will this come into play in the visible area or the hidden area?" for Concealed—Optional characters, or "What will this attach to?" for equipment being put directly into play rather than recruited). Second, the card is physically placed into play, processing any "with counters" or "exhausted"

modifiers and making it an object. Third, continuous modifiers are applied. Finally, there is a check to see if any triggered powers trigger (including any on the object itself). This is done in order but takes no actual "game time," meaning that no one will receive priority while the steps are being carried out. Some parts of the process can affect later-ordered parts.

212.5f   If a player is instructed to move an object into one of his or her rows from a row that another player controls, the first player gains control of that object as part of moving that object and also gains control of any equipment attached to it. If a player is instructed to transfer an equipment onto a character he or she controls from a character another player controls, the first player gains control of that equipment as part of transferring it.

212.5g   Characters in the front and support rows and equipment attached to those characters are public information.

212.5h   Any player may look at any face-up resource. A player may only look at face-down resources that are in his or her resource row.

212.5i   Any player may reveal a face-down resource from his or her resource row any time he or she has priority. This does not use the chain, and the resource returns to being unrevealed afterwards if nothing else happens. If the resource has a power only usable while it is revealed, this lets that power be used. Any player may look at a revealed face-down resource while it is revealed.

212.6   Chain Zone

212.6a   The chain zone, or "the chain" for short, represents the area of the game where players place character or equipment cards being recruited, plot twist cards being played from the hand, or effects, as instructed by the game rules. All players share the chain zone.

212.6b   The chain zone is public information. Players may not alter the order of effects or cards in the chain zone.

212.7   Removed-from-Game Zone

212.7a   The removed-from-game zone represents the area of the game where players place cards that have been removed from the game by effects. Each player has his or her own removed-from-game zone.

212.7b   The removed-from-game zone is public information. Cards in this zone are face-up unless otherwise stated on the modifier that placed those cards in this zone.

213. Counters

213.1   A counter is a physical reminder placed on an object. Each counter is associated with a function that is specified by the modifier that created it.

213.1a   Some counters add to and/or subtract from ATK and/or DEF. Counters that alter these values by the same amount are indistinguishable from each other.

Example: The +1 ATK / +1 DEF counters that Venom, Alien Symbiote puts onto himself cannot be distinguished from one that Tinkerer has put onto Venom, but they are both different from the -1 ATK counter that Spider-Man, New Fantastic Four can put on a character.

213.1b Some counters are named. Named counters with the same name are indistinguishable from each other. Usually, named counters will be referred to by some other modifier and serve either as a simple marker or to keep track of some quantity.

Example: The plague counters placed by Clench Virus and those placed by Wheel of Plagues are both counted by Clench Virus's last triggered power's effect. However, both are different from the micro counters placed by Micro-Sentinels.

213.2   Counters on an object remain on that object until that object leaves play or a modifier removes the counter. Stunning or turning an object face down does not remove any counters already on that object. Cosmic counters are an exception to this rule. (See rule 707.8b.)

213.3   As an object leaves the in-play zone, remove all counters from it.

214. Priority

214.1   A player's option to take a new game action is called priority. When a player has priority, he or she may play an effect, perform another action that requires priority, or pass priority clockwise to the next player.

214.2   Any time all players in the game pass priority on an empty chain in succession, the game progresses to the next phase, step, or substep. This is called the "all players passing in succession" rule. Taking any action, regardless of whether or not it uses the chain, is different from passing priority, and thus is not "passing in succession." To progress to the next phase,

step, or substep, follow the rules below in order. (See rule 212.6 for information on the chain.)

214.2a If progressing into a new phase, all current phases, steps, and/or substeps end. Begin the next phase.

214.2b If progressing into a new step, all current steps and/or substeps end. Begin the next step, and continue with the current phase.

214.2c If progressing into a new substep, all current substeps end. Begin the next substep, and continue with the current phase and step.

214.2d During the recovery phase, after all players pass on an empty chain in succession, the game processes the "wrap-up" actions before the phase ends. After this set of actions is completed, end the recovery phase. (See rule 408.2.) This is an exception to rule 214.2.

214.2e During an attack substep, after all players pass on an empty chain in succession, first process the "attack conclusion" actions. After this set of actions is completed, end the current attack substep. (See rule 602.4.) This is an exception to rule 214.2.

214.2f Illegal actions that are "rewound"—such as flipping a location incorrectly or playing a power incorrectly—are treated as though they were not performed and do not interrupt "passing in succession."

214.2g Revealing a face-down resource does not interrupt "passing in succession." Taking an action while the resource is revealed, such as using one of the resource's powers, does interrupt "passing in succession."

3. Card Types

300. General

300.1 There are four types of cards in the game: character cards, equipment cards, location cards, and plot twist cards. Each card type follows its own specific rules outlined in the sections below.

300.2 A card or object may have characteristics or qualities dependent upon its position, icons printed on the card, or its version. Modifiers can change which characteristics or qualities an object has. (See rule 701.)

301. Characters

301.1   Character cards can be identified by the red or black card background and the team affiliation in the type line. A character card with a blank type line has no team affiliation.

301.2   A player may recruit a character card only during his or her recruit step (see rule 404) and only when the chain is empty. This is also called "recruiting a character."

301.3   A player recruits a character by following the applicable steps for playing effects. (See section 505.)

301.4   The character card represents the recruit effect on the chain. Resolving a character's recruit effect follows the rules for resolving recruit effects. (See rule 508.3.) As the recruit effect resolves, the character card is put from the chain into play in the player's front or support row. It is then an object with type "character."

301.4a Character cards without the "Concealed" keyword are put into play in the player's visible area. Character cards with concealed are put into play in the player's hidden area. Before character cards with the "Concealed—Optional" keyword come into play, the player chooses into which of these two areas to put the character into play.

301.5   Characters without the version "Army" have the unique characteristic. (See rule 701.15.)

302. Equipment

302.1   Equipment cards can be identified by the gray card background and the card type printed in the type line.

302.2   A player may recruit an equipment card only during his or her recruit step (see rule 404) and only when the chain is empty. This is also called "recruiting an equipment."

302.3   A player recruits an equipment by following the applicable steps for playing effects. (See rule 505.) The player must also follow additional rules outlined below.

302.3a For an object to be legal to attach equipment to (see rule 512.4a), it must have type character; must be visible unless otherwise specified; can't have the stunned characteristic; and can't already have its maximum allowed number of equipment equipped to it. Any existing restrictions on attaching equipment to it must be satisfied, and it must be controlled by the player controlling the effect whose modifier will attach the equipment.

302.3b The default maximum allowed number of equipment a character can have equipped is one.

302.3c A recruit effect is targeted if it recruits an equipment card. The target is the character the equipment will get attached to. The effect can't target a character that the equipment could not legally be attached to.

302.4 The equipment card itself represents the recruit effect on the chain. Resolving an equipment's recruit effect follows the rules for resolving recruit effects (see rule 508.3). As the recruit effect resolves, the equipment card is put from the chain into play equipping the targeted character. It is then an object with the equipment type.

302.5 The text of an equipment that is equipped to a stunned character is inactive; that text is treated as though it does not exist.

302.6 If an equipped character leaves play or moves from a hidden area to a visible area (or vice versa), that character's equipment is put into the KO'd pile as part of that character leaving play.

302.7 Equipment, by default, is not unique but is allowed to have the unique characteristic.

302.8 A player instructed to put an equipment into play attached to a character must follow all applicable rules about what equipment is legal to attach to that character, just as in the cases where the player would be recruiting the equipment to that character or transferring it there. If the equipment cannot legally be attached to that character, the equipment does not come into play attached to that character; it will remain in the zone it was in before the player was instructed to put it into play.

303. Locations

303.1 Location cards can be identified by the green card background and the card type printed in the type line.

303.2 Location cards may only be flipped face up from the resource row. This is also called "flipping a location face up," and it causes the resource to acquire the type "location" in addition to the "resource" type it had before.

303.3 Flipping a location face up does not use the chain, but it is still an action. (See rule 510 for the rules applicable to flipping locations.)

303.4   Building a location means that a player puts the location card into play in his or her resource row face down.

303.5   Locations are unique.

304. Plot Twists

304.1   Plot twist cards can be identified by the blue card background and the card type printed on the type line.

304.2   A player may play a plot twist card from either his or her hand or his or her resource row any time he or she has priority. This is also called "playing a plot twist."

304.3   A player plays a plot twist by following the steps for playing effects. (See rule 505.) The player must also follow the additional rules outlined below.

304.4   As the first part of playing a plot twist from the resource row, that player must turn that plot twist face up. This is done as part of rule 505.1a, after revealing the plot twist but before putting the effect on the chain. This causes the resource to acquire the type "plot twist" in addition to the "resource" type it had before.

304.5   If a player plays a plot twist from his or her hand, the plot twist card itself represents the effect on the chain. If a player plays a plot twist from the resource row, the plot twist card stays in that row, and the effect on the chain does not have a card on the chain associated with it.

304.6   If a player played a plot twist from his or her hand, as the effect is resolved, is negated, or otherwise leaves the chain, the player puts the plot twist card from the chain into his or her KO'd pile. If a player played a plot twist from the resource row, as the effect is resolved, negated, or otherwise leaves the chain, the plot twist object stays in the resource row.

304.7   Some plot twists have the ongoing characteristic. Ongoing plot twists can be recognized by the ongoing icon and the keyword "ongoing" in the text box. This makes no difference in how the plot twist is played or resolved, other than as specified below.

304.8   The text in an ongoing plot twist's text box before the word "ongoing" follows the rules of playing effects. (See rule 505.) Some ongoing plot twists have no text before the word "ongoing." Their effects are still played, even though they contain no text. Such a "blank" effect resolves normally but creates no modifier while resolving.

304.9   The text after the word "ongoing" is the plot twist's power and does not follow the rules of playing effects. If the plot twist was played from hand, this power does not produce a modifier; if the plot twist was played from the resource row, this power becomes active as the plot twist becomes "played" (after all the steps of playing it are done, but before a player receives priority). (See 505.1e.)

> *Example: Concrete Jungle reads, "Each of your opponents turns all locations he controls face down. <p> **Ongoing**: Whenever an opponent flips a location, that opponent discards a card." The ongoing triggered power is active once the plot twist is played, while the effect is still on the chain; the effect's modifier that turns the locations face down doesn't happen until the effect resolves. If an opponent flips a location in response to this plot twist, the ongoing triggered power will trigger off of that.*

304.10 Plot twists are not unique.

4.   Turn Sequence

400. General

400.1   Each turn is composed of four phases: draw, build, combat, and recovery.

400.2   Players share the phases of each turn.

400.3   Some phases have steps associated with them.

400.4   Each player has his or her own step or steps within any phase that has steps. Players do not share steps.

400.5   Starting with the primary player, players perform all their steps in a phase in order, and then continue clockwise until all players have performed all steps in that phase. Inside of a step, the primary player is the player whose step it is. Outside of a step or substep, the player who has initiative this turn is the primary player.

400.6   Each step and certain phases have instructions that players must carry out in the order given.

400.7   Any time all players in the game pass priority on an empty chain in succession, the game progresses to the next phase, step, or substep. To progress to the next phase, step, or substep, follow the rules below in order.

400.7a If progressing into a new phase, all current phases, steps, and/or substeps end. Begin the next phase.

400.7b If progressing into a new step, all current steps and/or substeps end. Begin the next step and continue with the current phase.

400.7c If progressing into a new substep, all current substeps end. Begin the next substep and continue with the current phase and step.

400.7d During the recovery phase, after all players pass on an empty chain in succession, the game processes the "wrap-up" actions before the phase ends. After this set of actions is completed, end the recovery phase. (See rule 408.2.) This is an exception to rule 400.7.

400.7e During an attack substep, after all players pass on an empty chain in succession, the game processes the "attack conclusion" actions before the substep ends. After this set of actions is completed, end the current attack substep. (See rule 602.4.) This is an exception to rule 400.7.

400.8　When a phase, step, or substep begins, any powers or modifiers that trigger "at the start of" that phase, step, or substep trigger and are then added to the chain. (See rule 506.3.) The primary player then gets priority.

401. Draw Phase

401.1　As the draw phase starts, a game-based effect that says "Each player draws two cards," is added to the chain. Then, any powers or modifiers that trigger at the start of the draw phase trigger and then are added to the chain, along with any that triggered during the previous turn's wrap-up. Then, the primary player gets priority.

402. Build Phase

402.1　The build phase contains three steps: resource, recruit, and formation. Steps are performed as outlined in rule 400. (See rules 400.5–400.8.)

402.2　As the build phase starts, any powers or modifiers that trigger at the start of the build phase trigger and then are added to the chain. Then, the primary player gets priority.

403. Resource Step

403.1　As a player's resource step starts, that player may build a resource by putting one card from his or her hand face down into his or her resource row. Any powers or modifiers that trigger at the start of the resource step trigger and then are added to the chain. Then, the primary player gets priority.

403.2   As the turns progress, a player builds each of his or her new resources to the right of all resources that player controls and adjacent to his or her rightmost resource.

403.3   Players can't reposition a resource unless instructed to by the game rules. (See rules 512.5 and 706.3.)

403.4   Building a resource is optional. A player must explicitly choose either not to build a resource or to build a resource; neither one is a default assumption. Rule 403.1 can't be completed without the player having specified his or her choice.

403.5   Objects in a player's resource row have the "resource" characteristic whether they are face up or face down. (See rule 701.11.)

404. Recruit Step

404.1   As a player's recruit step starts, that player puts 1 resource point into his or her resource pool for each resource he or she controls, and then any powers or modifiers that trigger at the start of the recruit step trigger and then are added to the chain. Then, the primary player gets priority.

404.2   During a player's recruit step, that player may spend resource points to recruit characters and/or equipment, and/or to play effects that require resource points. A player may not play effects that require or produce resource points unless he or she is in his or her own recruit step.

404.2a The player may also use powers, play plot twists, or do other things the player could normally do; the player is not limited to only doing things that require resource points in this step.

404.3   In order to recruit a character or equipment, a player must be the primary player, that player must have priority, and the chain must be empty.

404.4   Recruiting a character or equipment follows rules 301.3 or 302.3, respectively.

404.5   Any unspent resource points are lost at the end of this step. There is no penalty associated with losing resource points from the resource pool.

405. Formation Step

405.1   As a player's formation step starts, that player may move his or her characters to rearrange his or her formation. Any powers or modifiers that trigger at the start of the formation step trigger and then are added to the chain. Then, the primary player gets priority.

405.2   Rearranging or moving a character does not change any of its characteristics unless they are based on what position it has.

405.3   When a player is done rearranging his or her formation, each of his or her characters must have a unique position. A character may not be on top of another character. No character may be in the column dividing the player's visible area from his or her hidden area. (See rule 706.)

