Vs. System TCG Comprehensive Rules version 2.7

Last updated December 22, 2008

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](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.

Glossary

Activate
Activated Power
Active
Additional Costs
Adjacent
Affiliated
All Characters
Ally
Apply
Area
Army
As Though
Attacked
Attacker
Attacks
Backup
Becomes
Behind
Boost
Build
Card
Chain, The;
Chain Zone
Characteristic
Concealed
Concealed—Optional
Considered to
Control
Copy
Cosmic
Cosmic—Surge
Costs
Crossover
DC
Defender
Defends
Different
Direct Attack
Discard
Draw
Dual Loyalty

During
Effect
Energize
Enters a KO'd
Pile
Enters Combat
Enters Play
Epic
Equip
Evasion
Exactly One
<Something>
Exchange
Exhaust
Exhausted
First Attack or
First Defense in
a Turn
Flip
Free
Front Row
Game Text
Hidden
Hunter
Identity
Illuminati
In Combat
Inactive
Initiative
Initiative Player
Insanity
Invulnerability
KO
Leader
Losing the
Game
Loyalty
Loyalty—Reveal
Marvel
May
Modifier
Move

Mulligan
Must Attack If
Able
Mutant Trait
Name
Non-
<something>
Non-Unique
Object
Opposing
Own
Pay X ATK/DEF
Phase
Play
Position
Power-up
Press
Primary Player
Printed
Priority
Protected
Protecting
Rally
Ready
Recover
Recruit
Recruit onto
Reinforcement
Remains
Replace
Replacement
Modifier
Reservist
Resource
Resource Points
Resource Row
Reveal
Row
Search
Share
Shift
Step

Stun
Stunned
Substitute
Support Row
Swap Clause
Switch
Tag
Target
Targeting
Team Attack
Team Attacker
Team Attacking
With
Team Attacks
Terraform
That
<Something>,
The
<Something>
Trait
Transfer
Transferable
Turn
Type
Unaffiliated
Unique
Unless
Unprotected
Up To
Vengeance
Version
Visible
While
Willpower
Word
You
Zone

Credits

Questions

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 and version (but also see rule 513.3c). This is called the "four per deck rule." Army cards are an exception to this rule. 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 tournament rules take precedence during the tournament, except for cards that have a restriction on the number of copies of it that may be included printed on the card. (See rule 513.3c.)

    101.4   Players should use a random method to determine who chooses what player will start the game with the initiative. Tournaments may follow different rules for determining who chooses what player will start the game with the initiative.

    101.5   Each player starts the game with 50 endurance. A player's endurance represents the overall wellbeing of his or her team of characters. As the game starts, each player draws four cards.

    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   If only one player remains in the game, that player wins.

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

> ***Example***: *Xavier's Dream reads, "Ongoing: At the start of the recovery phase, if there are no stunned characters in play, you may discard an X-Men character card. If you do, put a dream counter on Xavier's Dream. Then, if there are three or more dream counters on Xavier's Dream, you win the game." If you control Xavier's Dream with three dream counters on it as its effect resolves, you win the game.*

102.3   A player that loses the game is removed from the game. All cards 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 the control of the last controller they had that is still in the game; if there is no such player, the objects are removed from the game. 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 game text contradicts rules outlined in the comprehensive rules, the game text supersedes the comprehensive rules. Game text only overrides rules when it directly states so.

> ***Example***: *Nightcrawler, Kurt Wagner reads, "Nightcrawler can't be stunned while attacking." You attack an opponent's Nightcrawler with your own. Normally, this would result in both of them being stunned. In this case, however, the card's text supersedes the rules of combat, and your Nightcrawler is not stunned.*

Example: Sewer System reads, "Activate >>> Target character you control can attack hidden characters and protected characters this turn." The rules read, "The proposed attacking character must have the front row characteristic. The range characteristic may modify this. (See rule 701.8)" You want to attack a hidden character with a character targeted by Sewer System this turn. If the character is in the support row, the character still needs range to attack, because the rules state that characters must be in the front row in order to attack, and Sewer System does not directly state 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 can't be replaced.

Example: Burn Rubber reads, "Target character you control has reinforcement this turn." Blind Sided reads, "Target character loses and can't 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 to an opponent, instead, that opponent loses 5 endurance." Paralyzing Kiss reads, "Attackers can't cause breakthrough while attacking an Arkham Inmates character 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 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. Otherwise, those numbers are treated as 0. Negative endurance totals are an exception in two ways:

104.1a   While comparing endurance totals, negative totals are not treated as 0.

104.1b   If a player's endurance total "becomes equal to" or "switches with" another player's negative endurance total, that other player's total is not treated as 0.

> *Example*: *You control Savage Land, which reads, "Activate >>> Target Brotherhood attacker you control gets +1/-1 this attack for each resource you control." You use Savage Land's payment power on Toad while you control 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.*

> *Example*: *Plastic Man reads, "At the start of the combat phase, Plastic Man gets +X ATK this turn, where X is the tens digit of your endurance, and +Y DEF this turn, where Y is the ones digit of your endurance." At the start of the combat phase, you control Plastic Man and have -29 endurance. Plastic Man gets +0 ATK/+0 DEF this turn, because his power does not compare, equate, or switch his controller's endurance total with another.*

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. Character cards with no recruit cost are an exception to this rule and use 203.4d instead.

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.

201.2   If an effect or modifier refers to the name of the card that produced it, it is only referring to the card that put the effect on the chain or whose text produced the modifier, and not to any other instance of that card, with the clarifications below.

201.2a   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 can't affect or modify the new object.

> *Example: Reign of Terror reads, "Return any number of target characters with combined cost 3 or less to their owners' hands." Beetle, Abner Jenkins reads, "Boost 4: When Beetle enters play, he gets +1/+1 this turn for each resource you control." You recruit Beetle, paying the boost cost. Your opponent plays Reign of Terror on Beetle. You recruit 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.*

201.2b   If an effect or modifier refers to a <keyword> card, it is referring to a card with the <keyword> keyword. A stunned character has inactive text and no powers or keywords (see rule 701.12,) and so can't be a <keyword> card.

> *Example: Sub-Mariner, Namor has the leader keyword. Sinister Citadel reads, "Put a +1/+1 counter on target leader character you control." If you control Sub-Mariner, you can target him with Sinister Citadel unless he is stunned.*

201.2c   An effect or modifier that refers to a <version> card is referring to a card with that version. An effect or modifier that refers to a <version> <card type> is referring to a <card type> with that version. An effect or modifier that refers to a <version> <card type> card is referring to a card with that card type and version. Trait, affiliation, keyword, and class are handled in similar fashion.

> *Example: Trok has the Deep Six version. A card that refers to a Deep Six card can refer to Trok. Avalanche, Freedom Force has the Energy trait. A card that refers to an Energy card can refer to Avalanche. Omen has the Teen Titans affiliation. A card that refers to a Teen Titans card can refer to Omen. Artie has the Mutant class. A card that refers to a Mutant can refer to Artie.*

> *Example: Brainiac, Earth 2 has the Earth 2 version. A card that refers to "Earth 2 characters you control" refers to a Brainiac, if he is in play, because character cards are "characters" only while in play. A card that refers to "Earth 2 character cards" refers to any Earth 2 character card, whether or not it is in play; however, most cards that refer to*

"character cards" also involve a game action, such as "search" or "discard," that specifically applies to cards in certain zones.

201.2d If an effect or modifier refers to "card(s) named <card name>" or "other <card name>(s)," it is referring to any appropriate cards that share that name. This is an exception to 201.2.

> ***Example***: *Future Friends reads, "Target Team Superman attacker or defender you control gets +1 DEF this attack and an additional +1 DEF for each other Future Friends in your resource row and KO'd pile." Future Friends looks for any card named Future Friends other than the card it appears on.*

201.2e If an effect or modifier refers to another card by name only, it's referring to a card with that name, whether or not it has the same version or identity, and whether or not it has other names as well.

> ***Example:*** *Batarang, Cutting Edge reads, "Equip only to Batman." This equipment can be attached to Batman <> Cape and Cowl, but not to Azrael <> Batman, Knightfall. Batarang refers to Batman by name only, so a card with version or identity Batman does not qualify.*

201.3 If a cost refers to the name of the card that is its source, it's referring only to the card that is its source, and not to any other instance of that card.

201.4 If an effect or modifier checks whether or not a player controls a card named <card name>, it is referring to an object with that card name.

201.5 If an effect or modifier checks whether or not a player "controls <card name>" or "doesn't control <card name>," it is referring to either control of an object with that card name or control of an object with a modifier that states "you are considered to control <card name>." (See "Considered To" in the Glossary.)

201.6 After some character card names, there is a diamond (<>) symbol followed by text. That text is the printed identity of the character. The naming format for these characters is "Name <> Identity." If a character's name isn't followed by a diamond, its printed name is also its identity. This identity is also referred to as its "secret identity." A character's identity is ignored when determining the uniqueness of that character.

201.7 Some modifiers can change the name of a card. When this happens, all references to that specific card by name in its powers are changed to use the new name. This does not change the name in wordings like "cards named

<name>," as these are referring to any card named <name>, not to this specific card.

> *Example*: Multiple Man <> Jamie Madrox, Army reads, "Whenever Multiple Man becomes stunned, you may remove him from the game. If you do, you may put up to two cards named Multiple Man from your hand into your front row." Decoy Program reads, "Equip only to an Army Doom character you control. <p> Equipped character loses all names and versions and has the name Dr. Doom." Equipping Decoy Program to Multiple Man, assuming a modifier is giving Multiple Man the Doom affiliation, causes him to become "Dr. Doom <> Jamie Madrox" and causes his power to read, "Whenever Dr. Doom becomes stunned, you may remove him from the game. If you do, you may put up to two cards named Multiple Man from your hand into your front row."

201.8 Some cards give a character more than one name. A character can't gain a name it already has.

  201.8a Two cards have the "same name" if they have the same number of names and all of them match, regardless of the order in which those names were gained. Otherwise, they have "different names." Two cards "share" a name if they have at least one name in common.

  201.8b Some cards check if you control more than one named character. Characters with multiple names can satisfy only one of these checks.

  > *Example*: A Child Named Valeria reads, "Choose one or both: If you control Mr. Fantastic and Invisible Woman, characters with cost 3 or less you control can't be stunned this turn; or if you control Dr. Doom, stun target exhausted character with cost 2 or less." You control no characters except Bizarro, and a Bizarro World that reads, " Characters you control named Bizarro have all character names and identities." If you play A Child Named Valeria and choose the second mode, it will resolve successfully because Bizarro has the name Dr. Doom. If you choose the first mode, it will do nothing on resolution because Bizarro can't satisfy the checks for both Mr. Fantastic and Invisible Woman (even though he has both names).

202. Version

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

  202.1a Some cards may have more than one printed version. Modifiers may add versions to or change versions of a card.

202.2   The version can uniquely identify a card; can be the Army, Non-Unique or Unique characteristic; or can be a tag version.

> ***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 101.2.) 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, and put it into your hand." This modifier can find any card with version Team-Up, such as Stormfront-1, Justice for All, or Faces of Evil. It can't find cards that are colloquially referred to as "team-up cards" by players but do not have the version Team-Up.*

202.3   If an effect or modifier refers to a card name other than the name of the card that produced it, unless it refers to a card's version, the effect or modifier can refer to any versions of that card.

> ***Example****: Doom-Bot reads, "Activate, KO Doom-Bot >>> Ready target Dr. Doom." This payment power may target Dr. Doom, Diabolic 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 *101.2*.)

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 704.1) do not apply to resolving Army recruit effects.

202.5   An effect or modifier that refers to a version without referring to a card's name can refer to any card or cards with that version.

202.6   Two cards have the "same version" if they have the same number of versions and all of them match. Otherwise, they have "different versions." Two cards "share" a version if they have at least one version in common.

> ***Example****: A card with two versions (A and B) has the "same version" as another card with versions A and B, but a "different version" than a card*

with versions A and C, or a card with only version A. However, all four cards "share" version A.

202.7   Some modifiers look for a "different version" of a card. This is a card with the same name as that card, but with a different version.

202.8   "Unique" is a version that equipment may have. Equipment cards with version "unique" have the unique characteristic (see rule 701.15) and are subject to checking for the uniqueness rule as they are attached to a character.

202.9   "Non-Unique" is a version that a character or location may have. Cards with version "non-unique" don't have the unique characteristic. (See rule 701.15.)

