# VS REMIX KEYWORD GLOSSARY:
## (Winter 2023 Injection update)
## KEYWORDS:

### BOOST:

Boost X: [boost text]: A keyword that some characters have. It means: As an additional cost to recruit this card, you may pay X resource points. If you do, this card has its boost text this turn. Boost—<cost>: [boost text] means the same thing, but <cost> will require a specific action, not a number of resource points.

### COSMIC:

Cosmic: A keyword that some characters have. The cosmic rules are as follows:
• Cosmic: [cosmic text] means, "While this character has a cosmic counter, it has its cosmic text."
• Cosmic characters enter play with a cosmic counter unless they come into play stunned.
• Only Cosmic characters can have a cosmic counter, and no more than one counter.
• As a character becomes stunned, after damage calculations, remove its cosmic counter.
• While stunned, characters lose cosmic and can't have a cosmic counter.

A "cosmic character" is a non-stunned character with either the cosmic or cosmic—surge keyword. It's still a cosmic character even if it doesn't have a cosmic counter. A stunned character has inactive text and no powers, so it can't be a cosmic character.

Cosmic—Surge: A keyword that some characters have. A cosmic—surge character is also a cosmic character and follows the cosmic rules above, except:
• It doesn't come into play with a cosmic counter.
• It has "At the start of the recovery phase each turn, put a cosmic counter on this card."

As a result, a cosmic—surge character usually won't have a cosmic counter during the first combat phase it's in play. Its power will trigger only if it is face up as the recovery phase starts. If the character becomes stunned in response, the triggered effect will do nothing.

### EVASION:

Evasion is a keyword that represents a payment power on a character. It means:
Stun this character >>> At the start of the recovery phase this turn, recover this character.

### HUNTER:

Hunter is a keyword power that characters can have. It means:
When this card enters play, choose an opposing character. That character becomes hunted by you.
• Becoming hunted doesn't do anything by itself, but other cards refer to it.
• Only one character can be hunted by each player at a time. As a character becomes hunted by you, all other characters stop being hunted by you. When a hunter enters play, you may choose a character already hunted by you to remain hunted by you.

A character stays hunted by you:
• Until it leaves play, stops being opposed to you, or another character becomes hunted by you;
• Even if it becomes stunned or loses its powers;
• Whether or not there are any hunters in play.

### INVULNERABILITY:

A keyword that some characters have. As a character with invulnerability becomes stunned, its controller takes no stun endurance loss.

## LOYALTY:

A keyword that some characters have. It means:
Recruit this card only if you control a character that shares at least one team affiliation with this card.

## LOYALTY—REVEAL:

A keyword that some characters have. It means:
If you don't control a character that shares an affiliation with this card, then as an additional cost to recruit this card, reveal a character card from your hand or resource row that shares an affiliation with this card

## RESERVIST:

A keyword that some characters have. You can recruit a reservist card from your hand like any other character.
In addition, you can recruit a reservist card from your resource row. To recruit a reservist card from your resource row, reveal it and then put it on the chain. You may then put any card from your hand face down into your resource row in place of the reservist card. This is done as part of announcing the recruit, before you pay costs.

Recruiting a reservist card from your resource row is the same as a normal recruitment in all other ways.
For example, if the reservist card has:
• The concealed keyword, it comes into play in your hidden area;
• Concealed—Optional, you may have it come into play in your hidden area;
• Boost, you may choose whether or not to pay the boost cost;
• Loyalty, you may recruit it only if it shares an affiliation with a character you control;
• An additional recruit cost, you must pay the additional cost;
• An alternate recruit cost, you may choose whether or not to pay the alternate cost.

## SPEEDSTER:

A keyword, that some characters have. It means:
Whenever this character exhausts for an attack, you may ready it. If you do, it can't attack this turn.

## SUBSTITUTE:

A keyword that some character cards have. They have the following payment power:

Reveal this card >>> You may remove from the game a ready character you control with cost greater than or equal to the cost of this card. If you do, put this card into play. Use this power only if this card is in your hand and only during your recruit step.

# SHIFT:

Shift is a keyword that represents three powers:

**1 - Pay 1 or more resource points -> Remove this card from the game shifted with that many shift counters. Use only if this card is in your hand.**

• You must pay at least 1 resource point to use this power.

• A card is "shifted" if it was removed from the game this way (or by any other modifier that explicitly removed it from the game shifted) and has since remained in that RFG zone.

• A shifted card remains shifted even if it doesn't have any shift counters.

• Modifiers that explicitly remove a card from the game shifted can do so whether or not that card has the shift keyword.

While shifted, a card gains the shift keyword if it doesn't already have it.

**2 - Pay 1 resource point -> Put a shift counter on this card. Use only if this card is shifted.**

• Resource points that can be spent "only to recruit" something can't be used to pay for either of the above powers (because they're not recruiting anything).

• Resource points that can be spent "only to pay the cost of a payment power" can't be used to pay for either of the above powers because references to "payment powers" no longer refer to "hidden" powers underlying keywords (see below).