405.4   Players may create any formation using their characters. There is no upper limit on how many characters can be in either the front or support row or on how many spaces can be between characters in the same row.

405.5   Because the game is instructing the player to "move" his or her characters, the player is not allowed to place any of them in a different area. The characters are not able to move to an opponent's or teammate's front or support row, nor can the characters move from the visible area to the hidden area or vice versa. (See rule 512.3.)

Example: A player controls three characters in his hidden area and two in his visible area. The player's formation step starts. He may move the three characters in his hidden area to any positions in his hidden area but may not move any of them to his visible area; he may move the two characters in his visible area to any positions in his visible area but may not move either of them to his hidden area. He may not move any of his five characters to either of his opponent's areas.

406. Combat Phase

406.1   The combat phase contains an attack step for each player. Each attack step contains optional attack substeps. Steps and substeps are performed as outlined in rule 400. (See rules 400.5–400.8.)

406.2   As the combat phase starts, any powers or modifiers that trigger at the start of the combat phase trigger and then are added to the chain. Then, the primary player gets priority.

407. Attack Step

407.1   As an attack step starts, any powers or modifiers that trigger at the start of an attack step trigger and then are added to the chain. Then, the primary player gets priority.

407.2   During the attack step, a player may make any number of attacks, proposing and concluding each of them one at a time. (See rule 601.)

407.3   All players enter an attack substep for every proposed attack. (See rule 602.)

407.4   After an attack has concluded, its attack substep ends. Then, any powers or modifiers that triggered during the attack conclusion are added to the chain. Then, the primary player gets priority and his or her attack step continues.

407.5   A player may only propose an attack if he or she has priority, the chain is empty, it is his or her own attack step, and any previously proposed attacks have been concluded.

408. Recovery Phase

408.1   As the recovery phase starts, any powers or modifiers that trigger at the start of the recovery phase trigger and then are added to the chain. Then, the primary player gets priority.

408.2   After all players pass on an empty chain in this phase, all players must perform the following set of wrap-up actions to end the recovery phase. This is referred to as the "wrap-up." No player gets priority while these actions are taking place or between these actions taking place. Any powers or modifiers that trigger during the wrap-up will be added to the chain at the start of the next turn's draw phase.

408.2a   All players with 0 or less endurance lose the game. If this would leave no players still in the game, the player(s) that have or share the highest endurance total do not lose, rather than losing. A player that loses the game is removed from the game. (See rule 102.3.)

408.2b   Each player may choose one character he or she controls with the stunned characteristic. The primary player chooses first, and then all remaining players make their choices in clockwise order. Choosing a character is optional. Each player then simultaneously recovers his or her chosen character. Then, each player KO's all stunned characters he or she controls. If a character can't be KO'd, it will remain stunned.

408.2c   Each player readies all objects he or she controls.

408.2d   Modifiers with the duration "this turn" finish their duration.

408.2e   The initiative passes to the person clockwise from the current player with the initiative.

5. Powers, Effects, and Modifiers

500. Powers

500.1   Powers exist on objects or cards. Additional costs or play restrictions on cards are continuous powers that function in the zone the card is played from.

500.2   Some cards have powers that function in a zone other than the in-play zone. These powers will have specific instructions from where a player may play them or where that power exists. Unless a card specifically indicates that the power may be used in another zone or can only function from another zone, powers only exist on an object in the in-play zone.

500.3   There are three different types of powers that an object or card may have. These are payment, triggered, and continuous powers.

  500.3a Activated powers are powers with the word "activate" in their costs. Activated powers are a subset of payment powers.

500.4   Paragraph breaks in the text of an object or card, symbolized as "<p>" in these rules, denote a new power; however, some powers represented by one keyword each may be grouped together to save space.

501. Payment Powers

501.1   Payment powers are identified by the arrow that separates the cost of the power and the effect the power puts on the chain. In the Official Card Reference and these rules, this arrow is symbolized as ">>>". Payment powers generate payment effects on the chain. (See rule 505.)

501.2   Unless specifically stated otherwise, only an object's controller can play its payment powers.

501.3   Unless specifically stated otherwise, a player may play a payment power at any time he or she has priority, as long as that player is able to pay the associated cost. A player can't play a payment power unless he or she has the means to do so. (See section 203.6, Payment Power Costs.) A player may play a given power more than once sequentially if he or she can pay the cost each time, since that player gets priority again after each time the power is played. (See rule 505.1f.)

501.4   An object's or card's restrictions on the number of times a payment power may be played apply only to that object or card and that power, not to other objects or cards that may have the same name. (See rules 212.1b and 700.3b.) These restrictions apply throughout the specified interval, as long as the object or card is the same object or card and the power is the same power.

  Example: *Barbara Gordon <> Oracle, Information Network reads, "Pay 1 resource point >>> Draw a card. Use this power only once per turn."*

Barbara Gordon's controller plays this effect to draw a card. Then he or she plays another Barbara Gordon, putting the first one into the KO'd pile. The new Barbara Gordon is a new object, and that player may now play that Barbara Gordon's effect once this turn also.

An object that leaves play and then returns to play stopped being an object as it left play, so is not the same object on its return. While not in play, it was just a card.

501.4a An object that changes controllers within the same zone or changes areas in the in-play zone is still the same object. (See 212.1b and 700.3.)

501.4b A character that gets stunned and then recovers is still the same object, as is an equipment whose text becomes inactive and then becomes active again.

501.4c A plot twist or location that turns face down is the same object but it no longer remembers any choices that were made by it or events that happened while it was face-up. (See 701.11cd.)

501.4d A power that goes away and comes back again will be the same power as it initially was if and only if its source is the same object as before.

501.5 Some cards have payment powers that specify that they function in a zone other than the in-play zone. These powers allow you to play the payment power from that card while it is in the specified zone.

> ***Example:*** *Harley Quinn reads, "Discard Harley Quinn >>> Power-up target Arkham Inmates attacker or defender you control. Use this power only if Harley Quinn is in your hand." This power is a payment power that functions from the hand zone.*

502. Triggered Powers

502.1 Triggered powers are identified by the words "at the start of," "when," or "whenever." Triggered powers wait for their trigger conditions to be met by an event in the game, at which point they trigger. Triggered powers generate triggered effects on the chain.

502.2 A triggered power will trigger on every instance of the event happening, including multiple events matching the trigger condition simultaneously.

> ***Example:*** *Bishop reads, "Whenever Bishop becomes a defender, he gets +3 ATK and +3 DEF this attack for each attacker with range." If Bishop*

is team attacked, his triggered power will trigger once for each character with range attacking him.

502.3   Triggered effects that do not say they trigger off of an object becoming stunned or leaving play look at the moment right after their trigger event happens to determine if the effect exists so that it can trigger. Most triggered effects fall under this category; the rest fall under 502.4.

502.4   Triggered effects that trigger based on an object gaining the stunned characteristic or leaving play will look back to the moment right before the object became stunned or left play. This information is used to determine if the effect existed then so that it could trigger or to determine any other information that is relevant to the trigger event. Triggered effects that trigger off of a character or equipment leaving play will ignore whether that character or equipment's text is currently inactive when determining whether or not they should trigger.

> ***Example:*** *Arcade reads, "Whenever Arcade stuns a character, KO that character. Whenever Arcade becomes stunned, KO him." If Arcade and another character stun each other in combat, the game state right before both became stunned is used to determine which triggered effects exist that could trigger off of stunning them. Before both became stunned, Arcade was not stunned and still had his game text, so his triggered power will trigger and then add its effect to the chain.*

> ***Example:*** *Mammoth reads, "When Mammoth is put into a KO'd pile from play, put the top card of your deck face down into your resource row." Mammoth is stunned and then afterwards KO'd. His triggered power will trigger based on the text he had in play, even though his text is inactive.*

502.5   Conditional triggers only trigger if their conditions are true. When a triggered effect with a conditional trigger resolves, it checks to make sure its trigger condition is still met. If the trigger condition is no longer true when the triggered effect resolves, the effect is negated by the game rules. Conditional triggers are identified by the presence of an "if" clause immediately after the triggering event or state, set off by commas.

> ***Example:*** *Xavier's Dream reads, "At the start of the recovery phase, if there are no stunned characters in play, you may discard an X-Men character card from your hand. If you do, put a dream counter on Xavier's Dream." Xavier's Dream's controller controls a stunned Archangel, Warren Worthington III. At the start of the recovery phase, Xavier's Dream's triggered power will not trigger.*

> ***Example:*** *Annihilus reads, "At the start of the combat phase, if Negative Zone is not in play, lose 15 endurance." At the start of the combat phase,*

no player controls a Negative Zone. Annihilus's triggered power is added to the chain. Before the effect resolves, Annihilus's controller flips a Negative Zone face up. When Annihilus's effect resolves, the condition is no longer true, and the triggered effect is negated by the game rules.

502.6 A category of triggered powers called state-triggered powers were previously supported in the **Vs. System** rules. The few cards that had such powers have had their wordings changed to have other kinds of powers, and this category of triggered power is no longer supported. See the OCR for wording changes for specific cards.

502.7 Some triggered powers trigger when an object or card "becomes <something>." An object or card "becomes <something>" if it was not <something> and then an effect or a game rule makes it <something>. If an object or card already is <something> it can't "become" <something> again until it first stops being <something>.

502.7a Stun endurance loss is not a triggered power, but it still uses this definition of "becomes."

502.7b Effects that trigger on a character "becoming powered-up" will trigger each time the modifier is applied. (See rule 707.4.)

Example: Annihilus reads, "At the start of your attack step, you may stun target front row character." A player may target an already stunned character because he is not restricted to targeting a non-stunned character, but the already stunned character will not become stunned again. A triggered power that triggers on an object becoming stunned will not trigger.

503. Continuous Powers

503.1 Continuous powers create continuous modifiers and do not use the chain. A continuous modifier generated by a continuous power does not have a specified duration and lasts as long as the object or card that is creating the continuous modifier is in the appropriate zone and has the appropriate power. (See rule 511.)

503.2 Each continuous power creates a separate modifier.

504. Effects

504.1 Triggered powers, payment powers, plot twists, delayed triggered modifiers, and the game itself can put effects on the chain. Recruiting a character or equipment also puts an effect on the chain.

504.2   The player that plays an effect is the controller of that effect. If an effect is triggered, the player who controlled the source of that effect at the time it triggered is the controller of that effect.

504.3   Some effects require one or more "targets." These are objects, cards, or players picked to be affected by the effect's modifier on resolution, and they are chosen while playing the effect. (See rule 505.1c.) Each target will have its target requirements given in the effect's text, or by rule 504.3a. A target can't be chosen that does not meet the given target requirements. (See rule 508.2a.)

504.3a A recruit effect is targeted if it recruits an equipment card. (See rule 302.3c.) For a recruit effect recruiting an equipment, a legal target is one that the equipment could be attached to. (See rule 302.3a.)

504.3b A non-recruit effect is targeted if it has the word "target" in its text. Targeting requirements can be of any complexity, such as "target character," "target location you control," "target face-down resource that was flipped face up this turn," "target Teen Titans character with cost less than 4 and no keyword powers that is equipped by an equipment with 'the' in its name," and so on. These requirements will be a noun or noun phrase listed after the word "target" and can involve things that are not characteristics, qualities, types, or keywords. There is no "list of all possible targeting requirements" that effects are restricted to.

504.3c An effect cannot target itself.

505. Playing Effects

505.1   For a player to play an effect, he or she must go through the following steps in order. A player may not begin to play an effect if there is a modifier that prevents him or her from playing that effect.

505.1a   The player announces the intended effect, reveals its source if that source is not currently revealed, and puts the effect on the chain. Certain effects may have a physical card representing them. If an effect has a physical card representing it, the player puts the card on the chain. If it does not have a physical card representing it, the source of the effect remains revealed while the effect is being played.

505.1b   If the effect is modal (has the words "choose one" or "an opponent chooses one"), the player instructed to choose will make a choice of which mode or modes to use for the effect. If the effect has additional or alternate costs, the player announces his or her intention to pay additional costs or pay by the alternate method. If the effect has a variable cost represented by an X, the player announces the value of X.

505.1c   If the effect has targets, the player chooses those targets at this time. If the effect is modal, the player only chooses targets for the mode or modes that were chosen. The chosen targets must be legal. If the effect has a variable number of targets, the player must first determine how many targets there will be and then choose the targets themselves. A player must have enough legal targets for the effect and can't choose the same object or card for two targets of one effect. The player must then decide how each target is affected if there is any such choice involved for one or more of the targets.

505.1d   The player determines the total cost for the effect, first substituting an alternate cost if one is used, then adding any additional costs, and then subtracting any cost reductions. Cost increases or reductions are cumulative. A total cost can't be less than zero. The player then pays costs in any order.

505.1e   After the above steps are completed, the effect becomes played. If the effect is a recruit effect, the character or equipment also becomes recruited.

505.1f   Any powers or modifiers that triggered are added to the chain. Then, the player that played the effect gets priority. (See rule 506.2.)

505.2   If at any time during these steps the player is unable to finish playing the effect, the entire action is rewound and the game state reverts to the game state before the action was attempted. If the player was attempting to play a plot twist from his or her resource row, the plot twist is turned face down and stops being revealed. Any payments that were paid get "unpaid" and returned to the state they were previously in. The player who attempted to put the effect on the chain returns to having priority as he or she did before attempting to do so.

505.3   The duration of a continuous modifier from an effect is both a limit on duration and a restriction on when the effect that would create the modifier may be played. A player may only play an effect that would create a continuous modifier with a duration inside that modifier's duration. If the modifier does not specify a duration, there are no additional restrictions on when the effect that creates it may be played.

Example: Nasty Surprise reads, "Target defender gets +5 ATK this attack." This plot twist may only be played inside an attack substep.

505.4   Once an effect is on the chain, it exists independently of its source. Removing the source of the effect does not negate the effect. Modifying the source of the effect does not modify the effect.

506. Triggered Effects

506.1   Triggered effects can trigger at any time, even during a resolution of another effect or during a time when neither player has priority.

506.2   Whenever someone is about to receive priority, any triggered effects that have triggered but have not yet been added to the chain are put on the chain before the player can receive priority.

506.2a If multiple triggered effects are waiting to go on the chain, the primary player gets to choose in what order his or her triggered effects go on the chain, and then they are added to the chain. Then, the next player clockwise from the primary player gets to choose in what order his or her triggered effects go on the chain, and then his or her triggered effects are added to the chain on top of the previous player's. Then, go to the next player clockwise from that player, and so on.

506.3   Putting a triggered effect onto the chain follows the applicable rules of playing effects, although triggered effects are not "played" themselves and will not have costs to pay during announcement. (See rule 505.)

506.4   If a triggered effect requires targets, but legal targets for that effect can't be chosen, or if other choices made on announcement can't legally be made for it, the effect is removed from the chain before its announcement is finished, and the game proceeds without the triggered effect on the chain.