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. A player can't pay, lose, or gain a negative amount of endurance. (See rule 104.1.)

> 203.1a   Some payment powers have the cost "free." This is the same has having a cost of "pay 0 endurance."

203.2   If anything looks for a card's cost, it uses the value printed in the upper left-hand corner of that card. If anything looks for an effect's cost, it uses the value printed in the upper left-hand corner of that effect's source.

> 203.2a   Some modifiers say a card gains the printed cost of a second card. Such a modifier increases the cost of the first card by adding the printed cost of the second card to it. The actual printed cost of the first card doesn't change.

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

> ***Example****: You control Storm, Ororo Munroe, who reads, "Pay 2 endurance >>> Characters your opponents control lose flight this turn." If you have 1 or less endurance, you can't pay this cost, as you don't have the endurance available to pay with.*
>
> ***Example****: You control Pyro, St. John Allerdyce, who reads, "Activate >>> Target player loses 3 endurance." If Pyro is exhausted, you can't pay his activated power's cost.*

Example: Cadmus Labs reads, "Replace Cadmus Labs >>> Target Superman gets +1/+1 this attack." You control Cadmus Labs and have no cards in your deck. You can't pay the cost of replacing Cadmus Labs because you have no card on top of your deck to put face down into your resource row.

203.4   Recruit Costs

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

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.)

203.4d   Some character cards have no printed recruit cost. These cards are referred to as "costless." Their recruit cost is not treated as 0 or any other numerical value for any reason. (This is an exception to rule 104.3.) A costless card's text box will give an additional cost required to recruit it. Stunning a costless character produces no stun endurance loss for its controller. Costs or modifiers looking for cards "with cost X," "with cost greater than <number>," "with cost less than <number>," "with cost <number>," or "with cost equal to <number>" will not find a costless card. If a player is told to do something in an amount "equal to <character>'s cost," that player does not do that something at all if <character> is costless. Costless cards do not have an odd cost or an even cost.

> **Example:** Superman, Last Son of Krypton has no recruit cost and reads "Loyalty—Reveal <p> To recruit, pay 4 resource points." He has an additional cost of paying 4 resource points that you have to pay even though he is costless. Additionally, if you don't control a character that shares an affiliation with him, then as a further additional cost to recruit him, you must reveal a character card in your hand or resource row that shares an affiliation with him.
>
> He does not have "cost 2 or less;" he is not "a card with cost 1 or more." He is not "a card with cost 0," nor can he be used as "a card with cost X." If you control him and he becomes stunned, you do not take stun endurance loss, but you still take breakthrough if he is stunned by an attacker with ATK greater than his DEF. He doesn't have invulnerability, and so modifiers that remove invulnerability have no impact on him. Press can't reduce his additional cost of 4

resource points, because cost reductions are applied before additional costs are added. He can't be substituted from play because his cost isn't greater than or equal to any other cost.

203.5   Threshold Costs

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

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 activate ( ) symbol or 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.

203.6c   A face-up resource may not be revealed to pay a payment power cost that requires revealing a card. (See rule 708.9b.)

203.6d   Some payment powers have a cost of "Pay X ATK this turn" or "Pay X DEF this turn," where X is a numeric value. These costs can't be paid unless the character with this power has at least that amount of ATK or DEF. (See rule 203.3.) Paying an ATK or DEF cost creates a continuous modifier that gives the character "-X ATK this turn" or "-X DEF this turn." This modifier is timestamped at the time the cost is paid and interacts normally with other continuous modifiers.

203.7   Replacement Costs

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

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

> **Example:** *Tim Drake <> Robin, Young Detective reads, "If a team attacker you control would become stunned, instead, you may 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 can't pay this cost. It does not matter if the character chosen can't 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:** *Sabretooth, Victor Creed reads, "If Sabretooth is in your front row and would become stunned, instead, you may 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 can't pay, then Sabretooth 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, instead, you may put a +1/+1 counter on him." The cost for Spider-Man's replacement modifiers is "put a +1/+1 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/+1 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   A power may say to "pay" endurance or resource points as part of its effect, 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   Additional Costs

203.9a   Additional costs are extra costs required to put an effect on the chain or to flip a location. These costs are written after one of the following phrases: "to play," "to flip," or "to recruit." These are paid at the same time as recruit, threshold, or payment costs. (See rule 505.)

203.9b   Additional costs are continuous powers that function in the zone that the cards they apply to are played from.

203.10 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. Putting an object into a KO'd pile is an exception to this rule and uses rule 203.10b.

> *Example: Tim Drake <> Robin, Young Detective reads, "If a team attacker you control would become stunned, instead, you may choose another team attacker you control. If you do, stun the chosen character." 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 can't "redirect" the stunning to another team attacker you control.*

203.10a 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."

203.10b Putting an object into a KO'd pile to pay all or part of a cost can be replaced by replacement modifiers in the usual way. This still satisfies paying the cost.

> *Example: Attend or Die! reads, "If a character card would enter your KO'd pile from play during the build phase this turn, instead, remove it from the game." Devil's Due reads, "Ongoing: KO a character you control >>> Put a +1/+1 counter on target Doom character you control." If Attend or Die!'s modifier is affecting you and you use Devil's Due, KO'ing a character you own and control, that character will be removed from the game instead of entering your KO'd pile, and this will still satisfy the cost.*

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.

205.2a Some cards have foil versions with a different color. This difference has no effect on gameplay.

206. Card Type

206.1   A card's type is printed under its illustration. Each card, with the exception of character cards, has its card type displayed in the type line. Character cards have their team affiliations displayed in the type line. These are referred to simply as "affiliations." Some character cards do not have an affiliation and do not have anything written in the card type line. (See also section 3.) Older cards had their type printed vertically on their left side.

206.1a   Affiliations are used in determining whether a character can team attack with and reinforce other characters. (See rules 601.5 and 708.7b.)

206.1b   Some character cards have two printed affiliations. Double-affiliated characters have both affiliations in their type line. In the Official Card Reference, these characters have their first printed affiliation separated from their second printed affiliation by a "/".

206.1c   Some affiliations have an icon which appears next to that affiliation in the type line. An affiliation and its icon mean the same thing.

207. Class

207.1   Character cards may have a tab below the illustration called the "class tab." Classes and traits are written there as "<class> - <trait>."

207.1a   The **Vs. System** includes the Mutant class.

207.1b   The **Vs. System** includes the Energy, Mental, and Physical traits.

207.2   The class tab is not part of the text box. Stunned characters and face-down character cards in the resource row retain their classes and traits.

207.3   A class or trait indicates that a card is part of a group of cards.

Example: *Emma Frost, Friend or Foe reads, "Discard a Mental card >>> Turn target face-up resource you control face down." Any card with the Mental trait may be discarded to fulfill Emma Frost's cost.*

208. Expansion Code

   208.1 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.

   208.2 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.

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

209. Legal Text

   209.1 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.

210. Text Box

   210.1 The text box is where game text is written. Game text includes (but is not limited to) powers, keywords, and some characteristics, such as 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.)

   210.2 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 game text and does not have any effect on gameplay other than to remind players of how the text before it works.

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

   210.4 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.)

210.5   Text can be either active or inactive. Active text generates powers and/or keywords; inactive text does not.

    210.5a   Revealed cards have active text in all zones unless otherwise specified, even though the powers described by their text may not function in all zones. (See rule 500.2.)

    210.5b   Stunned characters (see rule 701.12b), equipment attached to stunned characters (see rule 302.5), and unrevealed face-down resources have inactive text. Boost, Cosmic, and Insanity can also cause text to be inactive. Otherwise, a card's text is active.

    210.5c   Inactive text is treated as though it does not exist. However, it can still be seen by modifiers looking for "printed" text; it's still printed on the card even while inactive.

211. Attack, Defense, and Willpower Values

211.1   Each character card in **Vs. System** has an attack value (ATK), defense value (DEF), and willpower value.

211.2   If there are numbers in the lower corners of a card, they represent a character's or character card's ATK and DEF. The number next to the lightning bolt symbol is the printed ATK. The number next to the shield symbol is the printed DEF.

    211.2a   Some modifiers say a card gains the printed ATK and DEF of a second card. Such a modifier increases the ATK and DEF of the first card by adding the applicable printed value of the second card to it. The actual printed values of the first card don't change.

211.3   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 willpower 0.

    211.3a   While a character is stunned, its willpower becomes 0. Stunned characters can't gain or lose willpower.

212. Icons

212.1   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.

212.2   Most cards have an icon in the upper right-hand corner. Any card that has ever been printed with the Marvel icon has the Marvel characteristic. Any card that has ever been printed with the DC icon has the DC characteristic. This allows it to be referred to as a "Marvel card" and/or "DC card", regardless of whether it has that printed icon.

212.2a   The following are Marvel cards: Dual Sidearms; Flying Kick; Jetpack.

212.2b   The following are both Marvel and DC cards: Blind Sided; Mobilize; Nasty Surprise.

Example: Marvel's Most Wanted reads, "Search your deck for a Marvel card, reveal it, and put it into your hand." You may retrieve any copy of Nasty Surprise (DCL-267C, EHB-025C, MOR-202C) in your deck as it resolves.

212.3   Some affiliations have an associated icon. (See rule 206.1c.)

212.4   Each character and equipment card has a hidden and visible icon on the right side of its type line, either of which can be 'lit' or 'unlit.' A card with the hidden icon lit and the visible icon unlit has concealed. A card with both icons lit has concealed-optional.

212.5   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.

212.6   As a modifier removes or adds a characteristic, it does not remove or add icons associated with that characteristic, if any. The icons printed on a card are never added or removed, though whether the card currently has the characteristic associated with those icons may be changed by modifiers.

212.7   The existing icons include those for flight, range, ongoing, affiliations, hidden, visible, and brand, as well as the security foil icon. All cards have a security foil icon; not all cards will have each of the rest.

213. Game Zones

213.1   General

213.1a   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.

213.1b   There are three ordered zones: deck, in-play, and chain. The ordering in the in-play zone is positional (i.e., cards are each in a

different position). (See rule 705.) The ordering in the other two ordered zones is top-to-bottom in each one. Players may not alter the ordering of cards in an ordered zone. Players may not alter the ordering of effects on the chain. There are three unordered zones: removed-from-game, KO'd pile, and hand. Players may alter the ordering of cards in their unordered zones.

213.1c   If a card changes zones, it is no longer the same card, even if it returns to the previous zone. Any modifiers that would have affected it in the previous zone don't affect it in the new zone unless they specify that they do (but see rule 213.1d). An object that changes controllers or areas is still the same object. (See rule 700.3.) However, a card that moves between a resource row and a non-resource row (or vice versa) is no longer the same card, even though it hasn't changed zones.

213.1d   If an effect's cost or modifier moves a card to a zone, or an effect triggers off a card entering a zone, and then a modifier from that effect later tries to affect that card, it can do so, but only if that card has remained in that zone continuously until then. This is an exception to 213.1c.

213.1e   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.

213.1f   Zones are either "public" or "non-public." All players may look at the cards in a public zone. The public zones are: KO'd pile and chain. Not all players may look at the cards in a non-public zone. No player may look at the cards in a deck, or at face-down cards removed from the game. Only a hand's owner may look at the cards in it. Any player may look at cards in play that are in a front or support row, face-up cards in a resource row, or face-up cards removed from the game. However, face-down cards in a resource row may only be looked at by their controller.

213.2   Deck Zone

213.2a   The deck zone represents the area of the game where players place their decks. Each player has a deck zone.

213.2b   The deck is a non-public zone. 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 any deck.

213.2c   If two or more cards are simultaneously put on the top or bottom of a deck, the owner of those cards may arrange them in any order. That player doesn't reveal the order of those cards.

213.2d   If a modifier instructs a player to search a deck, the deck's owner will shuffle it after the searching player is done both searching it and possibly retrieving cards from it, even if the card does not mention shuffling that deck.

213.2e   Cards that are drawn from a deck are drawn from the top of that deck.

213.3   Hand Zone

213.3a   The hand zone represents cards in a player's hand. Each player has a hand zone.

213.3b   The hand is a non-public zone, but a player may look at the cards in his or her hand at any time. The number of cards in any player's hand is public information.

213.4   KO'd Pile Zone

213.4a   The KO'd pile zone 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 modifiers to go there. Each player has a KO'd pile zone.

213.4b   The KO'd pile is a public zone.