**3 - Remove X shift counters -> Put this card into play if you control X or more resources, where X is its cost. Use only during your recruit step.**

• All three of the above payment effects can't be negated by players.

• A shifted card can't have shift counters in excess of its cost. A non-shifted card can't have any shift counters at all.

• Shifting a card into play (by any means) invokes the uniqueness rule (like substitute).

• As a reminder, references to "payment powers" do not refer to "hidden" powers underlying keywords (like evasion and shift). For example, neither Kate Kane <> Batwoman (Discard a Gotham Knights character card -> negate target payment effect) nor Ultimate Nullifier, one way trip (Negate target opposing payment or triggered effect.) have any impact on any of the above powers.

# TERRAFORM:

A keyword that some locations have. Terraform locations have the following payment power: Reveal this card -> You may return a face-down resource you control to its owner's hand. If you do, put this card face down into your resource row. Use this power only if this card is in your hand and only during your recruit step.

# UNIQUENESS:

### In characters:

Characters are always unique unless they have the version Army. As part of resolving the recruit effect of a unique character, put each other unique card in play you control with the same name as that character into the KO'd pil

### In Locations:

Locations are unique unless a card says otherwise. As part of flipping a unique location, put each other unique card in play you control with the same name as that location into the KO'd pile.

### Equipment:

Equipment is not unique unless it has the unique keyword. As part of attaching a unique equipment to a character you control, put each other unique card in play you control with the same name as that equipment into the KO'd pile.

# PRESS:

Press characters have the following triggered power:

When you recruit this card, your next character costs 1 less to recruit this turn for each press card you recruited this turn, but no less than 1.

• When you recruit a press character, you pay less to recruit the very next character you recruit this turn. To work out how much you pay, count the press characters you have already recruited this turn and subtract that number from the cost of that next character. If the result is less than 1, you must still pay 1.

• Even though press allows you to pay less to recruit a character, anything that looks for the cost of that character always uses its printed cost.

• Reductions to costs (like press) are subtracted before additions (like boost) are added, so press can't reduce a character's boost cost.

• Press can't reduce the cost of a character with printed cost 1 or less or increase the cost of a character with printed cost 0.

> **Example:** You have 6 resource points to spend in your recruit step. First, you recruit a 2-cost press character. That character doesn't reduce its own cost, so you're left with 4 points. You then recruit a 4-cost press character, but you pay 3 (1 less, because the last character you recruited this turn had press). You now pay 2 less to recruit your next character, so you can use your last point to recruit:
>
> > • a 3-cost character; or
> > • a 2-cost character (although you must still pay the minimum of 1), or
> > • a 1-cost character, as usual.

# TRAITS:

## VEHICLE

**Recruit cost** → **Crew cost** →

**Trait bar** →

Vehicle is a new character card type unique to Remix. They are identified by their TWO different costs in the top left corner of the card and the Vehicle trait bar. The leftmost cost is the recruit cost. The second, green cost is the vehicle's Crew cost.

The Crew Cost is paid as an alternative amount of resources by placing the vehicle on top of that card's specified non-stunned crew you control.

Once crewed, the vehicle gains its crew effect as well as the printed effect text of the crewed character! This makes vehicle characters extremely potent and versatile!

**Example:** *You control Green Ranger, Tommy Oliver and have Dragonzord, Zord in your hand along with 3 unspent resources. You may spend 3 resource points to crew Dragonzord, placing it on top of Green Ranger. Since Dragonzord now is crewed, it gains its crew effect as well as the printed effect of the Green Ranger. While it remains crewed and in play, Dragonzord now shares uniqueness with other Dragonzords as well as other Green Rangers. If Dragonzord becomes KO'd, or leaves play for any other reason, the crewed Green Ranger wil be sent to the KO'd pile as well.*

## Vehicle Rules:

• Vehicles are Crewed during the recruit step of its controlling players' build phase.

• To Crew a vehicle, means to announce it, reveal it, select a crew target, put it on the chain, and pay its Crew value in resource points if played from your hand.

• If between declaration and resolution of a Crew recruit the targeted character becomes stunned or removed from play, the vehicle will enter play uncrewed even if there is another legal crew target.

• A player may also crew a vehicle that is in the same area by overlaying a vehicle and legal crew character they control both in play (both unstunned) by moving the vehicle over the character during their build phase. In this instance, no resource points are spent. (both characters are already played) Some effects may allow a player to crew via other means.

• While crewed, vehicles gain the crewed characters name, and gain uniqueness to other cards with that name. Crewed character cards under vehicles are not considered in play.

• A vehicle's crew effect text becomes active while the specified crew character is underneath the Vehicle. Vehicles also gain the printed effects of its listed crew.

• Unless specifically indicated, A vehicle may only ever have ONE crew.

• Unless specifically indicated, crew targets and vehicles must be able to be played in the same area (hidden, visible)

• Unless specifically indicated, Vehicles can't use other vehicles as crew.