507. Game-Based Effects

507.1   Game-based effects are allowed or mandated by the rules of the game and go on the chain. Game-based effects are not created by payment or triggered powers but otherwise follow the rules for playing effects. (See rule 505.) The game-based effects that currently exist are as follows:

507.1a   As the draw phase starts, a game-based effect that reads, "Each player draws two cards," is added to the chain. Then, any powers or modifiers that trigger at the start of the draw phase trigger and then are added to the chain. Then, the primary player gets priority.

507.1b   A player may play a game-based effect that reads, "Target attacker or defender you control becomes powered-up," the cost of which is discarding a character card that shares a name with the chosen target character. Since power-ups have "this attack" as their duration, players may play this game-based effect only during an attack substep. (See rule 707.4a.)

507.1c　A player may play a reinforcement game-based effect that reads "Target defender you control has reinforcement this attack," with a cost of exhausting a support row character that shares a team affiliation with and is adjacent to the defender. (See rule 701.10a.)

508. Resolving Effects

508.1　Each time all players pass in succession, the effect on the chain that was added most recently resolves. If the chain was already empty, see rule 400.7 instead. Taking any action, regardless of whether or not it uses the chain, is different from passing priority and so isn't considered "passing in succession."

508.1a　Illegal actions that are "rewound," such as flipping a location incorrectly or playing a power incorrectly, are treated as though they were not performed and do not interrupt "passing in succession."

508.1b　Revealing a face-down resource does not interrupt "passing in succession." Taking an action while the resource is revealed, such as using one of the resource's powers, does.

508.2　A player attempts to resolve an effect that generates one or more modifiers by following the steps listed in the order below.

508.2a　If the effect specifies targets, check the legality of targets. If all targets are illegal, negate the effect. (See rule 509.) Otherwise, resolve the effect.

508.2b　As part of resolving the effect, a player must process the text of the effect in the order written. Some effects may have later sentences modifying earlier ones. If an effect instructs a player to take an action, that player makes all choices for that action that were not already made.

> **Example:** *Puppet Master reads, "Target player exhausts a ready character he controls." The choice of which character to exhaust is made on resolution by the targeted player. The targeted player makes the choice because that player is instructed to do something by the effect.*

508.2c　Players resolve effects by processing the text of the effect and must attempt to resolve as much of the effect as possible. If some of the targets are not legal when the effect starts to resolve, the effect will not apply to those targets or have those targets perform any actions. If some of the effect is impossible to perform, only as much as is possible will be performed.

508.2d   If an effect is looking for information from the game state, an object, or objects, that information is checked on resolution of the effect.

508.2e   If an effect is looking for specific information from an object that is no longer in the zone the object was in when the effect was added to the chain, the effect will use the last known information of the object from that zone.

> **Example:** *Focused Blast reads, "As an additional cost to play Focused Blast, exhaust a character with range you control. Target player loses endurance equal to that character's cost." Swift Escape reads, "Return target character you control to its owner's hand." A player plays Focused Blast exhausting Banshee, which has recruit cost 3. The player then plays Swift Escape on Banshee before letting Focused Blast resolve. Focused Blast will use the last known cost of Banshee, which is 3.*

508.2f Some effects have an "otherwise" clause in their text. These effects look to see if a condition is true as they are resolving. If it is, the player does not apply the part of the modifier in the "otherwise" clause. If that condition is not true, the player only applies the part of the modifier in the "otherwise" clause.

> **Example**: *Moon Knight reads, "When Moon Knight comes into play, he gets +4 ATK this turn if you have the initiative. Otherwise, he gets +6 ATK this turn." When this triggered effect resolves, if you have the initiative, he gets +4 ATK this turn. However, if you do not have the initiative, he gets +6 ATK this turn.*

508.2g If an effect would produce portions with different durations, the effect will create a separate modifier for each of those portions. A given modifier can't have more than one duration.

508.2h After the above steps are completed, the effect creates its modifier or modifiers and then is removed from the chain, because it is done resolving. Then, the primary player gets priority.

508.3   A player attempts to resolve a recruit effect by following the steps listed in the order below.

508.3a   If the effect specifies targets or is recruiting equipment, check the legality of targets. If all targets are illegal, negate the effect. (See rule 509.) Otherwise, resolve the effect.

508.3b The player checks for the uniqueness rule, taking into account any powers the recruited card may have that change whether it is unique. (See rule 705.)

508.3c The card leaves the chain, comes into play, and becomes an object. If the card is an equipment card, it comes into play attached to the target of the recruit effect. The new object is now in play, its continuous powers are active, and applicable continuous modifiers from objects' powers (its own included) can affect it. Any powers that would trigger on the object coming into play trigger—taking said modifiers into account if needed—but are not added to the chain yet.

508.3d The effect is then removed from the chain because it is done resolving. Any triggered effects waiting to be added to the chain are then added. Then, the primary player gets priority.

509. Negating Effects

509.1 If an effect is negated, it is removed from the chain. If a card is representing the effect on the chain, the card is put into the KO'd pile from the chain.

509.2 If an effect is negated, the entire effect is negated. A player does not get any refunds on any costs he or she paid for an effect that is negated.

509.3 Negated effects do not create modifiers, create objects, or affect anything, because they did not resolve.

509.4 After an effect is negated, the primary player receives priority.

510. Flipping Locations

510.1 A player may flip a location in his or her resource row only if he or she has priority.

510.2 To flip a location, a player must go through the following steps in order. If a player is unable to complete the actions outlined below, the location was flipped illegally and is thus turned back face down. The game returns to the state right before the player attempted to flip the location, and that player still has priority.

510.2a The player reveals the location to show its type, threshold cost, and any powers it has that might affect flipping it.

510.2b The player determines additional costs and cost reductions. Threshold costs are now locked in and may not be altered.

510.2c   The player must have enough resources in his or her resource row to satisfy the object's total threshold cost. The player must pay any additional costs associated with flipping the location.

510.2d   The player turns the object face up.

510.2e   The resource now has the type "location."

510.2f   The player checks for the uniqueness rule, taking into account any powers the card has which might change whether it is unique. (See rule 705.)

510.2g   Powers on the location become active.

510.3   Once the location is flipped, the player who flipped the location then gets priority.

510.4   Flipping a location does not use the chain, but it does not count as passing because flipping a location is an action. (See rule 214.2.)

511. Modifiers

511.1   Continuous powers create continuous modifiers. An effect resolving off the chain that does not create an object can create one or more modifiers. There are two types of modifiers: one-shot and continuous. Either or both may be created by a resolving effect.

511.1a   Paragraph breaks in the text of a resolving effect denote a new modifier that resolving the effect will create.

Example: Mind over Matter reads, "Return a character you control to its owner's hand. <p> Target X-Statix character you control gets +3 ATK and has flight and range this turn." This plot twist's effect creates two modifiers as it resolves. The first is separated from the second by a paragraph break indicating a new modifier.

511.1b   A paragraph break in the text of an object denotes a new power. Each continuous power generates a separate continuous modifier.

511.1c   If an effect would produce portions with different durations, the effect will create a separate modifier for each of those portions. A given modifier can't have more than one duration. (See rule 508.2g.)

511.2   Some modifiers affect cards in a zone other than the in-play zone. These modifiers will note specifically what zone or zones they affect cards in.

Unless a card specifically indicates that the modifier can affect a card or effect in another zone or a player, or unless it can only function by affecting one, modifiers only affect objects in the in-play zone.

511.3   The source of a modifier from an effect is the object or card that generated the effect. The source of a modifier from a continuous power is the object generating the modifier. The source of a modifier generated by another modifier is the same as the source of the original modifier.

511.4   Some modifiers instruct a player to choose a character name or choose a team affiliation. Players must choose a character name or team affiliation that exists in the **Vs. System** TCG.

511.5   If a modifier puts two or more cards on the top or bottom of a deck at the same time, the owner of those cards may arrange them in any order. That deck's owner doesn't reveal the order in which the cards go into his or her deck.

511.6   Some modifiers instruct a player to take an action or series of actions, followed by further text beginning "If you do." The latter checks to see whether the action or actions were actually done. If they were not, regardless of whether this was by choice or from inability to do so, that further text is not followed. If one or more of the actions was replaced by something else, then whether this something else got done is what is checked.

> ***Example***: *Emerald City reads, "At the start of the recovery phase, discard three cards. If you do, recover each stunned Green Lantern character you control. Otherwise, KO each stunned character you control." This discard is not optional; the player must discard three cards if that player has them, and must discard all the cards he or she has if he or she doesn't have that many. If that player doesn't have three cards in his or her hand, the "If you do" clause sees that the or she didn't discard three cards, and that player does not get to recover any characters; that player must follow the "Otherwise" text and KO each of his or her stunned characters.*

> ***Example:*** *Mr. Zsasz reads, "Boost 1: When Mr. Zsasz comes into play, stun target character with a cost of 1. If you do, put a +1 ATK/+1 DEF counter on Mr. Zsasz." Kevlar Body Armor reads, "If equipped character would become stunned, you may KO Kevlar Body Armor instead." A player controls The Shark with Kevlar Body Armor attached. Another player plays Mr. Zsasz, paying the boost cost. When Mr. Zsasz's trigger resolves, The Shark's controller KO's Kevlar Body Armor. Mr. Zsasz gets a +1 ATK/+1 DEF counter because the action that his "if you do" clause looked for was replaced by an action that actually occurred.*

512. One-Shot Modifiers

512.1   One-shot modifiers modify the game state but have no duration.

> **Example:** *Pyro reads, "Activate >>> Target player loses 3 endurance."*
> *When this effect resolves, it creates a one-shot modifier.*

512.2   Some one-shot modifiers instruct a player to search a zone. A player may fail to find, either by choice or absence, any card or cards that he or she is instructed to find by this modifier. The player does not have to state whether the failure to find was by choice or by absence. If that modifier instructs a player to search his or her deck, that player will shuffle that deck after he or she is done searching. (See rule 212.2d.)

> **Example:** *Faces of Doom reads, "Search your deck for a card named Dr. Doom. Reveal that card and put it into your hand. Shuffle your deck." A player plays Faces of Doom. That player has a Dr. Doom, Diabolical Genius in her deck. She may choose not to find this card.*

512.3   Some one-shot modifiers instruct a player to move an object in the in-play zone. That player picks up the object and then places the object in an empty position. (See rule 706.) Moving an object to the position it was already in is legal, unless otherwise specified. These one-shot modifiers will usually have restrictions on which objects can be moved and to which rows they can be moved. These modifiers only allow moving the object to rows in the same kind of area, visible or hidden, the object is moving from, and only to rows in an area controlled by the player being told to move the object, unless specifically stated otherwise.

> **Example:** *Burn Rubber reads, "You may move that character to your front row or support row." When this effect resolves, it creates a one-shot modifier. The character is picked up and then placed in an empty position in your front row or support row. It must stay in the same area, hidden or visible, that it was in before.*

> **Example:** *Superman, Kal-El reads, "Move Superman." When this effect resolves, Superman can only be moved to a row in an area controlled by the player who played the effect. It must stay in the same area, hidden or visible, that it was in before.*

512.3a   As part of moving an object from a row one player controls to a row a second player controls, the second player gains control of that object and any equipment that is attached to it.

512.3b   As part of moving a character from the visible area to the hidden area or vice versa, all equipment equipped to that character is put into the KO'd pile.

512.4   Some one-shot modifiers allow a player to transfer equipment. Transferring equipment causes it to become attached to another object. As part of transferring equipment from one object to another, its controller must check whether it is legal to attach the equipment to the object to which he or she is transferring the equipment. Transferring equipment simultaneously removes equipment from the character it was equipped to and equips it to another. Equipment may not be transferred from a character in the visible area to a character in the hidden area or vice versa.

512.4a   The object the equipment is being transferred to must be of type character, must not have the stunned characteristic, and must not already have its maximum allowed number of equipment equipped to it.

Example: Pier 4 reads, "Each Fantastic Four character you control can be equipped with up to two equipment." A player who controls a Fantastic Four character equipped with one equipment can transfer another equipment to that character.

512.4b   A player may not transfer equipment from a character with the stunned characteristic.

512.4c   A player may not transfer equipment to a character he or she does not control.

512.4d   A player may not transfer equipment to a character that does not meet all of the restrictions the equipment has on what it may be attached to.

Example: Batarang reads, "Equip only to a Gotham Knights character." This is a restriction on what the equipment may be attached to. A player may not transfer this equipment to a character that does not have the Gotham Knights team affiliation.

512.4e   Transferring an equipment to a different character changes its timestamp. (See rule 515.5.)

512.4f   If a player is told to transfer equipment an opponent or teammate controls onto a character that the first player controls, the first player becomes the controller of the equipment as part of transferring it.

Example: Misappropriation reads, "Transfer target equipment to target unequipped Brotherhood character you control." As part of transferring

the equipment to the Brotherhood character, the player of the effect gains control of the equipment.

512.5   Some one-shot modifiers instruct a player to replace a resource. To replace a resource, its controller reveals it, then KO's it. Then, if he or she did, that player puts the top card of his or her deck face down into his or her resource row where the KO'd resource was. That player may look at that card once it is in the resource row. (See rule 212.5g.)

> *Example: Clocktower reads, "Replace a face-down resource you control." When this effect resolves, you choose a face-down resource you control, reveal it, and then KO it. If you do, place the top card of your deck face down into your resource row, placing it where the KO'd resource was. If, when this effect resolves, you do not have a face-down resource to KO, you will not place the top card of your deck face down into your resource row.*

512.5a   Some of these modifiers instruct a player to replace more than one resource at a time. All of the resources are chosen and then KO'd. Then for each resource he or she KO'd, that player puts the top card of his or her deck face down into his or her resource row where the KO'd resource was. That player may look at each of those cards once it is in the resource row. (See rule 212.5g.)

512.5b   Some modifiers look to see if a resource was replaced. A resource has been replaced if an event has instructed a player to replace a resource, and as a result, that player has KO'd a resource and put the top card of his or her deck face down into his or her resource row where the KO'd resource was.

> *Example: Air Strike reads, "Target character you control gets +2 ATK while attacking this turn and has flight this turn. You may replace a face-down resource you control. If you replaced a non-character card, that character gets an additional +2 ATK while attacking this turn." A player KO's a non-character card during Air Strike's resolution, but does not have a card in his or her deck to put into his or her resource row face down. The targeted character does not get the additional +2 ATK because the non-character card was not replaced.*

512.6   If a one-shot modifier instructs a player to draw more than one card, those cards are drawn one at a time. If a continuous modifier is revealing the top card of that player's deck while this happens, all the drawn cards are revealed, not just the first drawn and the one still on top after all the cards are drawn.