213.5   In-Play Zone

213.5a   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 an object between areas in this zone does not cause it to change zones, leave play, or enter play. Moving an object between rows in this zone does not cause it to change zones. Moving a character between the front and support rows does not cause it to leave play or enter play. Moving a character card from a resource row to a front or support row causes it to enter play as a character. Moving a character into a resource row causes it to leave play as a character and enter play as a resource. (See rule 708.4.) This zone can also be called just "play," as in "put it into play," "when it leaves play," and so on. This should not be confused with the verb "play" as used for announcing a plot twist.

213.5b   There are five types of object that may be in play: 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.

213.5c   Each player controls two areas in play: visible and hidden. These two areas are separated by an empty column, with a visible area on the right of this empty column and a 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 a visible area is "visible." (See rule 701.18.) A character in a hidden area is "hidden." (See rule 701.17.)

213.5d   Each player controls three rows in play: 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 it is attached to a 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.

213.5e   A card becomes an object as part of it being put into play. A player puts a character card or equipment card into play through a series of steps. (See section 214.) A player builds a resource through a different method. (See rule 403.1.) Characters are put into play only in an empty position in a player's front or support row. Equipment are only put into play attached to a character. Resources are built only in the resource row.

213.5f   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.

213.5g   Characters in the front and support rows and equipment attached to those characters are public information.

213.5h   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 but may do so at any time.

213.5i   If a player is instructed to put two or more cards into the in-play zone simultaneously, those cards all enter play simultaneously. (See rule 702.)

213.6   Chain Zone

213.6a   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, and/or effects, as instructed by the game rules. All players share the chain zone. There is only one chain; playing an effect does not create a "new" chain.

213.6b   The chain is a public zone. Players may not alter the order of effects or cards on the chain.

213.6c   Effects that are placed onto the chain go on top of the chain, on top of any effects already on the chain.

213.7   Removed-from-Game Zone

213.7a   The removed-from-game zone represents the area of the game where players place cards that have been removed from the game by modifiers or costs. Each player has his or her own removed-from-game zone.

213.7b   Cards in this zone are face-up unless otherwise stated on the modifier that placed those cards in this zone. Any player may look at any face-up card in this zone. Face-down cards in this zone may not be looked at by any player unless otherwise specified.

213.7c   Placing a card in the removed-from-game zone is also called "removing <card> from the game."

214. Entering Play

214.1   A character "enters play" as part of it being put into a front or support row in the in-play zone as a character. An equipment "enters play" as part of it being put into the in-play zone as an equipment attached to a character. A character card moving out of a resource row into a front or support row also causes an "enters play" event. (See rule 708.4.) A player puts a character or equipment into play by following the instructions listed below in order. No player receives priority while following these instructions.

214.2   The player makes any choices not already made, such as, "Will this enter play in a visible or hidden area?" for characters with concealed—optional.

214.3   All cards enter play ready unless otherwise specified. The player physically places the card into play, making it an object, and processes any "enters play exhausted, " "enters play stunned" (see rule 214.6), and/or "enters play with counters" modifiers. An object is controlled by the player who put it into play unless otherwise specified.

214.3a   All characters, except characters with concealed enter play in a visible area. Characters with concealed enter play in a hidden area, even if they enter play stunned. Characters with concealed—optional enter play in the area chosen in rule 214.2, even if they enter play stunned. The player chooses an empty position in that area to place the character.

214.3b   All equipment that does not have concealed or concealed—optional enters play attached to a visible character. Equipment with concealed enters play attached to a hidden character. Concealed—Optional equipment enters play attached to either a visible character or a hidden character.

214.4   The game applies continuous modifiers.

214.5   The game checks to see if any powers trigger (including any on the object itself).

214.6   Some modifiers cause a character to enter play stunned. This alters some aspects of rules 214.3–214.5.

214.6a   A character that enters play stunned was never non-stunned, and so powers that trigger off a character becoming stunned do not trigger.

214.6b   A character that enters play stunned was never non-stunned, and so its controller does not take stun endurance loss.

214.6c   A character that enters play stunned does not enter play with a cosmic counter.

214.6d   The text box of a character that enters play stunned is inactive, so any of its powers that trigger off it entering play do not trigger.

214.6e   A character that enters play stunned still processes concealed or concealed—optional. (See rule 214.3a.)

215. Counters

215.1 A counter is a physical reminder placed on a card. Each counter is associated with a function that is usually specified by the modifier that created it. If a card refers to a counter, it's referring to a counter on itself unless otherwise specified.

215.1a Some counters add to and/or subtract from ATK and/or DEF. Counters that alter these values by the same amount are distinguishable from each other only by the timestamps of their modifiers. (See rule 515.2.)

215.1b **Example**: The +1/+1 counters that Venom, Alien Symbiote puts onto himself can't 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.

215.1c 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.

215.1d **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.

215.1e Counters that modify ATK and/or DEF values have a continuous modifier associated with them. These continuous modifiers, like all continuous modifiers, have a timestamp. (See rule 515.2.) If the counter is removed, the continuous modifier ends.

215.2 Counters on a card remain on that card until that card changes zones or is moved to or from a resource row, or a rule or modifier removes the counters. 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 706.7c.)

215.3 As a card changes zones, remove all counters from it.

216. Priority

216.1 A player's option to take a new action is called priority. If 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.

216.2 Any time all players in the game pass priority in succession while the chain is empty, 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 appropriate rules below. (See rule 213.6 for information on the chain.)

216.2a   If progressing into a new phase, all current phases, steps, and/or substeps end. The next phase begins.

216.2b   If progressing into a new step, all current steps and/or substeps end. The next step begins, and the current phase continues.

216.2c   If progressing into a new substep, all current substeps end. The next substep begins, and the current phase and step continue.

216.2d   During the recovery phase, after all players pass in succession while the chain is empty, the game processes the "wrap-up" actions before the phase ends. After this set of actions is completed, the recovery phase ends. (See rule 408.2.) This is an exception to rule 216.2.

216.2e   During an attack substep, after all players pass in succession while the chain is empty, first process the "attack conclusion" actions. After this set of actions is completed, the current attack substep ends, and the attack step continues. (See rule 0.) This is an exception to rule 216.2.

216.2f   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."

216.2g   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."

217. Putting into Play in the Resource Row

217.1   Cards can be put into play in the resource row by being built there (see rule 403.1), as part of a cost or modifier that puts them there (such as replacing a card—see rule 708.8a), or through a modifier that moves a character into a player's resource row. All of these cause the card to be put into play face-down. The last also causes a "leaves play" event for the character.

217.1a   "Move" or "exchange" actions may cause a resource, plot twist, or location to move from one resource row to another; this doesn't cause

the object to be put into play or leave play, and does not change whether it is face-up unless otherwise specified.

217.2   A card that is put into play in the resource row does not process any continuous modifiers it may have that say to put it into play exhausted or with counters. The text of those modifiers will not be active at the time it would be processed. It also does not process concealed or concealed— optional, since the resource row has no hidden area, nor does it process "enters play stunned" text, since resources aren't characters and so can't have the stunned characteristic. The card is put into play ready and face-down as a resource object.

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

301.   Characters

301.1   Character cards can be identified by the red or black card background and the affiliations in the type line, and/or the ATK/DEF symbols and numbers. A character card with a blank type line has no printed affiliation.

301.2   A player may recruit a character card only during his or her recruit step (see rule 404) and only while 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   A character card on the chain has the affiliation or affiliations it had in the zone from which it was recruited.

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 deck, hand, and KO'd pile, with either of those affiliations have both of them." You have a Marvel Team-Up in play and have chosen Crime Lords and Sinister Syndicate. You recruit a Crime Lords character from your 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 you 1 less to recruit.

301.5   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." (See section 214.)

301.5a   Character cards without concealed 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 concealed—optional enter play, the player chooses into which of these two areas to put the character into play. This applies whether or not the character is entering play stunned.

301.6   Characters without the version "Army" have the unique characteristic. (See rule 701.15.) As part of resolving a recruit or substitute effect for a unique character, the effect's controller checks the uniqueness rule. (See rule 704.1.)

301.7   Character cards, and only character cards, can have ATK, DEF, willpower, identity, and affiliations.

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 while 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 708.12b), it must have type character; it must be visible, unless the equipment has concealed or concealed—optional (see rule 701.22b); it can't have the stunned characteristic; it 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 controller of the effect whose modifier will attach the

equipment (unless the equipment says "Equip only to an opposing character", in which case it must be controlled by an opponent of that controller).

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

302.3c   A recruit effect is targeted if and only 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. (See section 214.)

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 is moved to a resource row, the equipment attached to that character is put into its owner's KO'd pile as part of that character leaving play.

302.7   If an equipped character moves from a visible area to a hidden area (or vice versa), the equipment attached to that character is put into its owner's KO'd pile as part of moving that character. Concealed—Optional equipment ignores this rule. (See rule 701.22b.)

302.8   Equipment, by default, is not unique but is allowed to have the unique characteristic. As part of attaching a unique equipment to a character, that character's controller checks the uniqueness rule. (See rule 704.3.)

302.8a   Equipment that is unique has the unique version. Because versions are not part of a card's text, a unique equipment will remain unique even while it is attached to a stunned character. (See rules 210.1 and 302.5.)

302.9   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. In this case, if the equipment can't legally be attached to that character, the equipment does

not enter play attached to that character; it will remain in the zone it was in before the player was instructed to put it into play.

302.10 As part of attaching an equipment to a character, that character's controller gains control of that equipment.

> ***Example***: *Misappropriation reads, "Transfer target equipment to target unequipped Brotherhood character you control." As part of attaching the equipment to the Brotherhood character, you gain control of the equipment.*

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," and it causes the resource to acquire the type "location" in addition to the "resource" type it had before.

303.3   Flipping a location does not use the chain, but it is still an action. (See rule 510.)

303.4   Locations, by default, are unique. As part of flipping a unique location, its controller checks the uniqueness rule. (See rule 704.1a.)

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 resource row any time he or she has priority. This is also called "playing a plot twist."

304.2a   Some modifiers let a player play a plot twist card from a zone other than hand or play. Doing so otherwise follows the rules for playing that card from hand. The card goes on the chain from that zone.

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 representing it.

304.6 If a player played a plot twist from his or her hand, then 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, then 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 additional costs or play restrictions. These are continuous powers that function in the zone the card is played from. (See rule 203.9b.)

304.8 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.

304.9 The text in an ongoing plot twist's text box before the word "ongoing" may contain additional costs or play restrictions. Any other text 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.

304.10 The text after the word "ongoing" describes the plot twist's ongoing powers. These powers do not follow the rules of playing effects. If the plot twist was played from hand, these powers do not produce any modifiers; if the plot twist was played from the resource row, these powers become 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 opponent 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 your opponent flips a location in response to this plot twist, the ongoing triggered power will trigger off that.*

304.11 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. Each player has his or her own substeps within any phase that has substeps.

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 or substep, the primary player is the player whose step it is. Outside of a step, 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 in succession while the chain is empty, the game progresses to the next phase, step, or substep. To progress to the next phase, step, or substep, follow the appropriate rules below.

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

400.7b   If progressing into a new step, all current steps and/or substeps end. The next step begins and the current phase continues.

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

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

400.7e   During an attack substep, after all players pass in succession while the chain is empty, the game processes the "attack conclusion" actions

before the substep ends. After this set of actions is completed, the current attack substep ends, and the attack step continues. (See rule 0.) This is an exception to rule 400.7.

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

400.9   Skipping Phases or Steps

400.9a   Some modifiers instruct players to skip a phase or step. These modifiers are replacement modifiers. (See rule 513.5.) If a step is to be skipped and the game would begin a player's step, instead, the game begins the following phase or step. If a phase is to be skipped and the game would begin that phase, instead, the game begins the following phase. Skipping a phase automatically skips all steps inside that phase.

Example: Silver Surfer, Harbinger of Oblivion reads, "Cosmic: Remove three cosmic counters from characters you control >>> Remove Silver Surfer from the game. If you do, players skip the combat phase this turn. Use only during the build phase." If his power is used and resolves, then later this turn as the build phase ends, the game goes directly to recovery phase instead of starting a combat phase. The attack steps of all players (and all attack substeps) inside that combat phase are skipped, since the entire phase is being skipped.

400.9b   If two or more modifiers instruct a player to skip the same step, that player chooses which replacement modifier to apply. (See rule 513.5c.) The remaining modifiers then can no longer apply, since that step has been skipped, and so those modifiers will wait for the next applicable step to skip.