• When a vehicle becomes stunned its controler loses endurance equal to its recruit value. (Crew costs do not add aditional stun damage) Similarly, effects checking costs will only check the recruit cost unless otherwise specified.

• Some effects will use the term "Disembark". To disembark, move a crewed character card from under the specified vehicle into play exhausted.

> Example: *Front Line Warfare reads: Ongoing: Discard a card -> Disembark target non-stunned crewed vehicle you control. You control a Dragonzord, Zord crewed with Green Ranger, Tommy Oliver. Your opponent declares an attack with their Magneto,     Master of Magnetism into Dragonzord. Once legal before both players pass effects, you may choose to activate the effect of Front Line warfare, discarding a card to disembark Green Ranger, moving it into play to preserve your field presence since you will not be able to recover Dragonzord normally once it becomes stunned by Magneto.*

• When a character is moved underneath another card for any reason, any attached equipment to that character is sent to the KO'd pile and all counters are removed from it.

• Vehicles may be recruited for their recruit cost normally as they are character cards.

• Vehicles may only use Crew effects while crewed.

• Vehicles, like any other character, can be attached with equipment.

## WILLPOWER

Willpower is a value that all characters have and a trait that some characters have. If a card has this trait, the number following the keyword is that card's willpower. Characters without this trait default to willpower 0. Like ATK or DEF, willpower can be increased, decreased or spent to pay costs. However, a stunned character always has willpower 0. Willpower doesn't do anything by itself but is referenced by other cards.

When Spending Willpower for effects take special note:
ONLY effects worded "Pay [Value] Willpower this turn among characters you control" allow for a player to spend willpower from the Willpower values of any other cards you control.

## MASSIVE

Because of their size, Massive characters occupy an entire column. They are considered to be adjacent to both front row characters on either side of their occupied column, as well as both back row characters on either side of their occupied column.

• Even though they occupy the entire column, Massive characters are ALWAYS considered to be in the Front row.

• Massive characters cannot reinforce other characters. (since they are always considered to be in the front row)

• Massive characters cannot be moved outside of the formation step.

• Characters attacking Massive characters deal no breakthrough endurance loss. (this is different from reinforcement.)

# RULES REFRESHER:

## COPYING POWERS:

Some cards have the ability to copy the powers from one character card to another, when this occurs, any direct references to that target's name become references to the name of the character gaining the copied powers.

## FAIL TO FIND:

When searching a private zone (deck or hand), you can always "fail to find" a card of a specified description. However, you can't fail to find:

- a card (without a description) in a private zone that isn't empty.
- a card (with or without a description) in a public zone.

Example: *Four Freedoms Plaza reads, "[Activate] -> If you control Human Torch, Invisible Woman, Mr. Fantastic, and Thing, search your deck for a card and put it into your hand." If your deck isn't empty, you can't fail to find a card.*

## LEGEND CHARACTERS

Some characters check whether "you have recruited another" character with that name this game.

You have recruited a character once you have successfully added its recruit effect to the chain, before it enters play.

Such characters don't check whether that other character is still in play or under your control.

If you recruit such a character, then that card leaves play and returns to play, the game considers it to be a different character to the one that was recruited, so it passes its own check.

Example: *You control Juggernaut, Weapon of Mass Destruction, but you haven't recruited another Juggernaut this game. If you recruit or shift into play Blink, Wielder of the Tallus targetting Juggernaut removing him from the game shifted and then shift him back into play, you can use his triggered effect after he returns because he is considered a different Juggernaut from the one you originally recruited.*

## PROTECTION

While two characters in the same column are not stunned, the front row character is protecting the support row character and the support row character is protected by the front row character. Stunned characters can neither protect nor be protected.

## BECOMING AN ATTACKER OR DEFENDER

Some modifiers cause a character to become an attacker or defender in the middle of an attack. In all such cases, the legality of the attack is not rechecked.

If a character "can't attack," it means only that it can't be proposed as an attacker; it can still become an attacker through such a modifier. Similarly, if a character "can't be attacked," it means only that it can't be proposed as a defender; it can still become a defender through such a modifier. However, a stunned character can't become an attacker or a defender.

## POSITION

A character you control is never in the same column as a character another player controls.

Two characters are adjacent if they are in the same column or side by side in the same row. A character you control is never adjacent to a character another player controls. A hidden character is never adjacent to a visible character.

## PAY ATK/DEF THIS TURN

Some character powers have a cost of paying an amount of ATK or DEF. To pay ATK or DEF is to lower that character's stat until end of turn. You can pay X ATK or DEF only if a character has X or more of that stat (including bonuses added by modifiers, such as Savage Beatdown's +5 ATK).

Example: *Groot, I am Groot reads, "Pay 4 DEF this turn -> Another target Guardians of the Galaxy character you control gets +2 DEF this turn." You can't pay 4 DEF if his DEF is 3 or less.*