512.7   Some one-shot modifiers instruct a player to change the target of an effect. The player must choose a new legal target, if possible. If there are no other legal targets to choose, the target does not change, whether or not the current target is legal. If there is at least one other legal target, the player must change the target.

513.   Continuous Modifiers

513.1   Continuous modifiers either have a limited or unlimited duration. A continuous modifier may be generated by a resolving an effect or a continuous power.

513.1a   Some modifiers have a duration that appears at the beginning or end of a sentence. These durations apply to the whole sentence.

513.1b   Some modifiers have a duration that appears in the middle of a sentence. These durations only apply to the specific clause they are associated with.

513.1c   Some modifiers are phrased as, "While <condition>, <modifier>," or "<Modifier>, while <condition>." These modifiers are applied only while <condition> is true. The <condition> is not a duration.

513.1d   Some modifiers instruct a player to make a choice. These modifiers are continuous and do not have a duration associated with them, since the choice could need to be remembered at any later time. Plot twists or locations that instruct a player to make a choice will "forget" the choice if turned face down. (See rule 701.11c.) An object's choices are also "forgotten" if the object leaves play. (See rule 212.1b.)

513.1e   If an effect would produce portions with different durations, the effect will create a separate modifier for each of those portions; a given modifier can't have more than one duration. (See rule 508.2g.)

513.2   Continuous modifiers from effects

513.2a   Continuous modifiers from effects that check for a specific condition to occur only check once during the resolution of the effect. They do not check at any time after that resolution to see if the condition is still true.

Example: A Child Named Valeria reads, "If you control Mr. Fantastic and Invisible Woman, characters with a cost of 3 or less you control can't be stunned this turn." This plot twist only checks for the condition to be true when the effect resolves. Later, if the player who played A Child Named Valeria no longer controls Mr. Fantastic, his or her characters with cost of 3 or less still can't be stunned that turn.

513.2b   A continuous modifier from an effect exists independently from the source of the effect.

513.2c   Continuous modifiers from an effect attempting to modify qualities of objects don't affect objects that weren't affected when the continuous modifier was created.

Example: Combat Protocols reads, "Choose a team affiliation. Army Sentinel characters you control get +2 ATK while attacking characters of the chosen team affiliation this turn." Combat Protocols's controller plays this card during his resource step. During that player's recruit step, he recruits Sentinel Mark I, Army. Combat Protocols will not apply to Sentinel Mark I because this modifier modifies ATK, a quality of some objects.

Example: Golden Death reads, "Target attacker you control gets +2 ATK this attack. If that attacker has the Emerald Enemies affiliation, exhausted defenders lose reinforcement and cannot gain reinforcement this attack." This affects ATK and reinforcement, which are both qualities. If the defender is not exhausted as the modifier resolves, it will not be affected. If it later becomes exhausted this attack, it will not lose reinforcement, because it was not affected when the continuous modifier was created. If another character becomes the defender later this attack, it won't be affected, even if it is or becomes exhausted.

513.2d Continuous modifiers from an effect that are not attempting to modify the qualities of an object are attempting to modify rules of the game. These modifiers can affect objects that weren't affected when the continuous modifier was created.

Example: A Child Named Valeria reads, "If you control Mr. Fantastic and Invisible Woman, characters with a cost of 3 or less you control can't be stunned this turn." A player plays this card during her resource step while controlling Mr. Fantastic and Invisible Woman. During that player's recruit step, she recruits Human Torch, Johnny Storm. The continuous modifier generated by A Child Named Valeria will apply to Human Torch because the modifier modifies the rules of the game.

513.2e   A continuous modifier from an effect has a limited duration for which the modifier takes place. The duration of the modifier is denoted in the effect that created the modifier. If the modifier does not specify a duration, the modifier lasts until the game ends.

513.2f   Some continuous modifiers from effects give an object a characteristic or quality. These modifiers do not prevent that characteristic or quality from being removed by a later modifier.

513.2g   Some continuous modifiers from effects remove a characteristic or quality from an object. These modifiers do not prevent the object from gaining that characteristic or quality by a later modifier.

Example: Flying Kick reads, "Target character has flight this turn." Storm, Ororo Munroe reads, "Pay 2 endurance >>> Your opponents' characters lose flight this turn." A player plays Storm's power. Later that turn, another player plays Flying Kick on one of his characters. That character now has flight.

513.2h   The duration of a continuous modifier from an effect is both a limit on duration and a restriction of when the effect that would create the modifier may be played. A player may only play an effect that would create a continuous modifier from an effect inside that modifier's duration. If the modifier does not specify a duration, there are no additional restrictions on when the effect that creates it may be played.

Example: Nasty Surprise reads, "Target defender gets +5 ATK this attack." This plot twist may only be played targeting a character that has the defender characteristic. If a player plays this on a character he controls, that character will have +5 ATK for that attack substep only. If the character is attacked again in the same turn, the duration for Nasty Surprise will have expired. This plot twist may only be played inside an attack substep.

513.2i   The qualities of objects and cards are as follows: name, version, cost, types, and powers. Characters and character cards can also have the following additional qualities: ATK, DEF, protected, reinforcement, flight, range, unprotected, and willpower value. Not all cards or objects will have all of these qualities.

513.3   Continuous modifiers from continuous powers

513.3a   Continuous modifiers from continuous powers have no stated duration and last until the game ends, or until the object or card that has the continuous power is no longer in the appropriate zone with the appropriate power and can no longer generate the continuous modifier.

513.3b   Continuous modifiers from continuous powers will always use information from the current game state.

513.4   Delayed triggered modifiers

513.4a   Delayed triggered modifiers are a type of continuous modifier from an effect. The modifier will have an associated duration. Once created, a delayed triggered modifier exists independently of its source.

Example: Destiny reads, "Activate >>> Whenever target character becomes stunned this turn, its controller loses 4 endurance. Use this power only during the build phase." Destiny's controller plays this payment power targeting a character. Later that turn, Destiny has left play. The delayed triggered modifier will still last until the end of that turn.

513.4b   Delayed triggered modifiers act as triggered powers, except that they will trigger on the event outlined in the modifier only during the duration of the modifier. (See section 502.) The effect created from the delayed triggered modifier will follow the rules for triggered effects. (See sections 505 and 506.)

Example: Destiny reads, "Activate >>> Whenever target character becomes stunned this turn, its controller loses 4 endurance. Use this power only during the build phase." Destiny's controller plays this payment power targeting a character. Later that turn, that character becomes stunned. The delayed triggered modifier triggers and adds an effect to the chain. When this effect resolves, the controller of the stunned character will lose 4 endurance.

513.4c   A delayed triggered modifier does not have to start with "at the start of," "when," or "whenever," but it will contain one of these words.

513.4d   Some delayed triggered modifiers are targeted. The target for such a modifier is chosen when the plot twist or power that's going to create the modifier is first played. The delayed triggered modifier will later use that same target upon triggering. If the target has become illegal by that time or changed zones, the delayed triggered modifier will get removed from the chain as it tries to go through 505.1c, before it finishes being announced.

Example: Brimstone reads, "Pay 1 resource point >>> At the start of the combat phase, KO target resource." When this power is played, the target for the effect is chosen. The resolution of the effect creates a delayed triggered modifier with the same target. If that target is no longer legal when the modifier triggers, the delayed triggered modifier is removed from the chain as it tries to go through 505.1c, before it is finished being announced.

513.5 Replacement modifiers

513.5a   Modifiers that use "instead" are replacement modifiers. A replacement modifier replaces an event with another event. The replaced event never happens; any powers or modifiers that would have triggered off of the replaced event will not trigger. A replacement modifier may replace an event any time, even during the resolution of an effect.

513.5b   Some replacement modifiers will look to replace every instance of a designated event. If the designated event happens multiple times simultaneously, the controlling player follows rule 703.2.

513.5c   If two modifiers try to replace the same event, the player who would be affected or who controls the object, card, or effect that would be affected by the event chooses how to order the replacement modifiers.

Example: Toad reads, "If Toad would become stunned, you may return him to his owner's hand instead." Kevlar Body Armor reads, "If equipped character would become stunned, you may KO this card instead. If you do, the character is not stunned." A player controls Toad with Kevlar Body Armor equipped. If Toad would become stunned, that player may choose which replacement modifier applies first.

513.5d   Actions taken to pay costs can't be replaced by replacement modifiers. (See section 203.)

513.5e   Some replacement modifiers are optional and produce replacement costs. These will be written as "If <event would occur>, <a player> may instead <pay cost>." These costs are optional to pay. If you choose not pay or cannot pay them, the replacement does not occur, and subsequent "if you do" clauses won't be satisfied. (See rule 203.7b.)

513.5f   Some replacement modifiers are not optional to use. These will not contain the word "may" and will be written as "If <an event would occur>, instead, <a second event occurs>." Such effects will always replace the first event, whether or not the second event can actually be done.

Example: The Joker, Emperor Joker reads, "If an opponent would lose endurance this turn, instead, that opponent removes from the game that many cards from the top of his deck." This replacement applies even if the opponent has no cards left in his or her deck.

514. Interaction of Modifiers

514.1   Continuous modifiers are applied in timestamp order unless one modifier depends on another. A continuous modifier is applied to a given event only

once. One-shot modifiers and modifiers from resolving effects that affect qualities are applied at the time their effects resolve. They will never depend on later-timestamped modifiers or on the later changing of earlier-timestamped modifiers.

514.2   A continuous modifier is said to depend on a second modifier if the presence of the second changes which objects the first could apply to or how it could apply to those objects. It doesn't matter what objects are actually in play; the potential for the dependency simply needs to exist for the first to be considered dependent on the second. Modifiers never depend on replacement modifiers.

> **Example:** *Deathstroke the Terminator reads, "Characters you control that do not have a team affiliation have the Deathstroke team affiliation." Ra's al Ghul, The Demon's Head reads, "Characters without the League of Assassins team affiliation have no team affiliation and cannot use payment powers." Ra's al Ghul's modifier can change whether a character you control has a team affiliation, so Deathstroke's modifier depends on Ra's al Ghul's. Deathstroke's modifier can't change whether a character has the League of Assassins team affiliation, so Ra's al Ghul's modifier doesn't depend on Deathstroke's.*

514.3   Modifiers that do not depend on any other existing modifiers are called independent modifiers. One-shot modifiers and modifiers from resolving effects that affect qualities are always independent modifiers.

514.4   If at least one modifier is dependent upon another, arrange all independent modifiers in timestamp order. Then, insert each modifier that depends on another after the latest timestamp among itself and all the modifiers it depends upon. Apply the modifiers in the resulting order.

> **Example:** *Danger Room reads, "Front row X-Men characters you control get +1 ATK." Mutant Nation reads, "Characters you control, as well as cards in your hand, deck and KO'd pile that have either the Brotherhood or X-Men team affiliation have both affiliations." A player turns Danger Room face up and then plays Mutant Nation. The player controls a front row Brotherhood character. Because the modifier for Danger Room depends on the modifier from Mutant Nation, the Mutant Nation modifier is applied first, then the Danger Room modifier.*

514.4a If two or more modifiers all depend on each other, 514.4 would make each of them try to apply after all the others. Such a loop, or knot, has to find a starting point for each object it affects. Apply the earliest timestamped modifier in the loop that applies to that object, and then continue through the loop applying each modifier in dependency/timestamp order, once each.

Example: Mutant Nation reads, "Characters you control, as well as cards in your hand, deck and KO'd pile that have either the Brotherhood or X-Men team affiliation have both affiliations." Heroes United reads, "Characters you control, as well as cards in your hand, deck and KO'd pile that have either the Fantastic Four or X-Men team affiliation have both affiliations." A Brotherhood character you control will have Mutant Nation apply, followed by Heroes United; a Fantastic Four character you control will have Heroes United apply, followed by Mutant Nation. An X-Men character you control will have both apply in timestamp order. Each of these characters will end up having all three affiliations.

515. Timestamps of Modifiers

515.1 An object's timestamp is the time when the object came into play or the last time the object was turned face up, whichever is later.

515.2 The timestamp for a continuous modifier from an effect is the time when the effect generating the continuous modifier resolved.

515.3 The timestamp for a continuous modifier from a continuous power is the same as the timestamp of the object or card generating the continuous modifier, or the last time the object was turned face up, whichever is later.

Example: Flying Kick reads, "Target character has flight this turn." Storm, Ororo Munroe reads, "Pay 2 endurance >>> Your opponents' characters lose flight this turn." A player plays Flying Kick from his resource row on a character he controls. His opponent plays Storm's payment power before letting Flying Kick resolve. Storm's payment power resolves first, then Flying Kick resolves. Storm's modifier has an earlier timestamp than the Flying Kick and so will be applied first. The character has flight this turn.

515.4 One-shot modifiers do not have timestamps and are applied after all continuous modifiers are applied.

515.5 The timestamp for an equipment is the time when the equipment came into play, the last time the equipment's text became active, or the last time the equipment was attached to a different character, whichever is latest.

515.6 The timestamp for a card in a zone other than the in-play zone is the time the card entered that zone. If the card has been in that zone the entire game, its timestamp is the beginning of the game.

6. Attacking

600. General

600.1 The primary player is the attacking player for all of the attacks in his or her attack step.

600.2 The attacking player may propose an attack against a non-stunned, visible character an opponent controls.

600.3 The attacking player may not propose a direct attack against an opponent who controls any non-stunned visible characters.

600.3a The attacking player may not propose a direct attack involving any characters he or she controls that can attack hidden characters against an opponent who controls any non-stunned hidden characters.

601. Proposing an Attack

601.1 General

601.1a A player may only propose an attack in his or her attack step, and only if the chain is empty and that player has priority. Once a player has proposed an attack, he or she may not propose another attack until the first attack concludes.

601.1b As part of proposing a character to attack another character or a player, the attacking player must first evaluate a number of things about the characters and/or player involved in the proposed attack. (See rules 601.2-5.)

601.1c If any characters involved in the proposed attack break any rules governing the legality of attacks, the proposed attack is not legal and may not be proposed.

601.1d After proposing an attack, the primary player gets priority, and then the next time all players pass on an empty chain, all players enter an attack substep. Once that attack substep is concluded, players return to the attack step of the primary player, who then gets priority.

601.1e If all players pass on an empty chain, but the attacking player has not proposed an attack since the last time an attack substep ended, the current attack step ends, and all players enter the next phase or step.

601.2 Determining the legality of a proposed attacker is outlined below.

601.2a The proposed attacking object must have the character type.

601.2b   The proposed attacking character must have the ready characteristic.

601.2c   The proposed attacking character must not be affected by any modifiers that would stop it from attacking in this proposed attack.

601.2d   The proposed attacking character must have the front row characteristic. The range characteristic may modify this. (See rule 701.8.)

601.3   Determining the legality of a proposed defender is outlined below.

601.3a   The proposed defending object must have the character type.

601.3b   The proposed defending character must not have the stunned characteristic.