400.9c   If two or more modifiers instruct all players to skip the same phase, the initiative player chooses which replacement modifier to apply. The remaining modifiers then can no longer apply, since that phase has been skipped, and so those modifiers will wait for the next applicable phase to skip.

400.10 Adding Phases or Steps

400.10a Some modifiers create an additional phase or step of a certain description after the current one.

400.10b This is a continuous modifier that lasts until it creates the phase or step—that is, until the end of the current one. The new phase or step begins after the current one ends, and after the new one ends, the one originally scheduled to come immediately after the current one begins. In other words, the new phase or step is tucked in between the current one and the one that would normally have been next.

Example: Dr. Doom, Latverian Monarch reads, "Cosmic: KO a character you control >>> You get an additional attack step after this one. At the start of your next attack step this turn, ready all characters you control. Use only during your attack step and only once per turn." Using and resolving this power means that as this attack step ends, a new one begins, but it is a new attack step for you, not one for an opponent. If an opponent was going to have the attack step after yours, that opponent will now get his or her attack step after this new one ends; if your attack step was originally the last one scheduled for this combat phase, then the combat phase will not end until your new attack step ends.

400.10c The new phase or step follows the usual rules for a phase or step of its kind. If it is a phase that normally has steps and/or substeps, the new phase has the usual steps and/or substeps inside it. If it is a step that normally has substeps inside it, the new step has the usual substeps inside it.

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. This effect is called a "normal draw" and has no controller. Then, any powers or modifiers that trigger at the start of the draw phase trigger and then have their effects 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 have their effects 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. (See rule 701.11.) Any powers or modifiers that trigger at the start of the resource step trigger and then have their effects 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 or a modifier. (See rules 705.3 and 708.8.)

403.4   Building a resource is optional. A player must explicitly choose either to build a resource or not 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.

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 have their effects 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 can't gain or pay resource points outside of his or her 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 have priority, the chain must be empty, and it must be that player's recruit step.

404.4   Recruiting a character or an 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 simultaneously move any number of 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 have their effects added to the chain. Then, the primary player gets priority.

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

405.3   After a player is done rearranging his or her formation, no character may be in the same position as, or 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 705.)

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 can't be moved to another player's front or support row, nor can the characters be moved from a visible area to a hidden area or vice versa. If the player moves two or more characters simultaneously, he or she picks up all those characters and then places those characters in empty positions. That player may not place more than one object in a single position. (See rule 708.4.)

> *Example*: You control three characters in your hidden area and two in your visible area. Your formation step starts. You may move the three characters in your hidden area to any positions in your hidden area, but you may not move any of them to your visible area. You may move the two characters in your visible area to any positions in your visible area, but you may not move either of them to your hidden area. You may not move any of your five characters to either of your 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 have their effects 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 have their effects 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   An attack substep starts 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 have their effects 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 all 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 have their effects added to the chain. Then, the primary player gets priority.

408.2   After all players pass while the chain is empty in this phase, all players must process the following set of actions to end the recovery phase. These actions are collectively 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 have their effects 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 simultaneously readies all objects he or she controls.

408.2d   Modifiers with the duration "this turn" end.

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 cards. Some are printed; others are granted by modifiers. Some are represented by keywords (see rule 706). Additional costs or play restrictions on cards are continuous powers that function in the zone the card is played from. (See rule 203.9b.)

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 a power may be used in another zone or can only function from another zone, powers only exist on an object.

500.2a   Some cards have payment powers whose cost includes discarding the card. Such powers exist only while the card is in a player's hand, as that's the only place a card can be "discarded" from; older cards were printed to specifically say that the power could only be used while the card was in your hand, while newer cards leave that text off.

500.3   There are three different types of powers that a card may have: payment, triggered, and continuous.

500.3a   Activated powers are powers with the activate (⬆) symbol or the word "activate" in their costs. Activated powers are a subset of payment powers.

500.3b   Some cards refer to a "<card type> power." This means the power exists on a <card type> card, but not necessarily a <card type> object.

500.4   Paragraph breaks in the text of a 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.

500.5   Some modifiers remove a power. Such a modifier doesn't remove powers represented by keywords or any keywords associated with a removed power (such as Ally, Cosmic, Leader, etc) unless it also explicitly removes "keywords." While a power is removed, it is inactive and is not generating any modifiers. If a power is removed or the text that was generating it becomes inactive, and the power comes back, any continuous modifiers that

power is generating get a new timestamp. (See rule 515.7.) 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 or card as before. (See rule 501.4e.)

> ***Example***: *Gorgon reads, "Cosmic: Characters can't ready while Gorgon is visible." Power Dampeners reads, "Equipped character loses and can't have non-activated powers." While Power Dampeners is equipped to Gorgon, he is still a cosmic character. While he is visible with a cosmic counter, his "can't ready" power is removed by Power Dampener's modifier and doesn't stop characters from readying.*

500.6   Some modifiers give a power to another card. The timestamp for a continuous modifier from such a power is the time that power was added to that card (See rule 515.3.)

> 500.6a   Some modifiers give a character one or more powers found on a second character. If the gained powers have any associated keywords (such as Ally, Cosmic, Leader, etc.), that character doesn't gain those keywords. All references to the second character by name in the gained powers are changed to the name of the first character. This does not change the names in wordings like "cards named <name>," or "a/nother <name>", as these are referring to any card named <name>, not to a specific character card. (See rule 201.2d.) A card can't gain a power if it would be worded identically to a power it already has.

> ***Example:*** *Rogue, Power Absorption reads, "At the start of the combat phase, Rogue gains target character's activated powers this turn." Kang, Ultimate Kang reads, "Activate, stun another Kang you control >>> Remove all attackers from this attack. Use only if Kang is defending." If Rogue gains Kang's activated power, it will read "Activate, stun another Kang you control >>> Remove all attackers from this attack. Use only if Rogue is defending." Rogue's controller will need to stun a character "named Kang" he controls to help pay the cost, not a character "named Rogue," but the power will check whether Rogue herself—the character the power is on—is defending, not whether the original Kang is defending. After gaining Kang's power, Rogue can't gain other powers that would be worded, "Activate, stun another Kang you control >>> Remove all attackers from this attack. Use only if Rogue is defending" or "At the start of the combat phase, Rogue gains target character's activated powers this turn."*

> 500.6b   If a modifier gives a power to another card, and that power uses the name of that modifier's source in its cost, that name is referring only to that source, and not to any other card with that name. (See rule 201.3.)

Example: Three-Ton Boulder reads, "Equipped character has "[Activate], KO Three-Ton Boulder >>> Stun target character with cost 3 or less." To use this power, you must KO the Three-Ton Boulder attached to the character you activated.

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.)

> 501.1a   Game text referring to "payment powers" refers only to powers with a printed arrow (>>>), and doesn't refer to keywords which represent payment powers (like shift and evasion). However, references to payment powers in these rules do refer to such keyword powers, and using such keyword powers does create payment effects.

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

501.3   Unless specifically stated otherwise, a player may use 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 use a payment power unless he or she has the means to do so. (See section 203.6, Payment Power Costs.) A player may use 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 used. (See rule 505.1f.) Using a payment power is one of the ways a player can play an effect and follows the rules for playing effects. (See rules 505.1a–505.1f.)

501.4   A card's restrictions on the number of times a payment power may be used apply only to that card and that power, not to other cards that may have the same name. (See rules 213.1b and 700.3b.) These restrictions are written as "Use only <number of times> per <interval>." These restrictions apply throughout the specified interval, as long as the card is the same card and the power is the same power. If a payment power has more than one mode, these restrictions apply to all modes.

> *Example: You control Barbara Gordon <> Oracle, Information Network, who reads, "Pay 1 resource point >>> Draw a card. Use only once per turn." You play Barbara Gordon's effect to draw a card. Then, you play another Barbara Gordon, putting the first one into your KO'd pile. The new Barbara Gordon is a new object, and you may now play that Barbara Gordon's effect once this turn also.*

501.4a   An object that leaves play and then returns to play stopped being an object as it left play, so it is not the same object on its return. While not in play, it was just a card. Similarly, a card that leaves a zone and returns to it is not the same card upon its return, and a character that goes to a resource row and then returns to a front or support row isn't the same character upon its return.

Example: Bron Char reads, "Discard a Kree character card >>> The controller of target character with cost 2 or less KO's a resource he controls. If he does, he puts that character face down into his resource row. Use only once per turn." Dane Whitman <> Black Knight reads, "Pay 1 resource point, replace a reservist resource you control >>> Dane Whitman gets +3/+3 this turn. Use only once per turn." You use Dane Whitman's power during your resource step. Then, you use Bron Char's power targeting Dane Whitman and KO a resource, putting him into your resource row. After that, you recruit him. He is now a new object. The modifier created by the previous Dane Whitman will not apply to him, and you can use his power.

501.4b   An object that changes controllers within the same zone or changes areas in the in-play zone is still the same object. (See rules 213.1c and 700.3.)

501.4c   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.

501.4d   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 while it was face up. (See rule 701.11d.) A resource that turns face up is the same object, and the timestamps of any continuous powers it has are reset to the time it turned face up. (See rule 701.11e.) A revealed face-down resource is the same object, and its powers' timestamps are reset to the time it was revealed.

501.4e   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 or card as before.

Example: Force Field Belt reads, "Equipped character gets +1 DEF. <p> Pay up to 2 resource points >>> Put a +1/+1 counter on equipped character for each point you paid. Use only once per turn." If the character Force Field Belt is attached to becomes stunned and then recovers in the same turn, the text of Force Field Belt will be inactive for a time, so its power will go away and will come back later that turn. It is still

the same power, so it still falls under the usage restriction: if it was used before the character became stunned, it may not be used again after the character recovers that same turn.

501.5   Some cards have payment powers that specify that they function in a zone other than the in-play zone, or whose cost can only be paid if the card is in a zone other than the in-play zone. These powers allow the card's owner to use 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." This power is a payment power that functions from the hand zone. If this card is in your hand, you may use this power. This is also a "character power," since it is on a character card. (See rule 500.3b.)*

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 events to occur, at which point they trigger. Triggered powers generate triggered effects on the chain.

> ***Example**: You control Artie, Arthur Maddicks, who reads, "Whenever Artie becomes stunned, target character gets -1 ATK this turn." Artie's power triggers whenever he becomes stunned. You choose a target for his triggered effect as it goes on the chain.*

502.1a   Some triggered powers trigger off an event and have an additional trigger condition. That condition is checked only upon triggering and not on resolution.

> ***Example**: You control Witchfire, Rebecca Carstairs, who reads, "Whenever Witchfire stuns a character and you have 25 or less endurance, gain endurance equal to that character's cost." If she stuns a character, her power triggers only if you have 25 or less endurance. As her triggered effect resolves, you gain endurance regardless of your endurance total.*

502.1b   Some triggered powers have a conditional effect. The effect's condition is checked only on resolution and not upon triggering. (Also see rule 508.2f.)

> ***Example**: Legion, He Who Is Many reads, "Whenever Legion becomes stunned, KO it if you don't control another Emerald Enemies character." This power looks only for Legion to become stunned as its*

trigger event. The condition of controlling another Emerald Enemies character is checked only on resolution.

502.1c   Some triggered powers have a conditional clause immediately after the trigger event, set off by commas. Such powers are called "double-check" powers. A double-check power triggers only if its condition is true. Its effect is negated if its condition is no longer true on resolution.

> ***Example***: *You control Xavier's Dream, which 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." You also control a stunned character. At the start of the recovery phase, Xavier's Dream's 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 Negative Zone, so Annihilus's triggered effect is added to the chain. Before the effect resolves, you flip 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.*

502.1d   Some triggered effects involve a variable X. The value for X is determined as the triggered effect resolves.

> ***Example***: *Dr. Doom, Lord of Latveria reads, "When Dr. Doom enters play, turn up to X face-up resources face down, where X is the number of Doom characters you control." As the triggered effect resolves, count the number of Doom characters you control and turn up to that many face-up resources face down.*

502.2   A triggered power will trigger off every instance of the event happening, including multiple events occurring simultaneously.

> ***Example***: *Storm, Gold Leader reads, "Whenever a character adjacent to Storm enters combat with a character with flight, power-up that adjacent character." If a character adjacent to Storm defends against two characters with flight, or two characters adjacent to Storm attack a character with flight, Storm's power will trigger twice in each case.*

502.2a   Some powers "trigger only once per turn". Such powers only trigger off the first applicable event each turn. If multiple applicable events happen simultaneously, the power triggers only once. The controller of

such a power chooses which event it triggers off. This is an exception to 502.2.

> ***Example:*** *Grace, The Bouncer reads, "Whenever Grace becomes stunned by a character an opponent controls with greater cost, recover and ready her. This power triggers only once per turn." Your opponent team attacks Grace with two characters with greater cost, and she is stunned as that attack concludes. Her power triggers only once.*

502.3   Triggered powers use the game state immediately after an event to determine whether they could have triggered off that event and whether they did. Powers that trigger off an object becoming stunned, leaving play, or causing breakthrough are an exception to this rule. (See rule 502.4.)

502.4   Triggered powers that trigger off an object becoming stunned, leaving play, or causing breakthrough look back to the game state at the moment right before the object became stunned, left play, or caused breakthrough. This information is only used to determine whether they could have triggered off that event and whether they did. Powers that trigger off a character or equipment leaving play will ignore whether that power's text is currently inactive when determining whether or not they should trigger; this is an exception to rule 701.12f.

> ***Example***: *Arcade, Master of Murderworld reads, "Whenever Arcade stuns a character, KO that character. <p> 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 powers exist that could trigger off 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***: *Blue Devil, Dan Cassidy reads, "When Blue Devil leaves play, gain 6 endurance." Blue Devil 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.*

> ***Example:*** *Zazzala <> Queen Bee, Mistress of the Hive reads, "Whenever a character leaves play during the combat phase, target opponent loses 2 endurance. (This power triggers if Zazzala leaves play stunned.)" Death of a Legionnaire is a plot twist that reads, "You may KO a character you control. If you do, KO any number of stunned characters with combined cost less than or equal to the cost of the character you KO'd." You control a non-stunned Zazzala and play Death of a Legionnaire. As the plot twist resolves, you KO Zazzala in order to KO a stunned character the opponent controls. Zazzala's power will trigger off of her own KO, because the*

power exists right before she leaves play. However, her power will not trigger off of the opponent's character being KO'd, because Zazzala is no longer in play as that character is KO'd.

502.5   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 Official Card Reference for wording changes for specific cards. (See rule 100.3.)

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

502.6a   Stun endurance loss is not a triggered power, but it still uses this definition of "becomes."

502.6b   Effects that trigger off a character "becoming powered-up" will trigger each time the modifier is applied. (See rule 708.5b.)

Example: You control Annihilus, who reads, "At the start of your attack step, you may stun target front row character." You may target an already stunned character because you are 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.

502.7   A triggered power whose effect would create a continuous modifier with a duration will only trigger inside that modifier's duration. If the modifier does not specify a duration, there are no additional restrictions on when the effect's power may trigger.

Example: Lady Shiva, Jade Canary reads, "Whenever a plot twist is played, Gotham Knights and Birds of Prey characters you control get +1 ATK this attack." If you control her and play a plot twist outside of an attack step, then her power 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 card that is creating the continuous modifier is in the appropriate zone and has the appropriate power. (See rule 511.)

503.1a   Any power that is not a payment power or a triggered power is a continuous power.

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. Copying an effect puts another 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 as it triggered is the controller of that effect. If an effect is a copy of another effect, the player whose modifier made the copy is the controller of the copy.

504.3   Some effects require one or more "targets." These are cards or players picked to be affected by the effect's modifier or modifiers 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 unless it meets 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 Army character card with cost 3 or less from your KO'd pile," "target character with cost less than the number of Fearsome Five characters you control," 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, types, or keywords. There is no "list of all possible targeting requirements" that effects are restricted to.

504.3c   An effect can't target itself.

504.3d   If a card says a player "can't target" a [card], it means that [card] can't be the target of effects controlled by that player.

504.4   Some cards refer to a "<card type> effect" or an "effect from a <card type>." This means the source of the effect was a <card type> card, but not necessarily a <card type> object. A triggered effect from a delayed triggered

modifier is never a <card type> effect, regardless of the source of that modifier. (See rule 513.4b.)

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 top of 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 (see rule 508.2h), the player instructed to choose will make a choice of which mode or modes to use for the effect. If the effect indicates that "an opponent" is to make the choice, the player playing the effect decides which opponent makes this choice. If the effect has additional or alternate costs, the player announces his or her intention to pay additional costs (like boost) 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 card for two targets of one effect.

505.1d   The player determines the total cost for the effect, first substituting an alternate cost if one is used, then subtracting any cost reductions, and then adding any additional costs. Press is applied after all other cost reductions. Cost reductions are cumulative, as are cost increases. Costs can be reduced below zero during this determination, but after adding additional costs, if the numeric portion of the cost is below zero, that portion is treated as zero. (See rule 104.1.) 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 have their effects 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. 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.

505.5   A copy of an effect is not played, so does not go through steps 505.1a-505.1f – it is placed directly onto the chain. Any information it would normally get from those steps is copied from the original effect. (See 708.2.)

506. Triggered Effects

506.1   Triggered effects can trigger at any time, even during a resolution of another effect or during a time that no 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. This effect is called a "normal draw" and has no controller. Then, any powers or modifiers that trigger at the start of the draw phase trigger and then have their effects added to the chain. Then, the primary player gets priority.

507.1b   Any 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 708.5c.)

507.1c   Any 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 an affiliation with and is adjacent to the defender. (See rule 708.7b.)

508. Resolving Effects

508.1   Each time all players pass in succession, the top effect on the chain 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 instructions listed below.

508.2a   If the effect specifies targets, check the legality of its targets before attempting to resolve the effect. If all of its 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   A player resolves the effect 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 as 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. If an effect applies to only one object, the object that its modifier applies to is determined only on resolution. This is an exception to rule 513.2c.

508.2e   If an effect is looking for specific information from a card that is no longer in the zone it was in when the effect was added to the chain, the effect will use the last known information of the card from that zone. If an effect is looking for specific information from a card that was revealed while not in play and is no longer revealed, the effect will use the last known information of the card while it was revealed.

> **Example**: *Focused Blast reads, "To play, exhaust a character you control with range. <p> Target player loses endurance equal to that character's cost." Swift Escape reads, "Return target character you*

control to its owner's hand." You play Focused Blast exhausting Banshee, which has recruit cost 3. You then play Swift Escape on Banshee before letting Focused Blast resolve. Focused Blast will use the last known cost of Banshee, which is 3.

Example: *X-Corporation reads, "Activate, discard a card >>> Gain 2 endurance. If the discarded card was an X-Men character card, instead, gain 4 endurance." The effect will use the last known information about the discarded card and so will look at the affiliations it had while in your hand, and not at affiliations the card may currently have in your KO'd pile.*

508.2f   If an effect has an "if" clause in its text, the effect looks to see if an "if" condition is true as it is resolving. If that condition is true, the player does not apply the part of the modifier in the "otherwise" clause, if it has one. If that condition is not true, that player does not apply the part of the modifier in the "if" clause. An "if" clause includes every sentence from the "if" sentence until the next paragraph break, except sentences starting with "otherwise." An "otherwise" clause includes every sentence from the "otherwise" sentence until the next paragraph break. "Swap" clauses (see rule 508.2j) generally have an "if" clause with an implied "otherwise" clause.

Example*: You control Moon Knight, who reads, "When Moon Knight enters play, he gets +4 ATK this turn if you have the initiative. Otherwise, he gets +6 ATK this turn." As 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.*

Example: *You play Creation of a Herald, which reads, "To play, discard a Heralds of Galactus character card. <p> If you discarded a card named Galactus, search your deck for any card. Otherwise, search your deck for a character card with cost less than the cost of the card you discarded. Reveal that card and put it into your hand." Discarding a card named Galactus does not stop you from having to reveal the card you searched for or from putting that card into your hand.*

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. If an effect would produce both one-shot and continuous portions, the effect will create separate modifiers for those portions. Unless more than one duration is explicitly mentioned, all continuous modifiers in a sentence have the same duration.

508.2h   If an effect is modal, the effect only produces modifiers for the chosen mode or modes. The phrase "choose one:" or "an opponent chooses one:" indicates that an effect is modal; after this phrase, each mode is separated by a semicolon.

508.2i   Some effects instruct a player to take a series of actions, followed by a sentence beginning with "if you do." The latter checks to see whether the actions were actually performed. If they were not, regardless of whether this was by choice, through inability to do so, or because one or more of the actions were replaced, that sentence's modifiers are not created. Replacing the action of putting an object into a KO'd pile does not replace that KO event. If a card says "KO <an object>. If you do," and the action of putting that object into a KO'd pile is replaced, the "if you do" is still satisfied.

> **Example:** *Cosmic Order reads, "You may KO a stunned character you control. If you do, each other player KO's a stunned character he controls." Threat Neutralized reads "Ongoing: If a card would enter a KO'd pile from play, instead, remove it from the game." You play Cosmic Order with Threat Neutralized in play. As Cosmic Order resolves, you choose to KO a stunned character you control, so that character is KO'd and removed from the game. The "if you do" is satisfied—you did KO a stunned character, even though it went to a different zone—so each other player must KO a stunned character he or she controls.*

> **Example**: *You play Emerald City, which 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; you must discard three cards if you have them, and must discard all the cards you have if you don't have that many. If you don't have three cards in your hand, the "if you do" clause sees that you didn't discard three cards, and you don't get to recover any characters; you must follow the "otherwise" text and KO each of your stunned characters.*

> **Example**: *Mr. Zsasz reads, "Boost 1: When Mr. Zsasz enters play, stun target character with cost 1. If you do, put a +1/+1 counter on Mr. Zsasz." Kevlar Body Armor reads, "If equipped character would become stunned, instead, you may KO Kevlar Body Armor." You control The Shark with Kevlar Body Armor attached. Your opponent plays Mr. Zsasz, paying the boost cost, and targets The Shark. When Mr. Zsasz's trigger resolves, you KO Kevlar Body Armor. Mr. Zsasz*

does not get a +1/+1 counter, because the action that his "if you do" clause looked for was replaced.

508.2j   Some effects have a clause that uses the word "instead" without also using the word "would." These "swap" clauses are neither replacement modifiers nor replacement costs. They are simply swapping one action for another under certain circumstances, and are written "<action>. If <condition>, instead, <other action>." This is the same as "If <condition>, <other action>. Otherwise, <action>." (See rule 508.2f.)

> **Example:** *Baxter Building reads, "Activate >>> Reveal the top card of your deck. If you control a Fantastic Four character, instead, reveal two cards. Put all revealed equipment cards into your hand and the rest on the bottom of your deck." On resolution, whether you control a Fantastic Four character is checked, and if you do, "reveal two cards" is swapped for "reveal one card" in the modifier's actions.*

508.2k   Some effects say to "repeat this process from <action> until <condition>." This means to repeat <action> until <condition> is true. The <action> is done at least once, even if <condition> is true before resolving the effect. The instruction to repeat the process is not itself part of the process to be repeated.

508.2l   As the last part of the resolution of an effect, the effect creates its modifier or modifiers and then is removed from the chain, because it is done resolving. If a card represents a plot twist effect on the chain, that card is put into its owner's KO'd pile as that effect leaves the chain. (See rule 304.6) Then, the primary player gets priority.

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

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

508.3b   If the effect is recruiting a unique character, the player checks the uniqueness rule, taking into account any powers the card may have that change whether it is unique. (See rule 704.1.)

508.3c   The card leaves the chain, enters play, and becomes an object. If the card is an equipment card, it enters play attached to the target of the recruit effect. As part of attaching a unique equipment to a character, that character's controller checks the uniqueness rule. (See

rule 704.3.) The new object is now in play, its continuous powers are active, and applicable continuous modifiers from objects' powers (its own included) take it into account. Any powers that would trigger off the object entering play trigger—taking said modifiers into account if needed—but do not add their effects to the chain yet.

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

509. Negating Effects

509.1   An effect that is negated gets removed from the chain. If a card is representing the effect on the chain, the card is put into its owner's 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.

509.5   Plot twists with version "Epic" can't be negated by modifiers. However, they can still be negated by game rules (such as 102.3, 508.2a, and 508.3a).

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. (See rule 203.9a.)

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 704.1a.)

510.2g   Powers on the location become active.