601.3c   The proposed defending character must not be affected by any modifiers that would stop it from being attacked in this proposed attack.

601.3d   The proposed defending character must have the characteristic unprotected. The flight characteristic may modify this. (See rule 701.4.)

601.3e   The proposed defending character must not have the hidden characteristic.

601.4   Determining the legality of a proposed direct defender is outlined below.

601.4a   The proposed direct defender must not control any non-stunned visible characters.

Example: A player controls a visible, stunned Centurious and a hidden, non-stunned Blackout. That player does not control any non-stunned visible characters and is a legal direct defender.

Example: A player controls a stunned Centurious and a non-stunned Deacon Frost, both in the visible area. That player controls a non-stunned visible character and is not a legal direct defender.

601.4b   If any proposed attacker can attack hidden characters, the proposed direct defender must not control any non-stunned characters at all, hidden or visible.

601.4c   The proposed direct defender must not be affected by any modifiers that stop that direct defender from being attacked in this proposed attack.

601.4d   The proposed direct defender must be a player and must be an opponent of the primary player.

601.5   Determining the legality of a team attack has additional rules outlined below.

601.5a   There must be at least one team affiliation that all the proposed attacking characters share.

601.5b   The proposed attacking characters must each be able to legally attack the proposed defender or direct defender. (See rule 601.2.)

602. Attack Substep

602.1   As the attack substep starts, the current legality of the attack is checked again. Then, depending on the outcome of that legality check, the proposed attackers and defenders may or may not gain the attacker or defender characteristic. In either case, the attack substep will proceed to conclusion. After the legality check, powers that trigger at the beginning of the attack substep trigger and are added to the chain. Then, the primary player gets priority.

602.1a   If one or more of the proposed attackers are no longer legally able to attack the proposed defender, the proposed attackers are no longer proposed attackers, and the proposed defender is no longer a proposed defender.

602.1b   If one or more of the proposed attackers are no longer legally able to attack the proposed direct defender, the proposed attackers are no longer proposed attackers and the proposed direct defender is no longer a proposed direct defender.

602.1c   If all of the proposed attackers are still able to attack the proposed defender or direct defender, the proposed attackers gain the "attacker" and "exhausted" characteristics; team attackers will also gain the "team attacker" characteristic. Those attackers are now attacking; team attackers are also now team attacking. If there is at least one team attacker, the attack is a team attack. If there is at least one attacker, the proposed defender gains the "defender" characteristic, the player that controls that character is now the defending player, and the defender is now attacked. Powers that trigger when a character "is attacked" or "defends" will trigger for each attacking character. Powers that trigger on a character "becoming attacked" or "becoming a defender" will trigger only once per character that becomes a defender.

602.2   A character loses the attacker and/or team attacker characteristic if it changes zones, changes controllers, loses the type character, or gains the stunned characteristic. Modifiers that remove an attacker from an attack also cause the object to lose the attacker and/or team attacker characteristic. Removing one or more team attackers from an attack does not cause the attack to stop being a team attack.

602.3   A character loses the defender characteristic if it changes zones, changes controllers, loses the type character, or gains the stunned characteristic. Modifiers that remove a defender from an attack also cause the object to lose the defender characteristic.

602.4   Once both players pass on an empty chain, the attack concludes. The events in rules 602.4–602.8 are collectively referred to as the "attack conclusion." There are four different potential outcomes of an attack.

602.4a   If there are no attackers remaining, the attack concludes but does nothing.

602.4b   If there are no defenders remaining, the attack concludes and the attacker or attackers ready.

602.4c   If the attacker (or in team attacks, any of the attackers) and the defender are both still part of the attack, the defending player chooses against which attacking character the defender will evaluate its ATK. (See rule 602.5.) The defending player must choose one attacker.

602.4d   If the attacker (or in team attacks, all attackers) and the defender are all no longer part of the attack, or if the attack was determined illegal during 602.1, the attack concludes but does nothing. In this case both 602.4a and 602.4b apply, and there are no attackers to ready.

602.5   Players compare the attacker's ATK against the defender's DEF and the defender's ATK against the attacker's DEF. For team attacks, use the combined attackers' ATK values—rather than each individual attacker's—for the purposes of these comparisons. If a team attacker's ATK is 0 or less, its ATK is treated as 0 for the purpose of combining its ATK with that of other team attackers. (See rule 104.2.) After these comparisons are made, the following happen simultaneously:

602.5a   For non-team attacks, if the attacker's ATK is greater than or equal to the defender's DEF, the attacking character stuns the defending character. For team attacks, if the attacker's combined ATK is greater than or equal to the defender's DEF, each attacker simultaneously stuns the defending character. (See rule 702.)

602.5b   If the attacker's ATK is greater then the defender's DEF, the defender's controller loses endurance equal to the difference between the attacker's ATK and the defender's DEF. This is called breakthrough endurance loss. Team attacks attacking a character can't cause breakthrough endurance loss.

602.5c   If the defender's ATK is greater than or equal to the attacker's DEF (or the chosen attacker's DEF for team attacks), the defending character stuns that attacking character. (See rule 702.)

602.6   Defending characters don't cause breakthrough endurance loss to the attacking player.

602.7   As the last part of the attack conclusion, all attackers lose the "attacker" characteristic; all team attackers also lose the "team attacker" characteristic. Those attackers are no longer attacking; team attackers are also no longer team attacking. A team attack is no longer a team attack. The defender loses the "defender" characteristic and is no longer defending. Its controller is no longer the defending player. Modifiers with duration "this attack" end. The attack substep ends and players return to the attack step of the primary player. Powers which have triggered get placed onto the chain, and then the primary player gets priority.

602.8   The conclusion of a direct attack follows all rules for concluding an attack except as follows:

602.8a   A player's endurance total is reduced by an amount equal to the ATK of the attacking character in the case of a single attacker. This replaces ATK and DEF comparison.

602.8b   A player's endurance total is reduced by an amount equal to the combined ATK values of the attacking characters in the case of a team attack. (See rule 602.5.) This replaces ATK and DEF comparison.

602.8c   All endurance loss caused by direct attacks is considered breakthrough endurance loss. Effects or modifiers looking for a breakthrough endurance loss value will use each attacker's ATK separately.

   Example: Charaxes reads, "Charaxes can't cause breakthrough." Vulture reads, "Whenever Vulture causes breakthrough, you gain that much endurance." Charaxes's power applies only to Charaxes. Charaxes applies no breakthrough endurance loss. Vulture's power applies only to Vulture. Vulture's controller will gain endurance equal to the breakthrough he causes.

602.8d   Direct attacks with a total ATK of 0 or less do not cause breakthrough endurance loss. Powers that would trigger off of endurance loss will not trigger.

Example: Psylocke reads, "Whenever Psylocke causes breakthrough endurance loss to an opponent, that opponent chooses and discards a card from his hand." If Psylocke is part of a direct attack, only if her ATK is greater than 0 will the direct defender discard a card.

7. Additional Rules

700. Changing Control of Objects

700.1   A player will gain control of an object as part of moving that object from a row his or her opponent controls to a row the first player controls in the in-play zone. A player will gain control of an equipment as part of transferring that equipment from a character one of his or her opponents controls to a character he or she controls. (See rule 512.4f.) A player will gain control of an equipment as part of gaining control of the character the equipment is attached to.

700.2   An effect will usually instruct a player where to move or transfer an object (for example, to the front row, or onto a Fantastic Four character you control). If the effect does not instruct a player where to move or transfer an object, the player can make any choice as long as it's legal. If a player can't make a legal choice, the effect does nothing. A player may only move objects to a row in his or her own area and may only transfer equipment to a character he or she controls. A player may not move a character from a hidden area to a visible one, or vice versa, unless the effect moving it specifies this, and may not transfer equipment from a character in one of those areas to a character in the other.

700.3   An object that changes controllers within the same zone is still the same object.

700.3a   Modifiers to that object will still apply, within their durations, unless the modifier is dependent upon which player controls the object.

700.3b   Restrictions on the number of times a payment power may be played will still apply to an object if its controller changes. (See rule 501.4.)

701. Characteristics

701.1   "Attacker" is a characteristic that a character may gain or lose in the attack substep. (See rules 602.1c and 602.7.)

701.2 "Defender" is a characteristic that a character may gain or lose in the attack substep. (See rules 602.1c and 602.7.)

701.3 "Exhausted" is a characteristic that an object may gain through modifiers, as part of paying costs, or through game rules. An object with the exhausted characteristic is rotated 90 degrees to denote having that characteristic. An object can't have both the exhausted and ready characteristics at the same time, but it will always have either one or the other.

701.4 "Flight" is a characteristic that modifies the legality of proposed attacks. Characters with this characteristic will generally not have text in their text boxes indicating this; rather, they will have the appropriate icon. Characters with flight may attack protected characters as though they were unprotected.

701.5 "Front row" is a characteristic that a character may have. A character must be positioned in the front row to have the front row characteristic. A character can't have both the front row and support row characteristics at the same time, but it will always have either one or the other.

701.6 "Ongoing" is a characteristic and keyword that a plot twist may have. Anything after the ongoing keyword only applies while the plot twist is a face-up object in play in a resource row. This characteristic is also denoted by the ongoing icon on the card's lower left side.

701.7 "Protected" is a characteristic that a support row character may have. A character is protected if there is a non-stunned character in the front row that shares the same column with it. Stunned characters can't be protected. A character can't have both the protected and unprotected characteristic at the same time, but it will always either have one or the other.

701.8 "Range" is a characteristic that modifies the legality of proposed attacks. Characters with this characteristic will generally not have text in their text boxes indicating this; rather, they will have the appropriate icon. Characters with range may attack from the support row as though they were in the front row.

701.9 "Ready" is a characteristic that an object may gain through modifiers, as part of paying costs, or through game rules. An object is positioned upright to denote having this characteristic. Objects come into play with the ready characteristic. An object can't have both the exhausted and ready characteristic at the same time, but it will always have either one or the other.

701.10 "Reinforcement" is a characteristic that a character may have. A modifier or a game-based effect can give an object this characteristic.

701.10a defending player may play a reinforcement game-based effect that reads, "Target defender you control has reinforcement this attack," with a cost

of exhausting a support row character that shares a team affiliation with and is adjacent to the defender.

701.10b   Characters attacking a character with reinforcement can't cause breakthrough.

701.10c   A character has reinforced another character if the first was exhausted to play a reinforcement game-based effect targeting the second, and the effect has resolved giving the second reinforcement. (See rule 507.1c.)

701.11   "Resource" is a characteristic that an object in the resource row has. Resources generate resource points and are used for threshold cost checks. Objects with this characteristic can be referred to as resources. An object can't have this characteristic at the same time it has either the front row or support row characteristic, but it will always have exactly one of the three.

A face-down, unrevealed resource can't have any characteristics, qualities, text, icons, and so on, other than the resource characteristic and the ready or exhausted characteristic. (Also see Reveal in the Glossary.)

701.11a   A face-down revealed resource can have any of its normal characteristics and qualities, except that it can't have the object types "location," "equipment," "character," or "plot twist." It will only have the object type "resource."

701.11b   Face-up resources have no additional restrictions on their characteristics or qualities.

701.11c   A resource that is turned face down is the same object, but it no longer remembers any choices that were made by it, or events that happened while it was face-up. It does retain any counters that were on it. Turning a resource face down does not alter its ready or exhausted characteristic.

701.12   "Stunned" is a characteristic that a character may gain through modifiers, as part of paying costs or through game rules. A character with the stunned characteristic is turned face down to denote being stunned and also acquires the exhausted characteristic. Any time an object becomes stunned, its controller must take stun endurance loss. (See rule 702.)

701.12a   A stunned character can't be readied.

701.12b   The text box on a stunned character is inactive; it is treated as though it does not exist. (But see rule 502.4.) Any player may look at a stunned character at any time.

701.12c   A stunned character loses all and can't gain any of the attacker, defender, team attacker, and protected characteristics. It still has any other characteristics or qualities it had before.

701.12d   A stunned character is unprotected and can't be protected.

701.12e   While a character is stunned, its willpower becomes 0. Stunned characters cannot gain or lose willpower.

701.12f   While a character is stunned, it loses and cannot have the leader keyword or any leader powers. (See rule 707.11.)

701.13   "Support row" is a characteristic that a character may have. A character must be positioned in the support row to have the support row characteristic. A character can't have both the front row and support row characteristics at the same time, but it will always have either one or the other.

701.14   "Team attacker" is a characteristic that an attacking character may have. A character must be part of a team attack to gain the team attacker characteristic. Removing all other team attackers from the team attack does not remove the team attacker characteristic from an object. (See rules 602.1c. and 602.7.)

> *Example: Cyclops, Slim reads, "While team attacking, your X-Men characters get +2 ATK and +2 DEF." The attacking player proposes a team attack with Cyclops and Jean Grey, Marvel Girl. Once the attack starts, the defending player KO's Jean Grey. Cyclops still has the team attacker characteristic and thus has +2 ATK and +2 DEF from his continuous power.*

701.15   "Unique" is a characteristic and keyword that cards and objects other than plot twists may have. Each other card and object type has rules associated with uniqueness, but this keyword may modify these rules. Locations and non-Army characters default to being unique. Army characters and equipment default to being not unique. (See section 3 and rule 705.)

701.16   "Unprotected" is a characteristic that an object may have. A character with the unprotected characteristic is either a character in the front row, or a character in the support row that does not have a non-stunned character in the front row that shares a column with it. A stunned character is always unprotected and can't be protected. A character can't have both the protected and unprotected characteristics at the same time, but it will always have either one or the other.

701.17   "Hidden" is a characteristic that a character may have. A character has the hidden characteristic if it is in the hidden area. (See rule 212.5b.) A proposed defending object must not be hidden. (See rule 601.3e.) A character can't have

both the hidden and visible characteristics at the same time, but it will always have either one or the other.

701.18   "Visible" is a characteristic that a character may have. A character has the visible characteristic if it is in the visible area. (See rule 212.5b.) A character can't have both the hidden and visible characteristics at the same time, but it will always have either one or the other.

701.19   "Marvel" is a characteristic that a card may have. A card has this characteristic if it has the Marvel brand icon in the upper right-hand corner.

701.20   "DC" is a characteristic that a card may have. A card has this characteristic if it has the DC brand icon in the upper right-hand corner.

702. Stunning Characters

702.1   As a character becomes stunned, that character's controller simultaneously loses endurance equal to the recruit cost of that character. This is referred to as "stun endurance loss."

702.1a   Stun endurance loss occurs regardless of how the object became stunned.

Example: Robot Destroyer reads, "Activate, stun Robot Destroyer >>> Stun target character with a cost of 4 or less. Use this power only if you control Dr. Doom." A player playing Robot Destroyer's payment power will take 5 stun endurance loss because Robot Destroyer is stunned as a cost to play the power. His or her opponent will take endurance loss equal to the cost of the stunned character when Robot Destroyer's effect resolves.

702.1b   If more than one event stuns a character at the same time, the character becomes stunned only once, so stun endurance loss also occurs only once. Each event is still considered to have stunned the character. If an event tries to stun a character that has the stunned characteristic, the character will not become stunned, and that event is not considered to have stunned the character. (See rule 502.7.)

Example: Annihilus reads, "At the start of your attack step, you may stun target front row character." A player may target an already stunned character—because he or she is not restricted to targeting a non-stunned character—but the already stunned character will not become stunned again. Stun endurance loss will not occur.

702.2   A character has stunned another character if the first character has compared its ATK to the second character's DEF during combat, resulting in the second character becoming stunned. (See rules 602.5a and 602.5c.)

702.3   A character has stunned another character if the first is an attacker during a team attack which results in the second character becoming stunned. (See rule 602.5a.)

702.4   An object or plot twist has stunned a character if the object or plot twist was the source of a modifier or cost that stunned the character. No rule prevents a character from stunning itself.

702.5   As a character becomes stunned, remove all cosmic counters from it. (See rule 707.8b.)

702.6   A character with invulnerability (see rule 707.7) is not subject to stun endurance loss, and that character's controller ignores rules 702.1, 702.1a, and 702.1b if that character becomes stunned.

   702.6a   If a character would simultaneously lose invulnerability and become stunned, that character's controller ignores rules 702.1, 702.1a, and 702.1b.

   *Example: **Cosmic**: Krypto reads, "**Cosmic**: Krypto has invulnerability." An effect stuns Krypto. As he becomes stunned, all cosmic counters will be removed from him, and he will lose invulnerability. His controller will not take stun endurance loss.*

702.7   While a character is stunned, its willpower becomes 0. Stunned characters cannot gain or lose willpower. (See rule 210.3a.)

702.8   While a character is stunned, it loses and cannot have the leader keyword or any leader powers. (See rule 707.11a.)

703. Simultaneous Actions

703.1   If an effect or a rule of the game instructs players to make simultaneous choices, the primary player will make all of his or her choices first. Players continue making all required choices moving clockwise from the primary player until all players have made all required choices. All players' choices are then carried out simultaneously.

703.2   If simultaneous events require simultaneous choices from a single player, that player makes all choices, and then the events occur simultaneously.

703.3   If multiple triggered effects trigger simultaneously, they will all be added to the chain the next time the game instructs players to add triggered effects to the chain. The primary player gets to choose in what order his or her triggered effects go on the chain, and then they are added to the chain. Then, the next player clockwise from the primary player gets to choose in what order his or her triggered effects go on the chain, and his or her triggered effects are added to the chain on top of the previous player's. Then, the next player clockwise from that player does the same, and so on. (See rule 506.3.)

704. Loops and the Infinity Rule

704.1   Sometimes players can achieve a game state in which a certain set of actions could be repeated indefinitely. This section deals with getting past such "loops."

704.1a   If a game state occurs such that there exists a loop of repeated actions with one or more optional actions involved, the loop first must be demonstrated. Then, the player that performed the first action in this loop must choose a number of times he or she desires to repeat that loop. Then, starting with the next player clockwise from him or her, any player that performed an action in this loop may choose a smaller number. The smallest number chosen is the number of times the loop repeats. The player who chose the smallest number gets priority after the loop is done repeating. The next action taken can't be the action that would continue the loop.

704.1b   A player may interrupt the loop after some iteration, or partway through one, with an action that would stop the loop from being able to continue in the demonstrated form. If this occurs, the loop stops at that point (without continuing for the full chosen number of iterations), and play proceeds from there.

704.2   Players may not choose "infinite" for any numeric values in the game.

704.3   If a succession of game states occurs in which mandatory actions form a loop that neither player is willing and able to break, the game is a draw.

705. Uniqueness Rule

705.1   As part of resolving a recruit effect for a card with the unique characteristic, its controller-to-be must check the names of all objects he or she controls that are already in play. He or she puts all of those with the same name as that unique recruited card into his or her KO'd pile. This is not the same as KO'ing those objects.

705.2   As part of flipping a unique location face up, its controller must check the names of all objects he or she controls that are already in play. He or she puts all of those with the same name as that unique location into his or her KO'd pile. This is not the same as KO'ing those objects.

705.3   The uniqueness rule is only checked when resolving a recruit effect or flipping a location. It does not apply to other modifiers that put an object into play or to any that change control of an object.

706. Position

706.1   A character's position can be in any of the infinite columns that the front row and the support row create unless that position is occupied by another character. No character may be in the column dividing the player's visible area from his hidden area, and that column should be marked in some fashion so that it is obvious to all players which column is this dividing column. Players may state the number of spaces between characters when placing them. Characters do not have to be placed adjacent to other characters. Unless otherwise stated, a character placed to the left or right of another character, with no intervening characters between them, is considered to be in a column directly to the left or right of that character.

706.2   A character is adjacent to another character if it is in a column directly to the left or to the right of the column of the first character and if both of those characters are in the same row. A character is also adjacent to another character if it is in the same column as the first character but is in a different row.

706.2a   Two characters are not adjacent to each other if they are in different areas. (See rule 212.5a.)

706.3   A resource's position can be in any of the infinite columns that the resource row creates, unless that position is occupied by another resource. Players can't reposition a resource unless instructed to by the game. Resources are added to the right of the rightmost existing resource in a player's resource row. If a resource leaves play, resources shift so that the row "closes up" over the empty space. (See rules 512.5 and 707.12b.)

706.3a   The resource row does not extend into a player's hidden area. Resources are always visible and can't be hidden.

706.4   A resource is adjacent to another resource if the first resource is in a column directly to the left or to the right of the other resource's column.

707. Keywords

707.1   Game mechanics in the game and certain standardized powers may be represented by keywords on cards. The following section outlines keywords and what they mean. Keywords may be grouped together even though they may represent different powers. This is an exception to rule 209.1.

707.2   "Boost" is a keyword that represents a continuous power that functions in any zone the card it is on may be played from. The phrase "Boost <cost>: <text>" means, "As an additional cost to play this card, you may pay <cost>. If you pay, this card has <text> in addition to any other text it has this turn." If you did not pay, the card does not gain <text> in addition to its other text. All boost costs are expressed in resource points unless noted otherwise.

707.3   "Loyalty" is a keyword that represents a continuous power that functions in any zone a card can be recruited from. The keyword "Loyalty" means, "Recruit this card only if you control a character that shares at least one team affiliation with this card."

707.4   "Power-up" is a keyword that represents a specific game event. To power-up a character is to give it +1 ATK and +1 DEF this attack. The modifiers from multiple power-ups are cumulative. The modifier is a "power-up modifier," however, "becoming powered-up" is the act of applying the modifier. Effects that trigger on a character becoming powered-up will trigger each time the modifier is applied. This is different from how most effects that trigger on something "becoming" something work. (See rule 502.7.)

707.4a   A player may play a game-based effect that reads, "Target attacker or defender you control becomes powered-up," the cost of which is discarding a character card that shares a name with the chosen target character. Since power-ups have "this attack" as their duration, players may play this game-based effect only during an attack substep. (See rule 507.1b.)

707.4b   A power-up effect is any effect whose modifier could power-up a character.

Example: Wheel of Misfortune reads, "Negate target power-up effect. You may power-up an unaffiliated attacker or defender you control." This plot twist looks for any effect whose modifier could power-up a character. This plot twist can target other copies of Wheel of Misfortune.

707.4c   Some cards state that certain characters "cannot become powered-up." Because "becoming powered-up" is treated specially (see 707.4), this phrase has a special meaning: if a character has such a "cannot become powered-up" modifier affecting it, any power-up modifier that would be applied to that character instead does nothing. Subsequently

removing the "cannot become powered-up" modifier will not reverse this replacement.

Example: Kang, Kang Cobra reads, "Characters your opponents control cannot become powered-up." New Teen Titans reads, "Power-up all Teen Titans attackers." Kang's controller's opponent plays New Teen Titans. As New Teen Titans resolves, the power-up modifier instead does nothing. Later during the same attack, if Kang is stunned, the power-up modifier's replacement is not reversed.

Example: Kang, Kang Cobra reads, "Characters your opponents control cannot become powered-up." Quinjet reads, "Move and then power-up target Avengers attacker or defender you control." Kang's controller's opponent plays Quinjet's power on an attacker he controls. As Quinjet resolves, the power-up modifier instead does nothing, and the move modifier allows the character's controller to move the character. Later during the same attack, if Kang is stunned, the power-up modifier's replacement is not reversed.

707.5   "Transferable" is a keyword that represents a triggered power that functions in the in-play zone. The keyword "Transferable" means, "At the start of the formation step, you may transfer this card." (See rule 512.4.)

707.6   "Evasion" is a keyword that represents a payment power on a character. The payment power reads, "Stun this character >>> At the start of the recovery phase this turn, recover this character." Stunning a character in this way will result in its controller simultaneously losing endurance equal to its recruit cost. (See rule 702.1a.)

707.7   "Invulnerability" is a keyword that represents a continuous power that functions in the in-play zone. Characters with invulnerability ignore rules 702.1, 702.1a, and 702.1b. As these characters become stunned, they cause their controller no stun endurance loss rather than stun endurance loss equal to their recruit costs.

707.7a   If a character would simultaneously lose invulnerability and become stunned, that character's controller ignores rules 702.1, 702.1a, and 702.1b.

707.8   "Cosmic" is a keyword on character cards that represents a continuous power that functions in the in-play zone and a one-shot modifier that modifies how the character comes into play. Cosmic and cosmic counters have special rules that apply only to them and not to counters that have other names.

707.8a   The phrase "**Cosmic**: <text>" means, "While this character has a cosmic counter on it, it has <text> in addition to any other text it has." If

the character does not have a cosmic counter on it, it does not have <text> in addition to its other text.

707.8b   A character with cosmic comes into play with a cosmic counter on it.

707.8c   As a character becomes stunned, remove all cosmic counters from it.

707.8d   A character can't have more than one cosmic counter on it at a time.

Example: Parasite reads, "Whenever Parasite stuns a character, put a cosmic counter on Parasite." If Parasite already has a cosmic counter, this power will do nothing when it resolves.

707.8e   A character that doesn't have cosmic can't have any cosmic counters on it.

707.8f   Stunned characters can't have cosmic counters.

707.9   "Concealed" is a keyword on character cards that represents a continuous power that functions in any zone. The keyword "Concealed" means, "This character comes into play in the hidden area." (See rule 212.5e.)

707.9a   "Concealed—Optional" is a keyword on character cards that represents a continuous power that functions in any zone. The keyword "Concealed—Optional" means, "This character may come into play in the hidden area." (See rule 212.5e.) This choice is made as part of putting the character into play. There is no default for this choice.

707.9b   Cards that refer to cards with "Concealed" refer to both cards with the "Concealed" keyword and cards with the "Concealed—Optional" keyword.

Example: Orb reads, "Activate, discard a character card with concealed >>> Draw a card." You can use Orb's activated power, discarding Owlman—a Concealed-Optional character—to draw a card.

707.10 "Willpower" is a keyword on a character or character card that indicates the character or character card has a printed willpower value equal to the number following the keyword.

707.10a A character or character card without this keyword has a printed willpower of 0.

707.10b While a character is stunned, its willpower becomes 0. Stunned characters cannot gain or lose willpower.

707.10c A direct defender's willpower is 0.

707.11 "Leader" is a keyword on a character card. Powers that follow this keyword are "leader powers." A leader power will refer in some way to characters adjacent to the leader character.

707.11a While a character is stunned, it loses and cannot have the leader keyword or any leader powers.

707.12 "Reservist" is a keyword that represents a continuous power that functions in the resource row of the in-play zone. The keyword "Reservist" means, "You may recruit this card from your resource row."

707.12a Character cards are always face-down in the resource row but may be revealed any time their controller has priority (see rule 212.5i). Revealing a reservist character card allows you to recruit the card from the resource row.

If you recruit a reservist character card from your resource row, after putting the reservist card onto the chain, you may put a card from your hand face down into your resource row where the reservist character card was.

707.12c A player recruits a reservist character card by following the applicable steps for playing effects, with the exception mentioned in 707.12b. (See section 505.)

707.13 "Ally" is a keyword on a character card. The keyword "ally" denotes a type of triggered power that functions in the in-play zone. This type of power will have a triggered power with a condition of "Whenever a character you control becomes powered-up," or "Whenever a <description> character becomes powered-up."

Example: Batman, Avatar of Justice reads, "Ally: Whenever a character you control becomes powered-up, you may discard a JLA character card. If you do, negate target non-ongoing plot twist effect." Since power-up effects can only be played inside an attack substep, this power can only trigger inside an attack substep.

Glossary

Activate

This is a cost of an activated power. Paying a cost of "activate" requires the object with the activated power to have the ready characteristic beforehand and requires the player who is paying the cost to exhaust that object.

Activated Power

An activated power has the word "activate" in its cost. Activated powers are a subset of payment powers.

Additional Costs

Additional costs are extra costs required to put an effect on the chain or to flip a location. These costs will be specified as additional costs and are paid at the same time as the recruit, threshold, or payment cost. (See rule 505.)

Adjacent

An object is adjacent to another object if it is one column to the left or right of that object in the same row, or if both objects are characters and are in the same column.

Affiliated

A character that has one or more team affiliations is affiliated.

Ally

"Ally" is a keyword on a character card. The keyword "ally" denotes a type of triggered power that functions in the in-play zone. This type of power will have a triggered power with a condition of "Whenever a character you control becomes powered-up," or "Whenever a <description> character becomes powered-up." (See rule 707.13.)

Area

An area is a section of the in-play zone. Each player controls two areas in the in-play zone: visible and hidden. These two areas are separated by an empty column, with the visible area on the right of this empty column and the hidden area on the left of this empty column. Objects can't occupy this column.

Army

"Army" is both a version and a keyword with a specific meaning. Characters of version Army are not limited by the "four per deck rule." (See rule 101.2b.)

Characters of version "Army" do not have the unique characteristic. Rules for resolving recruit effects that check uniqueness (see rules 508.3b and 705.1) do not apply to resolving Army recruit effects.

As Though

Some objects can act as though they possess certain characteristics or qualities. These objects do not possess the denoted characteristics or qualities but follow all rules that apply to those characteristics or qualities.

> **Example:** *Nightcrawler, Kurt Wagner reads, "Nightcrawler can attack as though he has flight and range." Storm, Ororo Munroe reads, "Pay 2 endurance >>> Characters your opponents control lose flight this turn." If a player resolves Storm's effect, it will not remove Nightcrawler's power to attack a protected character.*

Attacked

A character that has the defender characteristic is currently being attacked, even if no attackers for it currently exist. A character that gains the defender characteristic "becomes attacked."