510.3   Once the location is flipped, any powers or modifiers that triggered have their effects added to the chain. Then, the player who flipped the location then gets priority.

510.4   Flipping a location does not use the chain, but it does interrupt passing in succession because flipping a location is an action. (See rule 216.2.)

511. Modifiers

511.1   Continuous powers create continuous modifiers. A non-recruit effect resolving off the chain 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.) If an effect would produce both one-shot and continuous portions, the effect will create separate modifiers for those portions. Unless more

than one duration is explicitly mentioned, all continuous modifiers in a sentence have the same duration.

511.1d   A player applies a modifier by processing the text of the modifier and must attempt to apply as much of the modifier as possible. If some of the modifier is impossible to perform, only as much as is possible will be performed.

> ***Example****: You control Jetstream, Hellion, who reads, "Characters you control have flight. <p> Whenever Jetstream becomes stunned, you may KO him and exhaust target character with cost 6 or less." Jetstream becomes stunned, and you choose a target for the triggered effect. Jetstream is then KO'd by a modifier. If you choose to, Jetstream's modifier will still exhaust the target character, even though you can't KO Jetstream.*

> ***Example****: You control Frankie Raye <> Nova, Harbinger of Death, who reads, "Cosmic: At the start of the combat phase, if you have three or fewer cards in hand, draw cards until you have four cards in hand." At the start of the combat phase, you have two cards in hand and one card in your deck. As Frankie Raye's triggered power resolves, you draw one card, since that completes the modifier as much as possible.*

> ***Example****: Arcanna, Arcanna Jones reads, "If Arcanna would cause breakthrough while attacking a character, instead, that character's controller stuns another non-stunned character he controls." Arcanna attacks a character. She would cause breakthrough, but it is replaced by her power. The defending player stuns another non-stunned character he or she controls. If that player does not have another non-stunned character, Arcanna's breakthrough is still replaced.*

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.

511.2a   Some modifiers refer to cards a player "owns." Such modifiers are referring to cards that player owns in all zones.

511.2b   Some modifiers refer to "cards" or "[type] cards." Such modifiers are referring to cards in all zones.

511.3   The source of a modifier from an effect is the 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. The source of a modifier generated by the rules is the rules. The source of a modifier from a copy of an effect is the card that generated the original effect.

511.4   Some modifiers instruct a player to choose a card name, an identity, an affiliation, or a version. Players must choose from ones that exist within the **Vs. System** TCG.

    511.4a   Identities that exist in the **Vs. System** TCG include both printed and secret identities. (See rule 201.6.)

511.5   If a modifier puts two or more cards on the top or bottom of a deck simultaneously, the owner of those cards may arrange them in any order. That player doesn't reveal the order of those cards.

511.6   Some modifiers say a player "may do <action>." That player is instructed to make a choice whether or not to do <action>. That player may choose to do <action> even if he or she is not able to perform the action at all or is able to perform it only in part. Replacement costs ignore this rule and use rule 203.7.

> **Example**: Charaxes, Killer Moth reads, "Whenever Charaxes stuns a character, you may put three character cards from your KO'd pile that share an affiliation with Charaxes on the bottom of your deck. If you do, KO that character." You control Charaxes and have one character card that shares an affiliation with Charaxes in your KO'd pile. Charaxes stuns a character. You can choose to put the one character card on the bottom of your deck. However, this does not satisfy the "if you do" clause, and the stunned character will not be KO'd.

511.7   A modifier's controller is the player that played the effect that generated the modifier, or, in the case of a continuous modifier from a continuous power, the player that controls the object that is generating the modifier.

511.8   Some modifiers say a player "may look at the top card of your deck at any time." This means that the player may only look any time he or she has priority, not "any time at all"—in particular, the player can't look partway through announcing or resolving an effect. Note that this is different from how looking at your own face-down resources (see rule 213.5h) or stunned characters (see rule 701.12b) works.

Example: Connie Webb reads, "Activate >>> If Connie Webb is in play, search your deck for a Checkmate character card with cost 4 or less, reveal it, and put it into your hand. Put Connie Webb on the top of your deck." Night Vision reads, "You may look at the top card of your deck at any time." If you control Night Vision and use Connie Webb's power, you don't get to see what the top card of your deck is during the shuffling, or after the shuffling but before she is put on the top of your deck—you only get to see the card before the effect started to resolve and the Connie Webb card once the effect has finished resolving.

511.9   Some modifiers say a character gets "+N/+M" or "-N/-M," where N and M are numbers. This is the same as "+N ATK/+M DEF" or "-N ATK/-M DEF."

512. One-Shot Modifiers

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

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

512.2   Most one-shot modifiers indicate a player should perform some number of <game actions>. (See section 708.)

512.3   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 effect or by a continuous power.

513.1a   Some modifiers are written as, "While <condition>, <text>," or "<Text> while <condition>." The modifier applies only while the <condition> is true. The <condition> is not a duration. (See rule 513.1b.)

513.1b   Some modifiers are written as, "<Text>, while <card name> remains exhausted." The <card name> has not remained exhausted if it readied between the time the activated effect was played and the time it resolved. If it did, the modifier is not created.

Example: You control Valentina Vostok, Bishop, who reads, "Backup: Activate >>> Characters your opponents control get -3 DEF while Valentina Vostok remains exhausted this turn. Use only during the build phase." You use Valentina Vostok's power. Before her effect resolves, a modifier readies her. Then, you use her power again. The effect from the second activation resolves first and creates a modifier, because she has not readied since that activation. As the effect from the first activation resolves, it does not create a modifier, because she has readied since that activation.

513.1c   Some modifiers instruct a player to make a choice. These modifiers are continuous and have an unlimited 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 701.11d.) An object's choices are also "forgotten" if the object leaves play. (See rule 213.1c.)

513.1d   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.) If an effect would produce both one-shot and continuous portions, the effect will create separate modifiers for those portions. Unless more than one duration is explicitly mentioned, all continuous modifiers in a sentence have the same duration.

513.1e   If a continuous modifier would end simultaneously with a one-shot modifier being applied, such as readying an object, the continuous modifier applies for the purposes of performing the one-shot modifier.

Example: Human Torch, The Invisible Man reads, "Heralds of Galactus defenders you control have reinforcement. <p> Cosmic: If a character you control would cause breakthrough, instead, gain that much endurance." If your Human Torch is stunned during attack conclusion by an attacker with ATK greater than his DEF, his continuous modifier still applies, meaning you don't take breakthrough.

513.1f   Some continuous modifiers cause a character's ATK, DEF, or other numerical value to "become" a number. These modifiers interact normally with other modifiers, overwriting earlier timestamped modifiers and being changeable by later timestamped modifiers.

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**: *You play A Child Named Valeria, which reads, "If you control Mr. Fantastic and Invisible Woman, characters with cost 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 you no longer control Mr. Fantastic, your characters with cost 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 A continuous modifier from an effect doesn't flag any objects as the effect resolves. Such a modifier continuously checks what objects it applies to, so it can affect objects that weren't affected when it was created and can stop affecting objects that were affected when it was created.

> **Example**: *A Child Named Valeria reads, "If you control Mr. Fantastic and Invisible Woman, characters with cost 3 or less you control can't be stunned this turn." You play this card during your resource step while controlling Mr. Fantastic and Invisible Woman. During your recruit step, you recruit Human Torch, Johnny Storm. A Child Named Valeria's modifier doesn't flag characters as it's created. As a result, it will apply to Human Torch.*

> **Example**: *Combat Protocols reads, "Choose an affiliation. Army Sentinel characters you control get +2 ATK while attacking a character with the chosen affiliation this turn." You play this card during your resource step. During your recruit step, you recruit an Army Sentinel character. Combat Protocols will apply to that character, because it didn't flag any characters as it resolved.*

513.2d 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.

513.2e Some continuous modifiers from effects give or remove a characteristic to or from an object. These modifiers do not prevent that characteristic from being removed or given by a later modifier.

> *Example*: *Flying Kick reads, "Target character has flight this turn." Storm, Ororo Munroe reads, "Pay 2 endurance >>> Characters your opponents control lose flight this turn." You play Storm's power. Later that turn, your opponent plays Flying Kick on one of his characters. That character now has flight. If you use Storm's power again, the character targeted by Flying Kick will lose flight.*

513.2f   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. Similarly, a triggered power whose effect would create a continuous modifier with a duration will only trigger inside that modifier's duration. (See rule 502.7.) 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 you play this on a character you control, 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.*

513.3   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 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.

513.3c   Some continuous modifiers from continuous powers are written as "You can't have more than <number> cards named <card name> in your deck." This is a restriction on the number of copies of that card that may be included in a deck.

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 or specify that

it triggers off the "next <specific time>." Once created, a delayed triggered modifier exists independently of its source.

> ***Example***: *Destiny, Irene Adler reads, "Activate >>> Whenever target character becomes stunned this turn, its controller loses 4 endurance." You play 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.*

> ***Example***: *Outback Stronghold reads, "Activate, exhaust an X-Men character you control >>> Whenever target stunned X-Men character you control recovers next this combat phase, ready it." Phoenix Rising reads, "To play, remove a character card in your KO'd pile from the game. <p> Recover target stunned X-Men character you control if its name is the same as that of the card you removed." If you use Outback Stronghold targeting your stunned Rogue, Energy Drain; resolve it; and then recover her with Phoenix Rising, the delayed triggered modifier will trigger. If she then becomes stunned again and gets recovered again this same combat phase, it will not trigger a second time.*

513.4b Delayed triggered modifiers act as triggered powers, except that they will trigger off the event outlined in the modifier only during the duration of the modifier. (See section 502.) An effect created by a delayed triggered modifier follows the rules for triggered effects. (See sections 505 and 506.) That effect has no types other than "triggered." It never inherits any types (such as payment, activated, character, plot twist, and so on) from the effect that created the delayed triggered modifier.

> ***Example***: *Destiny, Irene Adler reads, "Activate >>> Whenever target character becomes stunned this turn, its controller loses 4 endurance." You use 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. This effect is a triggered effect, and not a payment, activated, or character effect. As 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 phrases.

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 this turn, 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.*

513.4e   Some delayed triggered modifiers say "You may <action> <trigger event>" or "<trigger event>, you may <action>." In both cases, the choice presented in the "may" clause is part of the effect created by the delayed triggered modifier, and so is made during the resolution of that effect. (See rule 508.2b.)

> *Example: You play Starforce Strike, which reads, "Target defender you control gets +2 ATK this attack. If that character has the Kree affiliation, you may return it to its owner's hand at the start of the recovery phase this turn." You make the choice for the "may" clause on resolution of the triggered effect.*

513.5   Replacement modifiers

513.5a   Modifiers that use "would" and "instead" are replacement modifiers. A replacement modifier replaces an event that is about to happen with another event, before the replaced event can happen. The replaced event never happens; any powers or modifiers that would have triggered off the replaced event will not trigger. A replacement modifier may replace an event any time, even during the resolution of an effect. In order for a replacement modifier to replace an event, the replacement modifier must exist before the event would happen.

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 702.2.

513.5c   If two or more 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, Mortimer Toynbee reads, "If Toad would become stunned, instead, you may return him to his owner's hand." Kevlar Body Armor reads, "If equipped character would become stunned, instead, you may KO Kevlar Body Armor." You control Toad with Kevlar Body Armor equipped. If Toad would become stunned, you may choose which replacement modifier applies first.*

513.5d   Actions taken to pay costs can't be replaced by replacement modifiers. (See section 203.) Putting an object into a KO'd pile to pay all or part of a cost is an exception and can be replaced by replacement modifiers in the usual way.

513.5e   Some replacement modifiers are optional and produce replacement costs. These will be written as "If <event would occur>, instead, <a player> may <pay cost>." These costs are optional to pay. If you choose not to pay or can't 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.*

513.5g   Some replacement modifiers replace an amount with an "additional" amount or an amount some number "less." These modifiers increase or decrease the original amount.

513.5h   The source of a new event created by a replacement modifier is the source of the replacement modifier. (See rule 511.3.) This is generally not the same as the source of the replaced event.

513.5i   The new event created by a replacement modifier has been affected by that particular modifier and can't be affected by it again, and neither can any events which that event gets turned into by further replacement modifiers. However, it can be affected by a different instance of that replacement modifier.