A few cards refer to characters that "have attacked this turn" or "have team attacked this turn." This means that the character has had the "attacker" or "team attacker" characteristic at some time during this turn, possibly including right now.

Some cards refer to a character that "has already been attacked this turn." This is shorthand for the wording "has been attacked in a previous substep this turn." This refers only to characters that have had the defender characteristic in an attack substep previous to the current one, and not to characters for which this substep is the first time this turn they have had the defender characteristic.

A few older cards have powers that trigger "when <character> is attacked." These will trigger once for each attacker attacking this defender, unlike powers that trigger "when <character> becomes attacked," which trigger once per attack at most.

Attacker

"Attacker" is a characteristic that an attacking character has. A character loses the attacker characteristic if it changes zones, changes controllers, loses the character type, or gains the stunned characteristic. Modifiers that remove an attacker from an attack also cause the object to lose the attacker characteristic.

Becomes

An object becomes <something> if that object was not <something> and then an effect or a game rule makes it <something>. If an object already is <something>, it can't become

<something> again until it first stops being <something>. Most powers that use the word "becomes" are triggered powers. (See rule 502.7.)

Stun endurance loss is not a triggered power, but it still uses this definition of "becomes."

Effects that trigger on a character "becoming powered-up" are an exception to this and will trigger each time the modifier is applied. (See rule 707.4.)

Boost

"Boost" is a keyword that represents a continuous power that functions in any zone the card can be played from. The phrase "**Boost** <cost>: <text>" means, "As an additional cost to play this card, you may pay <cost>. If you pay, this card has <text> in addition to any other text it has this turn." If you did not pay, the card does not gain <text> in addition to its other text. All boost costs are expressed in resource points unless noted otherwise.

Card

A card refers to a **Vs. System** card in any game zone, though cards in play are usually referred to as "objects" instead. Promotional 5"x 7" replicas of cards are not **Vs. System** cards and may not be used for tournament play.

If a card or object refers to a <keyword> card, it is referring to a card with the <keyword> keyword. If a card or object refers to a <version> card, it is referring to a card with the <version> version.

Chain, The; Chain Zone

The chain zone, or "the chain" for short, represents the area of the game where players place character or equipment cards being recruited, plot twist cards being played from the hand, and/or effects, as instructed by the game rules. All players share the chain zone. The chain zone is public information. Players may not alter the order of effects or cards in the chain zone.

Characteristic

A characteristic is a factor that a card or object may have associated with it. An object or card may have more than one characteristic. Some characteristics indicate an object's position or orientation in the in-play zone; some are keyword powers the object may have or may be affected by, some of which may affect how it comes into play; and some indicate its status in the current combat.

The **Vs. System** includes the following characteristics: attacker, concealed, concealed—optional, defender, exhausted, flight, front row, hidden, ongoing, protected, range, ready, reinforcement, resource, stunned, support row, team attacker, unprotected, unique, and visible. (See rule 701.)

> **Example:** *A player controls Phantazia. She is face down in the support row of her controller's visible area and is not involved in combat. Phantazia has the following characteristics: range, support row, stunned, visible, and exhausted.*

Coin Flip

Some effects may instruct you to flip a coin. To flip a coin, one player flips the coin, with the other player calling "heads" or "tails" while the coin is in the air. Rolling a die or another method of evenly randomizing is an acceptable alternative if no coin is available.

Concealed

"Concealed" is a keyword on character cards. "Concealed" means "This card comes into play in the hidden area." (See rules 212.5e and 707.9.) Character cards without this keyword come into play in the visible area. (See rule 212.5e.) This applies to any means of getting the card into play from another zone, not just to resolving a recruit effect. It does not apply while moving a card already in play.

Concealed—Optional

"Concealed—Optional" is a keyword on character cards that represents a continuous power that functions in any zone. The keyword "Concealed—Optional" means, "This character may come into play in the hidden area." (See rule 212.5e.) This applies to any means of getting the card into play from another zone, not just to resolving a recruit effect. It does not apply while moving a card already in play. The choice is made as part of putting the character into play. There is no default for this choice.

Considered to

Some objects indicate a player is considered to control a certain object. This does not give the player control over other players' objects with the same name or satisfy additional costs that require performing actions that use the certain object or use an object with that name. This does satisfy restrictions for playing effects based upon controlling that certain object.

> **Example:** *Boris reads, "Activate, put Boris on the bottom of your deck >>> Search your deck for a plot twist card. Reveal that card and put it into your hand. Shuffle your deck. Use this power only if you control Dr. Doom." Doomstadt*

reads, "You are considered to control Dr. Doom." Controlling Doomstadt satisfies the restriction for playing Boris's activated power.

Example: *Mystical Paralysis reads, "As an additional cost to play Mystical Paralysis, exhaust a character named Dr. Doom you control." Kristoff Von Doom reads, "You are considered to control Dr. Doom." Exhausting Kristoff Von Doom will not satisfy the additional cost of Mystical Paralysis.*

Control

A player controls all cards in his or her rows in the in-play zone, plus all cards attached to any of those cards. A player also controls any effects he or she played and any triggered effect the source of which he or she controlled as it triggered. Players do not control any cards that are not in the in-play zone; they own the cards that started the game in their decks, but "own" is different from "control." Effects may change the controller of cards in the in-play zone, causing a player to control objects or cards he or she does not own. An object moving from a zone belonging to a player other than its owner to a hand, deck, removed-from-game zone, or KO'd pile will always move to its owner's hand, deck, removed-from-game zone, or KO'd pile.

A player also controls his or her hidden and visible areas and his or her front, support, and resource rows, regardless of whether there are any objects in them.

Cosmic

Cosmic is a keyword on character cards that represents a continuous power that functions in the in-play zone and a one-shot modifier that modifies how the character card comes into play. Cosmic and cosmic counters have special rules that apply only to them and not to counters that have other names.

A character with cosmic comes into play with a cosmic counter on it. As a character becomes stunned, remove all cosmic counters from it. A character can't have more than one cosmic counter on it at a time. A character that doesn't have cosmic can't have any cosmic counters on it. Stunned characters can't have cosmic counters.

The phrase "**Cosmic**: <text>" means, "While this character has a cosmic counter on it, it has <text> in addition to any other text it has." If the character does not have a cosmic counter on it, it does not have <text> in addition to its other text.

Costs

Game costs expressed in numbers in the **Vs. System** are always positive integers or 0. Costs can never be negative. A cost of 0 still needs to be paid—having a cost of 0 does not automatically play a card or an effect. If an effect or modifier looks for a card's cost, it will use the card's printed cost.

A player can't pay a cost unless that player has the materials available to pay with.

There are several types of costs: recruit costs, threshold costs, payment costs, replacement costs, endurance costs, resource point costs, additional costs, and costs in resolution.

Losing endurance is never a cost. (Paying endurance leads to losing endurance, but not vice versa.) Actions taken to pay costs can't be replaced. (See rule 203.9.)

DC Card

"DC" is a characteristic that a card may have. A card has this characteristic if it has the DC brand icon in the upper right-hand corner.

Defender

"Defender" is a characteristic that the defending character has. A character loses the defender characteristic if it changes zones, changes controllers, loses the character type, or gains the stunned characteristic. Modifiers that remove a defender from an attack also cause the character to lose the defender characteristic.

Direct Attack

A player may be directly attacked if that player controls no non-stunned visible characters. If any proposed attacking character can attack hidden characters, the player cannot be directly attacked unless he or she also controls no non-stunned hidden characters. When a direct attack resolves, a player's endurance total is reduced by an amount equal to the ATK of the attacking character, or by the total ATK of all attacking characters in the case of a team attack. This is considered breakthrough endurance loss.

Discard

To discard a card is to take a card from a player's hand and place it in that player's KO'd pile. Cards can only be discarded from a player's hand, never from any other zone.

Effect

Recruiting characters and equipment, payment and triggered powers, playing plot twist cards, delayed triggered modifiers, and the game itself can all generate effects on the chain. An effect can only exist on the chain. To leave the chain, an effect must resolve or be negated. Effects can create modifiers or objects as they resolve.

Equip

The event of attaching equipment to an object in the in-play zone.

Evasion

"Evasion" is a keyword that represents a payment power on a character. That payment power reads, "Stun this character >>> At the start of the recovery phase this turn, recover this character." (See rule 707.6.)

Stunning a character in this way will result in its controller simultaneously losing endurance equal to its recruit cost. (See section 702.1.) Since stunning the character is the cost of this power, the stunning can't be replaced by any modifier. (See rule 513.5d.)

Exchange

Some effects or modifiers will instruct players to exchange cards, the positions of objects, or numeric values in the game.

An effect that attempts to exchange the positions of objects will check that the objects in the exchange still have appropriate characteristics or qualities, are still in the in-play zone, and are still controlled by their respective controllers. If any of these are no longer true, the exchange is not legal and will not happen.

> **Example:** *Relocation reads, "Exchange the positions of Relocation and target location an opponent controls." The target must still be a location and must still be under the control of an opponent, and Relocation must still be controlled by the player playing its power, or the exchange will not occur.*

An effect attempting to exchange numeric values will modify those values by either adding to them or subtracting from them.

Exhaust

"Exhaust" is an event that gives an object the exhausted characteristic and takes away the ready characteristic.

Exhausted

Exhausted is a characteristic that an object may have. Players represent objects with the exhausted characteristic by rotating those objects 90 degrees. An object always has either the exhausted characteristic or the ready characteristic, but never both.

Front Row

"Front row" is both a position in the in-play zone and a characteristic that a character may have.

The front row is located in front of the support row, further away from the player whose row it is. A character in this position has the front row characteristic.

Hidden

"Hidden" is a characteristic that a character may have. (See rule 701.17.) A character has the hidden characteristic if it is in the hidden area. (See rule 212.5b.) A proposed defending object must not be hidden. (See rule 601.3e.) A character always has either the hidden characteristic or the visible characteristic, but never both.

Inactive

A stunned character's text is inactive. The text of equipment equipped to a stunned character is also inactive. Inactive text in a text box is treated as though it does not exist.

Initiative

The choice of what player gets the initiative is given to a player by any random means at the beginning of the game. The initiative is passed to the next player clockwise at the end of each turn.

Initiative Player

The player possessing the initiative.

Invulnerability

"Invulnerability" is a keyword that represents a continuous power that functions in the in-play zone. Characters with invulnerability ignore rules 702.1a and 702.1b. As these characters become stunned, they cause their controller no stun endurance loss, rather than stun endurance loss equal to their recruit costs. (See rule 707.7.)

KO

This is an event that instructs a player to place an object into his or her KO'd pile zone. Any effects or modifiers that trigger off an object becoming KO'd will trigger. Not all events that place an object in the KO'd pile are KO events.

Leader

"Leader" is a keyword on a character card. Powers that follow this keyword are "leader powers." A leader power will refer in some way to characters adjacent to the leader character. (See rule 707.11.)

Losing the Game

Modifiers from effects can cause a player to lose the game, as can having 0 or less endurance in the wrap-up portion of the recovery phase. If a player wins the game, all other players in the game lose the game.

A player that loses the game is removed from the game. As a player is removed from the game, all objects that player owns are removed from the game. Any effects that player controls on the chain are negated by the game rules. Objects that player controls but doesn't own revert to their last controller. Continuous modifiers from objects and effects that player controlled are no longer applicable.

Loyalty

Loyalty is a keyword that represents a continuous power that functions in any zone the character card can be recruited from, normally the hand zone. The keyword "Loyalty" means "Recruit this card only if you control a character that shares at least one team affiliation with this card."

Marvel

"Marvel" is a characteristic that a card may have. A card has this characteristic if it has the Marvel brand icon in the upper right-hand corner.

May

Modifiers whose text contains the word "may" have an optional portion. While resolving the effect that creates the modifier or processing the continuous power that generates it, the player may choose to whether to do the optional portion or not. There is not a default for this choice—the player must choose one way or the other before he or she can finish processing this effect or power.

A replacement modifier that contains "may" and "instead" creates an optional replacement cost; this has the normal "may" choice for the player with the added restriction that you cannot choose that choice unless you have the materials to pay with available. (See rule 203.7a.)

Modifier

As an effect resolves off the chain, it can create a modifier. There are two types of modifiers, one-shot and continuous. (See rule sections 511–515.)

Move

Some effects or modifiers instruct a player to move an object in the in-play zone. (See rule 512.3.) That player picks up the object and then places the object in an empty

position. (See rule 706.) Moving an object to the position it was already in is legal unless otherwise specified. These one-shot modifiers will usually have restrictions on which objects can be moved and to which rows they can be moved. These modifiers only allow moving the object to rows in the same area it is currently in, visible or hidden, controlled by the player being told to move the object.

> **Example:** *Burn Rubber reads, "You may move that character to your front row or support row." When this effect resolves, it creates a one-shot modifier. The character is picked up and then placed in an empty position in your front row or support row. It must stay in the same area, hidden or visible, that it was before..*

> **Example:** *Superman, Kal El reads, "Move Superman." When this effect resolves, Superman can only be moved to a row in the area controlled by the player who played the effect. It must stay in the same area, hidden or visible, that it was before.*

An effect or a modifier may instruct a player to move an object that he or she does not control from his or her opponent's rows to his or her own. As part of moving an object from an opponent's row to his or her own, a player will gain control of that object and of any equipment attached to it.

As part of moving a character from the visible area to the hidden area or vice versa, all equipment equipped to that character is put into the KO'd pile.

Non-<something>

Some text refers to "non-<something>" as part of a description. These are referring to things that are not <something>, and do not check whether it is also not <something else>.

Some text refers to negating "target non-ongoing plot twist effect." This specifically refers to an effect from a plot twist that is not an ongoing plot twist; it is not referring to an effect that is not itself ongoing.

> **Example:** *Fizzle reads, "Negate target non-ongoing plot twist effect." Dynamic Duo is an ongoing plot twist with the text "Gotham Knights characters cannot be stunned while team attacking this turn," before the word "ongoing." Dynamic Duo's effect is added to the chain but cannot be negated by Fizzle, because Dynamic Duo is ongoing.*

Number

The **Vs. System** uses only positive whole numbers and 0 as "numbers". If asked to choose a number, you can't choose a negative number, fractional number, imaginary number, non-integer, non-whole number, or "infinity." If a number becomes negative,

treat it as zero for any purposes other than further changing it or—for endurance totals only—comparing it with another endurance total. (See section 104.)

Object

A **Vs. System** card in the in-play zone. Face-up objects are referenced by their names. Unrevealed face-down resources can't have any characteristics or qualities other than than resource, ready, or exhausted. Revealed face-down resources can't have the object types "character," "equipment," "plot twist," or "location," but otherwise have their normal qualities and characteristics and can be seen to be a character card, equipment card, and so on. A face-down character in the front or support row has its usual name, qualities, and characteristics, except that text in its text box is inactive, meaning that it is treated as though it did not exist. The text in the text box of an equipment attached to a face-down character is also inactive.