Example: Moondragon reads, "If you would draw a card for the first time in a phase, instead, draw two cards." Once this modifier has affected the first card draw in a phase, one of the two cards that will now be drawn is now the new first card drawn this phase, but Moondragon's modifier can't apply again to it—it doesn't keep reapplying. Another Moondragon you control could also apply its modifier to this, once, having you draw a total of three cards, but the first Moondragon's modifier won't reapply to that altered event either.

513.6   Exhaust-and-hold modifiers

    513.6a   Some modifiers say that one object (the captive) can't ready while another object (the captor) remains exhausted. These modifiers are referred to as "exhaust-and-hold" modifiers.

    513.6b   If the controller of the captor chooses to ready it during the wrap-up (or any other time both objects would become ready simultaneously), then the captive object also readies simultaneously. This is an exception to rule 513.1e.

    513.6c   If the captive or captor gets turned face down, the captive will still be held exhausted by the modifier, as the captor is still exhausted. (See rule 701.11d.)

    513.6d   If a series of captors and captives exist such that, a captor (the master captor) is keeping another captor exhausted, and that other captor is keeping a third object exhausted, and so on, and all would ready simultaneously, then the master captor's controller first chooses whether to ready it. If he or she so chooses, the controller of the next captor in the series then chooses whether to ready it, and so on. If the last captor so chooses, all objects in the series ready simultaneously. Otherwise, all objects that were chosen to ready, ready simultaneously. A choice anywhere in the series not to ready will prevent all the subsequent objects in the series from readying. This is an exception to rule 702.1.

    513.6e   If two captors are keeping each other exhausted, then neither can ready until the other leaves play. Similarly, if a loop of captors exists such that each is keeping the next exhausted all the way around the loop, none can ready until at least one of them leaves play.

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 card, object, or event only once. One-shot modifiers do not use timestamps, as they are not continuous; one-shot modifiers are applied once all continuous modifiers have been applied in their final order.

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. If a modifier involves making choices, whether or not a second modifier depends on it takes into account which choices were actually made for the first modifier. Modifiers never depend on replacement modifiers.

> *Example: Deathstroke the Terminator, Slade Wilson reads, "Unaffiliated characters you control gain the Deathstroke affiliation." Ra's al Ghul, The Demon's Head reads, "Characters without the League of Assassins affiliation lose all affiliations, and their payment powers can't be used." Ra's al Ghul's modifier can change whether or not a character you control has an affiliation, so Deathstroke's modifier depends on Ra's al Ghul's. Deathstroke's modifier can't change whether or not a character has the League of Assassins 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 are always independent.

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 on. One-shot modifiers, which have no timestamps (see rule 515.4), are ordered after all continuous modifiers so that they can "see" the results of applying the continuous modifiers when figuring out what they affect. 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 deck, hand, and KO'd pile that have either the Brotherhood or the X-Men affiliation have both affiliations." You flip Danger Room and then play Mutant Nation. You control 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 deck, hand, and KO'd pile that have either the Brotherhood or the X-Men affiliation have both affiliations." Heroes United reads, "Characters you control, as well as cards in your deck, hand, and KO'd pile that have either the Fantastic Four or the X-Men affiliation have both affiliations." You control Mutant Nation and Heroes United. 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 entered play (See section 214,) 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 card generating the power (if that power is printed on the card), the time the power was added to the card (if the power is not printed on the card), or the last time the object generating the power was turned face up or revealed, whichever is latest. If a power is removed or the text that was generating it becomes inactive, and the power then comes back, any continuous modifiers that power generates get a new timestamp.

> *Example: Flying Kick reads, "Target character has flight this turn." Storm, Ororo Munroe reads, "Pay 2 endurance >>> Characters your opponents control lose flight this turn." You play Flying Kick from your resource row on a character you control. Your 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.*

Example: Lex Luthor, Criminal Genius reads, "Leader: Characters adjacent to Lex Luthor gain the Secret Society and Revenge Squad affiliations." The General, Wade Eiling reads, "At the start of the combat phase, target character loses leader and all leader powers this turn." As Lex Luthor enters play, the modifier from his leader power gets that timestamp. If a character is moved adjacent to Lex Luthor, this does not change the modifier's timestamp. If The General's first power resolves targeting Lex Luthor, the continuous power that was generating the continuous modifier has been removed, and so the modifier no longer has a timestamp. The following turn, Lex Luthor's power returns, and the continuous modifier gets a new timestamp.

Example: Valkyra, Valkyrie of New Genesis reads, "Cosmic: Valkyra gets +2 DEF. <p> Leader: Cosmic attackers adjacent to Valkyra get +3 DEF." If Valkyra doesn't have a cosmic counter, these two cosmic power's modifiers have no timestamp because the powers and their modifiers don't exist. If Valkyra does not have and then gets a cosmic counter, the continuous modifiers get new timestamps. Valkyra's controller will choose the ordering of those new timestamps, though the modifiers will start to apply at the same time. (See rule 515.7.)

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 entered 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.

515.7   If multiple modifiers would start to apply simultaneously, the primary player chooses an ordering for the timestamps of those continuous modifiers that he or she controls. Each of those modifiers is timestamped in the order chosen, and all are timestamped before any other modifier that would be applied at the same time. Then, the next player in turn order chooses an ordering for the timestamps of all of those continuous modifiers that he or she controls with his or hers all being timestamped after the primary player's, but before the next player in clockwise order. Repeat this process until the ordering of the timestamps for each continuous modifier has been chosen. The modifiers still all start to apply simultaneously.

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 propose a direct attack against an opponent who controls no non-stunned visible characters.

600.4   Some continuous modifiers state that a character "must attack if able" or "must attack [a specified character] if able." These modifiers mean that that character's controller can't pass priority if he or she could legally propose an attack with that character (against [the specified character]). (See rules 407.5 and 601.2–601.4.)

601. Proposing an Attack

601.1   General

601.1a   A player may only propose an attack in his or her attack step, and only while 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 after the first attack concludes.

601.1b   To propose an attack, a player must choose one or more characters he or she controls to be proposed attackers, and either a character an opponent controls to be the proposed defender, or an opponent to be the proposed direct defender. A proposed attack with two or more proposed attackers is a proposed team attack.

601.1c   If a character is affected by one or more modifiers that say it "must attack [a specified character] if able", it can be proposed as an attacker only if such a [character] is proposed as the defender. However, if all such proposals would be illegal, any other legal defender can be proposed, or that character need not attack at all.

601.1d   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 601.2–601.5.)

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

601.1f   After proposing an attack, the primary player gets priority, and then the next time all players pass while the chain is empty, the game starts an attack substep. Once that attack substep is concluded, the attack step of the primary player continues, and that player then gets priority.

601.1g   If all players pass in succession while the chain is empty, and there is no currently proposed attack, the current attack step ends, and the game progresses to 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.)

601.2e   The proposed attacking character must be controlled by the primary player.

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.

601.3f   The proposed defending character must be controlled by an opponent of the primary player.

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: You control a visible, stunned Centurious and a hidden, non-stunned Blackout. You don't control any non-stunned, visible characters, so you are a legal direct defender.

Example: You control a stunned Centurious and a non-stunned Deacon Frost, both visible. You control a non-stunned, visible character, so you aren't a legal direct defender.

Example: Kate Spencer reads, "Target hidden character an opponent controls can be attacked by characters you control with lesser cost this turn." You control Kate Spencer and two characters with cost 6, only one of which has flight. You play Kate Spencer's effect targeting a hidden 7-cost character that is protected by the only other character your opponent controls. You can attack directly with any of your characters, because your opponent doesn't control any non-stunned visible characters.

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

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

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

601.5a   There must be at least one 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 have their effects 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 following happen simultaneously:

602.1d   The proposed attackers gain the "attacker" and "exhausted" characteristics, enter combat, and are now attacking and in combat.

602.1e   If there are two or more proposed attackers, the attack is also a team attack. Attackers in a team attack gain the "team attacker" characteristic and are team attacking.

602.1f   The primary player is now the attacking player.

602.1g   The proposed direct defender is now the direct defender and also the defending player, and the attack is a direct attack; or the proposed defender gains the "defender" characteristic, that character is now "in combat," and that character's controller is now the defending player. Powers that trigger when a character "defends" or "becomes a defender" will trigger only once per character that becomes a defender. Powers that trigger whenever a character "defends against a (<description>) character" will trigger once per (<description>) character attacking.

602.2   Some modifiers will remove an attacker from an attack and/or cause it to lose the "attacker" characteristic. This also causes the character to no longer be "in combat."

602.2a   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.

> 602.2b   Removing one or more team attackers from an attack does not cause the attack to stop being a team attack.

602.3   Some modifiers will remove a defender from the attack and/or cause it to lose the "defender" characteristic. This also causes the character to no longer be "in combat."

> 602.3a   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   Some modifiers cause a character to become an attacker during an attack. If an attack has more than one attacker after this happens, it becomes a team attack if it wasn't already, and each attacker becomes a team attacker if it wasn't already. A character becoming a (team) attacker during an attack does not cause the defender to enter combat again, but all other applicable triggers fire, namely:

- that attacker "enters combat" and "(team) attacks (the defender)"
- the defender "defends against that attacker" and "becomes (team) attacked by that attacker" (even though it doesn't "defend" or "become a defender")

> 602.4a   A modifier that causes a character to become an attacker can be applied to any character that meets the restrictions within its text, even if that character could not legally attack the defender. However, a character can't become an attacker unless it's controlled by the attacking player.

> 602.4b   Some modifiers put a character into play team attacking. Such a character becomes a (team) attacker as the last part of entering play.

602.5   Some modifiers cause a character to become a defender during an attack. If this happens, any other defenders are removed from that attack. A character becoming a defender during an attack does not cause any attackers to enter combat again, but all other applicable triggers fire, namely:

- that defender "enters combat", "defends (against each attacker)", and "becomes (team) attacked (by each attacker)"
- each attacker "(team) attacks that defender" (even though it doesn't "(team) attack" or "become a (team) attacker")

602.5a   A modifier that causes a character to become a defender can be applied to any character that meets the restrictions within its text, even if that character could not legally be attacked by one or more attackers. However, a character can't become an defender unless it's controlled by the defending player.

602.6   Once both players pass while the chain is empty, the attack concludes. The events in rules 602.6–602.10 are collectively referred to as the "attack conclusion." There are four different potential outcomes of an attack.

602.6a   If there are no attackers remaining, the attack concludes but does nothing.

602.6b   If there are no defenders remaining, the attack concludes and the attacker or attackers ready.

602.6c   If the attacker (or in team attacks, any of the attackers) and the defender are both still part of the attack, the following choices are made. First, if the attack is a team attack that has been modified to cause breakthrough, the attacking player chooses the order in which the attackers' ATK will be applied to the defender. Next, the defending player chooses against which attacking character the defender will apply its ATK. (See rule 602.7.) The defending player must choose one attacker.

602.6d   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 to be illegal during 602.1, the attack concludes but does nothing. In this case both 602.6a and 602.6b apply, and there are no attackers to ready.

602.7   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:

602.7a   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 attackers' combined ATK is greater than or equal to the defender's DEF, each attacker simultaneously stuns the defending character. (See rule 708.11.)

602.7b   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, or "breakthrough" for short. Team attacks attacking a character don't cause breakthrough, unless they specify that they do (see rule 602.7c). During the process of applying replacement modifiers to the upcoming breakthrough event, if at any time it is reduced to 0 or less, then no breakthrough is caused, and further modifiers that would replace an amount of breakthrough being caused will not apply.

602.7c   For team attacks that specify that they cause breakthrough, if the attackers' combined ATK is greater than the defender's DEF, the defender's controller loses endurance equal to the difference. Anything looking for a breakthrough value will use each attacker's ATK separately, after it has been applied against the defender's DEF in the order chosen by the attacking player.

> ***Example***: *You team attack an opposing 5 DEF character with Beast, Furry Blue Scientist, who has 2 ATK, and Vision, Young Avenger, who has 8 ATK and reads "While Vision is team attacking with exactly one other character, team attacks can cause breakthrough." As that attack concludes, you choose to apply Vision's ATK first followed by Beast's. The defending player takes 5 breakthough (3 from Vision and 2 from Beast).*

> ***Example***: *As the above attack concludes, instead, you choose to apply Beast's ATK first followed by Vision's. The defending player takes 5 breakthough from Vision (Beast causes no breakthough).*

602.7d   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 708.11.)

602.8   Defending characters can't cause breakthrough to the attacking player.

602.9   As the last part of the attack conclusion, the following happen simultaneously:

602.9a   All attackers lose the attacker characteristic and are no longer attacking or in combat.