Own

At the start of a game, a player is considered to own all cards in his or her deck zone. No effect can override ownership. If an object changes zones to a deck, hand, removed-from-game zone, or KO'd pile, it goes to the designated zone of its owner.

Play

To play something means to go through rules 505.1a to 505.1f. This is different from putting something into play, which usually happens through an effect or a modifier.

Position

"Position" denotes a unique space that an object may occupy in the in-play zone. (See rule 707.) Several characteristics denote what position an object is currently in.

Power-up

"Power-up" is a keyword that represents a specific game event. To power-up a character is to give it +1 ATK and +1 DEF this attack. The modifiers from multiple power-ups are cumulative. The modifier is not itself a "power-up modifier;" "becoming powered-up" is the act of applying the modifier. Effects that trigger on a character becoming powered-up will trigger each time such a modifier is applied. (See rule 707.4.)

The controller of the effect doing the powering-up must also control the character being powered-up, or else it has no effect.

A player may play a game-based effect that reads, "Target attacker or defender you control becomes powered-up," the cost of which is discarding a character card that shares a name with the chosen target character. Since power-ups have "this attack" as their

duration, players may play this game-based effect only during an attack substep. (See rule 507.1b.)

A power-up effect is any effect whose modifier could power-up a character.

Primary Player

The primary player is the player whose step it is, if players are in a step or a substep. If players are not in a specific step or a substep, then the player who has initiative this turn is the primary player.

Priority

A player's option to take a new game action is called priority. When a player has priority, he or she may play an effect, perform another action that requires priority, or pass priority clockwise to the next player. Any time all players in the game pass priority in succession on an empty chain, the game progresses to the next phase, step, or substep. This is called the "all players passing in succession" rule. Taking any action, regardless of whether or not it uses the chain, is different from passing priority and thus isn't "passing in succession." (See rule 212.6 for information on the chain.) To progress to the next phase, step, or substep, follow rules 214.2a–214.2e.

Protected

"Protected" is a characteristic that a character has if its position is in the support row and there is a non-stunned character in the front row in the same column. Stunned characters can't be protected.

Protecting

A character is protecting another character if it is directly in front of the other character, both are controlled by the same player, and neither character has the stunned characteristic.

Qualities

Objects and cards have qualities. All objects and cards can have the following qualities: name, version, cost, types, and powers. Characters and character cards can also have the following additional qualities: ATK, DEF, flight, range, protected, reinforcement, unprotected, and willpower. Not all cards or objects will have all of these qualities.

Whether something is a quality has to do with whether a continuous modifier, from a resolving effect that adds, removes, or changes the something, can affect only what is appropriate on resolution, or can affect objects that later become appropriate. (See rules

513.2c–d.) Thus, things that are only ever changed by one-shot modifiers, as well as things that are never changed by resolving effects, are generally not qualities.

Ready

"Ready" is both an event and a characteristic. The event consists of removing the exhausted characteristic from a character and giving it the ready characteristic.

An object with this characteristic is positioned upright to denote having it. An object always has either the ready characteristic or the exhausted characteristic, but never both.

Recover

"Recover" is an event that takes away the stunned characteristic. The character is turned face up and retains the exhausted characteristic.

Recruit onto

To recruit an equipment onto a character means to play a recruit effect for that equipment with that character as its target.

Reinforcement

"Reinforcement" is a characteristic that a character may have. Characters attacking a character with reinforcement cannot cause breakthrough.

Defending players may play a reinforcement game-based effect following the rules outlined in rule 701.10a.

A character has reinforced another character if the first was exhausted to play a reinforcement game-based effect targeting the second, and the effect has resolved giving the second reinforcement. (See rule 507.1c.)

Replace

Replace is an action that is done to a resource. To replace a resource, its controller reveals it, then KO's it. Then, if he or she did, that player puts the top card of his or her deck face down into his or her resource row where the KO'd resource was. That player may look at that card once it's in the resource row. (See rule 212.5g.)

Reservist

"Reservist" is a keyword that represents a continuous power that functions in the resource row of the in-play zone. The keyword "Reservist" means, "You may recruit this card from your resource row."

Character cards are always face down in the resource row, but they may be revealed any time their controller has priority (see rule 212.5i). Revealing a reservist character card allows you to recruit the card from the resource row.

If you recruit a reservist character card from your resource row, you may put a card from your hand face down into your resource row where the reservist character card was as part of putting the reservist card onto the chain. (See rule 505.1a.)

A player recruits a reservist character card by following the applicable steps for playing effects, with the exception mentioned in 707.12b. (See section 505.)

Resource

"Resource" is a characteristic that an object in the resource row has. Resources generate resource points and are used for threshold cost checks. Objects with this characteristic are referred to as resources. (See rule 403.5.)

A face-down, unrevealed resource can't have any characteristics, qualities, text, icons, and so on, other than the resource, ready, and exhausted characteristics. (See rule 701.11.)

Revealed face-down resources can't have the object types "character," "location," "plot twist," or "equipment," but otherwise have their normal qualities and characteristics and can be seen to be a character card, equipment card, and so on.

Resource Points

Resource points are used to pay recruit costs. A player generates resource points at the start of his or her recruit step and loses all unused resource points at the end of his or her recruit step. There is no penalty associated with losing resource points.

Resource Row

The resource row is where a player builds resources. It is the first row directly in front of the player and is behind his or her support row.

Reveal

This is an event that makes public a specified card or zone. The duration of the reveal is determined by the effect creating the reveal event.

A revealed face-down resource has its normal qualities, other than object type, while it's revealed, but is still just a resource object. For example, it does not momentarily become a character while revealed, even though it may be a character card.

Revealing a card or object does not, by itself, interrupt "passing in succession."

Row

A row is a section of the in-play zone. Each player controls three rows in the in-play zone—front, support, and resource—stretching left to right across his or her half of the in-play zone. A player's resource row is the row closest to him or her. A player's front row is the row furthest from that player on his or her side of the in-play zone. A player's support row is between his or her front row and resource row.

Search

Some effects require a player to search for cards in a non-public zone. The zone required for the search is denoted by the effect. The card or cards being searched for are denoted by the effect. A player may fail to find, either by choice or absence, any card or cards that he or she is instructed to find by the effect in a non-public zone. (See rule 512.2.) Any time a player searches his or her deck, that player will shuffle it afterwards. (See rule 212.2d.)

Share

Effects, play restrictions, and game rules may check if an object or card shares a characteristic, a value, or a team affiliation with another object or card. An object or card shares its own characteristics and qualities with itself.

Stun

This is an event that gives a character the stunned characteristic. This event consists of turning a character face down and giving it the exhausted characteristic. As this occurs, the character's controller also loses endurance equal to the character's recruit cost.

Stunned

"Stunned" is a characteristic. Stunned characters can have many of the same characteristics and qualities as non-stunned characters, but the text box on a stunned character is treated as though it does not exist. Players represent stunned characters by turning them face down and exhausting them.

Stunned characters can't attack or be attacked. Stunned characters lose and can't gain the "attacker," "defender," "team attacker," and "protected," characteristics. Stunned characters are unprotected and can't be protected. The text in the text box of an equipment attached to a stunned character is inactive, as is the text in the text box of the stunned character itself. As a character becomes stunned, it becomes exhausted. Stunned characters can't be readied. While a character is stunned, its willpower becomes 0. Stunned characters cannot gain or lose willpower. (See rule 210.3a.) While a character is stunned, it loses and can't have the leader keyword and any leader powers. (See rule 707.11a.)

Support Row

"Support row" is both a position in the in-play zone and a characteristic that a character may have.

The support row is located in front of the resource row and behind the front row. A character in this position has the support row characteristic.

Target

A targeted card, player, or object is a legal target for an effect if the requirements for that player, card, or object to be chosen as a target are met. The legality of an effect's targets is checked at the time of announcement and again on resolution. A card or object that has changed zones between the announcement of the effect and the effect's attempt to resolve is no longer the same card or object, so it is no longer a legal target. If the card, player, or object can't be the target of the effect at the time the effect attempts to resolve, it is no longer a legal target. A targeted effect whose targets are all illegal on resolution is negated rather than resolving.

An effect is targeted if it uses the word "target" in its text or if it is an equipment recruit effect. An effect that does not use the word "target" in its text and is not an equipment recruit effect is not targeted.

Team Attack

A team attack is an attack in which one or more characters have gained the team attacker characteristic. If all of those characters later lose this characteristic during the same attack substep, the attack is still a team attack.

Team Attacker

"Team attacker" is a characteristic that an attacking character may have. A character must be part of a team attack to gain the team attacker characteristic. Removing all other team attackers from the team attack does not remove the team attacker characteristic from a character. A character loses the team attacker characteristic if it changes zones, changes controllers, loses the character type, or gains the stunned characteristic. Modifiers that remove an attacker from an attack also cause the object to lose the attacker and team attacker characteristics.

That <Something>, The <Something>

An effect or modifier that refers to "that <something>" or "the <something>" is referring to the most recent card, player, or object described by <something> mentioned in the card text. That card, player, or object is still the card, player, or object referred to even if its

description has changed since the previous reference so that <something> does not currently describe it.

> ***Example:*** *Search and Destroy reads, "Stun target character with a cost of 3 or less. That character's controller reveals his hand and discards all character cards of the same name." Tim Drake <> Robin, Young Detective reads, "If a team attacker you control would become stunned, you may stun another team attacker you control instead." A player is team attacking with Tim Drake and Dove. Another player plays Search and Destroy on Tim Drake. Tim Drake's controller replaces his stun with stunning Dove. Even though Dove was the character actually stunned, "all character cards of the same name" still refers to Tim Drake.*

> ***Example:*** *Anarchist, Tike Alicar reads, "While Anarchist is team attacking, whenever a character becomes stunned by an attacker or defender, KO the stunned character." Children of the Atom reads, "Recover target stunned X-Men character." Anarchist and Battering Ram team attack and stun Cyclops in combat. With Anarchist's power on the chain, Cyclops's controller plays Children of the Atom on Cyclops. Recovering Cyclops removes the stunned characteristic, but that does not mean that "KO the stunned character" becomes meaningless. Rather, it is referring to the character that was stunned the last time the card's text referred to it.*

Transfer

Transferring is a one-shot modifier that allows equipment to become unattached from one object and attached to another object.

As part of transferring equipment from one object to another, its controller must check whether it is legal to attach the equipment to the object to which he or she is transferring the equipment. The object must be of type character and the object must not have the stunned characteristic. The object must not already have its maximum allowed number of equipment equipped to it. A player may not transfer equipment from a character with the stunned characteristic. A player may not transfer equipment to a character he or she does not control. A player may not transfer equipment to a character that does not meet all of the restrictions the equipment has concerning what it may be attached to. Modifiers can't transfer equipment from a character in the visible area to a character in the hidden area, or vice versa.

Transferring equipment does not re-recruit it.

Turn

A **Vs. System** game is composed of turns. Each turn has four phases: draw, build, combat, and recovery. After each phase of a turn is completed, players play another turn.

This process repeats until one player wins the game. Both players play during every turn. Some phases have steps in them; each player gets to take his or her own copy of each step in a phase, starting with the initiative player. (See rules 400–408.)

Type

A type is a description of something associated with a card, object, or other game term.

Cards in the **Vs. System** have one of four types: character card, equipment card, plot twist card, or location card. (See rules 205–206 and section 3.)

Objects in the in-play zone have one (or more) of the types "character," "location," "equipment," "plot twist," or "resource." (See rule 212.5b.) A <type> object in play is also called a <type>.

Effects on the chain have one of the types "game-based," "recruit," "plot twist," "payment," or "triggered."

Modifiers have one of the two types "one-shot" or "continuous." Continuous modifiers may also have the type "delayed triggered." (See sections 511–513.)

Powers have one of the three types "triggered," "payment," or "continuous;" payment powers may also have the type "activated." (See rule 500.3.)

Costs have one of the types "recruit," "threshold," "resolution," "additional," "replacement," or "payment;" resolution or payment costs may also have the types "endurance" or "resource point," while recruit costs are also always resource point costs, and threshold costs are never either endurance or resource point costs.

Unaffiliated

A character that has no team affiliations is unaffiliated.

Unique

Location cards, character cards, and equipment cards may have the unique characteristic. Locations and non-Army characters default to being unique; equipment and Army characters default to being not unique. As part of resolving a recruit effect for a unique card or flipping a unique location face up, its controller must put any other object that he or she controls that shares the name of the unique card into his or her KO'd pile. Uniqueness is not checked for at any other time, including while applying modifiers that put an object into play directly or that move an object from one player's control to another player's.

Unless

Some modifiers use the phrase, "<Perform action> unless <player> <performs a second action>." This is the same as, "<Player> may <perform the second action>. If he or she does not, <perform the first action>." As with any modifier that contains the text "may," performing the second action is optional, but there is no default. The player must choose whether or not to do the optional second action before he or she can finish processing this modifier.

> ***Example:*** *Brother Blood reads, "Whenever Brother Blood stuns a character, KO that character unless its controller discards two cards from his hand." On resolution of this effect, the stunned character's controller may discard two cards from his or her hand. If he or she does not, the effect's controller KO's that character.*

Unprotected

"Unprotected" is a characteristic. A character in play in the front row or in the support row with no character directly in front of it has the unprotected characteristic. Stunned characters always have the unprotected characteristic.

Up to

Some text may ask a player to choose "up to <number>" of something. That player may choose any number from 0 to <number>, inclusive. For example, "up to two target characters" means the player can choose zero, one, or two target characters for this plot twist or power.

Visible

"Visible" is a characteristic that a character may have. (See rule 701.18.) A character has the visible characteristic if it is in the visible area. (See rule 212.5b.) A character can't have both the hidden and visible characteristics at the same time, but will always have one or the other.

Vs. System

The **Vs. System** is a TCG engine that encompasses multiple comic book genre games, including DC and Marvel. All games produced using this engine are one hundred percent compatible with each other.

Willpower

Each character in the **Vs. System** has a willpower value. Characters with the keyword "Willpower" followed by a number have printed willpower value equal to that number. Characters without this keyword have willpower 0. While a character is stunned, its willpower becomes 0. Stunned characters cannot gain or lose willpower. A direct defender's willpower is 0.

<u>You</u>

"You" refers to the controller of the object that created the effect on the chain for payment and triggered powers, and the controller of the object that is creating a continuous modifier for continuous powers. The word "you" does not denote a target; only the word "target" denotes a target, whether on a card or in a rule.

<u>Zone</u>

There are six zones in the **Vs. System**: deck, hand, in-play, chain, KO'd pile, and removed-from-game. Each is also referred to without the word "zone"; for example, a player's deck zone is also called the player's "deck."

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