602.9b   All team attackers lose the team attacker characteristic and are no longer team attacking. A team attack is no longer a team attack.

602.9c   The primary player is no longer the attacking player.

602.9d   The defender's controller is no longer the defending player.

602.9e   The defender loses the defender characteristic and is no longer defending or in combat.

602.9f   Modifiers with duration "this attack" end.

602.9g   The attack substep ends and players return to the attack step of the primary player.

602.9h   After all of the above have been processed, powers which have triggered have their effects added to the chain, and then the primary player gets priority.

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

602.10a The direct defender'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.

602.10b The direct defender'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 602.7.) This replaces ATK and DEF comparison.

602.10c All endurance loss caused by direct attacks is considered breakthrough. Effects or modifiers looking for a breakthrough value will use each attacker's ATK separately.

Example: You control Charaxes, Drury Walker, who reads, "Charaxes can't cause breakthrough." You also control Vulture, who reads, "Whenever Vulture causes breakthrough, you gain that much endurance." You team attack with Charaxes and Vulture directly. Charaxes's power applies only to Charaxes. Charaxes causes no breakthrough. Vulture's power applies only to Vulture. You will gain endurance equal to the breakthrough he causes.

602.10d Direct attacks with a total ATK of 0 or less do not cause breakthrough. Powers that would trigger off breakthrough will not trigger.

Example: Psylocke, Betsy Braddock reads, "Whenever Psylocke causes breakthrough to an opponent, that opponent discards a card." If Psylocke is part of a direct attack, only if her ATK is greater than 0 will the defending player 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. 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 that moves or transfers an object will usually instruct a player where to move or transfer it (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 (but see 708.12d.). 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 unless the equipment has concealed—optional, but only if it will also have concealed—optional on the character it is being transferred to. (See rule 701.22b.)

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 602.1d and 602.9a.)

701.2   "Defender" is a characteristic that a character may gain or lose in the attack substep. (See rules 602.1g and 602.9e.)

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 simultaneously, 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.

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 simultaneously, but it will always have either one or the other.

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

701.7   "Protected" is a characteristic that a character may have. A character is protected while it is in a support row and there is a non-stunned character in the front row that shares a column with it. Stunned characters can't be protected. A character can't have both the protected and unprotected characteristic simultaneously, 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.

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 enter play with the ready characteristic. An object can't have both the exhausted and ready characteristic simultaneously, 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 Characters attacking a character with reinforcement can't cause breakthrough.

701.10b Defending players may play a reinforcement game-based effect following the rules outlined in rule 708.7b.

701.10c A character has reinforced another character if the first was the source of a modifier that gave the second reinforcement.

701.10d Some modifiers say a character "can't reinforce other characters." This means that any modifier whose source is that character that would give reinforcement to another character does not give reinforcement to the other character. The modifier still does anything else it would normally do. The character can still reinforce itself, if it has a way to do so.

Example: S.T.R.I.P.E. is a 7 ATK/6 DEF character with the JSA affiliation that reads, "Exhausted JSA defenders you control have reinforcement." Five Against One is a plot twist that reads, "Target character gets -3 DEF while defending this turn and can't reinforce other characters this turn." If Five Against One resolves on S.T.R.I.P.E, he becomes 7 ATK/3 DEF, and his continuous effect's modifier can't give other exhausted JSA defenders you control reinforcement this turn, though it can still give himself reinforcement while he is an exhausted JSA defender this turn. S.T.R.I.P.E's modifier is from a continuous power, so it continuously checks whether S.T.R.I.P.E can actually reinforce characters right now.

Example: Harry Leland reads, "Discard a Mental card >>> Target defender you control gets -2/+2 and has reinforcement this attack. Use only if Harry Leland is visible." If Five Against One resolves on Harry Leland, and later that turn Harry's power resolves on a defender you control, the defender will not get reinforcement, but will still get -2/+2 this turn. If Harry Leland's effect resolves on a character, and later that turn Five Against One resolves on Harry, this does not "turn off" the reinforcement already granted—the modifier from his resolving effect only checked whether he could reinforce characters as it was created. (See rule 508.2d.)

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 or support row characteristic, but it will always have exactly one of the three.

701.11a An unrevealed face-down resource can't have any characteristics, text, icons, and so on, other than the resource, ready, or exhausted characteristics. (Also see "Reveal" in the Glossary.)

701.11b A revealed face-down resource has all of its characteristics, except that it can't have the object types "location," "equipment," "character," or "plot twist." It only has the object type "resource." In addition, it can't have any powers except payment powers that are usable only while it is revealed and continuous powers. It can still be seen to be a character card, equipment card, and so on.

701.11c Face-up resources have no additional restrictions on their characteristics.

701.11d A resource that is turned face down is the same object, but it no longer remembers any choices that were made by it while it was face-up. This does not change its timestamp. It does retain any counters that were on it. Turning a resource face down does not alter its ready or exhausted characteristic. Turning a resource face down does not turn off "while ready" or "while exhausted" conditions.

> *Example*: Brave New World reads, *"To play, choose two different affiliations and a Mutant trait among characters you control."* If Brave New World is turned face down, the chosen affiliations will not be remembered if it is played again.

701.11e A resource that turns face up is still the same resource and object. This does update its timestamp. (See rule 515.1.)

701.11f A player may reveal a face-down resource in 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 afterward if nothing else happens. If the resource has a payment power that is usable only while it is a revealed face-down resource, this lets such a power be used. In addition, if the resource has any continuous powers, such as reservist, those powers are active while the resource is revealed. (See rule 701.11b.)

> *Example*: Moonglow reads, *"Reservist <p> Moonglow gains the affiliations of each character you control. <p> Activate, discard a card >>> You may search your deck for a Team-Up card, reveal it, and put it into your hand."* While you have Moonglow face down in your resource row, you may reveal Moonglow from your resource row any time you have priority. If you reveal Moonglow during your recruit step, while the chain is empty, Moonglow's reservist power lets you recruit Moonglow from the resource row. While Moonglow is a revealed face-down resource, she has the affiliations of each other character you control. However, her payment power can't be used, because it's not a payment power usable only while she is a revealed face-down resource.

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 takes stun endurance loss. (See rule 708.11b.)

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 of and can't have any of the attacker, defender, team attacker, and protected characteristics. It still has any other characteristics 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 can't gain or lose willpower.

701.12f While a character is stunned, it loses and can't have any powers or keywords. Powers on objects that trigger off them leaving play are an exception to this rule. (See rule 502.4.) Because a stunned character has inactive text and no powers or keywords, it can't be a <keyword> card.

701.12g A character that enters play stunned follows rule 214.6.

701.12h A stunned character may not be proposed as an attacker or defender.

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 simultaneously, 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 602.1e. and 602.9b.)

> *Example: Cyclops, Slim reads, "X-Men team attackers you control get +2/+2." You propose a team attack with Cyclops and Jean Grey, Marvel Girl. Once the attack starts, your opponent KO's Jean Grey. Cyclops still has the team attacker characteristic and thus has +2/+2 from his continuous power.*

701.15 "Unique" is a characteristic that cards and objects other than plot twists may have. Each other card and object type has rules associated with uniqueness, but this characteristic 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 704.) "Unique" is also a version that equipment may have, which gives it the unique characteristic. (See rule 202.8.)

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 simultaneously, 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 while it is in a hidden area. (See rule 213.5c.) A proposed defending character must not be hidden. (See rule 601.3e.) A character can't have both the hidden and visible characteristics simultaneously, 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 while it is in a visible area. (See rule 213.5c.) A character can't have both the hidden and visible characteristics simultaneously, 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 ever been printed with the Marvel icon.

701.20 "DC" is a characteristic that a card may have. A card has this characteristic if it has ever been printed with the DC icon.

701.21 "Concealed" is a characteristic a character or equipment card may have. A card has this characteristic if its hidden icon is lit and its visible icon is unlit.

701.21a Character cards with concealed enter play in the hidden area. (See rule 213.5c.)

701.21b Equipment cards with concealed can only be recruited targeting a hidden character, and can only be legally attached to a hidden character.

701.22 "Concealed—Optional" is a characteristic a character or equipment card may have. A card has this characteristic if both its visible and hidden icons are lit.

701.22a Character cards with concealed—optional may enter play in the hidden area.(See rule 213.5c.) This choice is made as part of putting the

character into play. There is no default for this choice.

701.22b Equipment cards with concealed—optional may be recruited targeting a hidden character. (See rule 302.3a.) This equipment is not put into its owner's KO'd pile as part of moving a character from a visible area to a hidden area, or vice versa. (See rule 302.7.) This equipment can be transferred from a visible character to a hidden character, or vice versa, but only if it will also have concealed—optional on the character it is being transferred to. (See rule 708.12.) This equipment can be legally attached to a hidden character.

701.22c Cards that refer to cards "with concealed" are referring to both cards with "concealed" and cards with "concealed—optional".

Example: Orb reads, "Activate, discard a character card with concealed >>> Draw a card." You can use Orb's power by activating Orb and discarding Owlman (a concealed—optional character) to draw a card.

702. Simultaneous Actions

702.1 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.

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

702.3 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.)

702.4 If multiple modifiers would start to apply simultaneously, the primary player chooses an ordering for the timestamps of those continuous modifiers that he or she controls. Each of those modifiers is timestamped in the order

chosen, and all are timestamped before any other modifier that would be applied at the same time. Then, the next player in turn order chooses an ordering for the timestamps of all of those continuous modifiers that he or she controls, with his or hers all being timestamped after the primary player's, but before the next player in clockwise order. Repeat this process until the ordering of the timestamps for each continuous modifier has been chosen. The modifiers still all start to apply simultaneously. (See rule 515.7.)

702.5   If multiple replacement modifiers try to affect an upcoming event simultaneously, 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. (See rule 513.5c.)

703.   Loops and the Infinity Rule

703.1   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."

703.1a   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 the demonstrated 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 the demonstrated 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.

703.1b   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.

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

703.3   If a succession of game states occurs in which mandatory actions form a loop that no player is willing and able to break, the game is a draw.

704.   Uniqueness Rule

704.1   As part of resolving a recruit or substitute effect for a unique character, or shifting a unique character into play, that effect's controller puts each other unique object he or she controls with the same name as that character into its owner's KO'd pile. This is not the same as KO'ing those objects.

　　704.1a   Some modifiers say that "[description] character cards you control are not unique with cards with the same name but different version." This means that any time character A entering play under your control would cause character B to leave play via 704.1, if A and B have different versions, and B fits [description], then B stays in play.

704.2   As part of flipping a unique location, its controller puts each other unique object he or she controls with the same name as that location into its owner's KO'd pile. This is not the same as KO'ing those objects.

704.3   As part of attaching a unique equipment to a character, that character's controller puts each other unique object he or she controls with the same name as that equipment into its owner's KO'd pile. This is not the same as KO'ing those objects.

704.4   The uniqueness rule is only checked while resolving a character recruit or substitute effect, shifting a character into play, flipping a location, or attaching an equipment. It does not apply to any other modifiers that put an object into play or change control of an object.

705. Position

705.1   A character's position can be in any of the infinite columns that the front row and the support row have 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.

　　705.1a   A support row character is "behind" a front row character if both are in the same column, regardless of whether one or both are stunned.

　　705.1b   Two characters are not in the same column if they are controlled by different players.

705.2   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.

705.2a   Two characters are not adjacent to each other if they are controlled by different players. Two characters are not adjacent to each other if they are not both in the same area, hidden or visible. (See rule 213.5a.)

705.3   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 move so that the row "closes up" over the empty space. (See rules 706.11b and 708.8.)

705.3a   The resource row does not extend into a player's hidden area. Resources are always visible and can't be hidden.

705.4   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.

705.5   A resource is never adjacent to a character, and vice versa.

706. Keywords

706.1   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 210.1.

706.2   "Boost <cost>: <text>" is a keyword that represents two powers. The first power functions in any zone the card it's on can be played from, and means, "To play, you may pay <cost>." All boost costs are expressed in resource points unless noted otherwise. The phrase "Boost—<cost>: <text>" means the same thing, but <cost> will be an action, not a number of resource points. The second power varies by card type.

706.2a   For a character card, the second power functions while it's in play, and means, "<text> is active only if this card was played this turn and <cost> was paid for it."

706.2b   For plot twist cards, the second power means, "<text> is active while this effect is on the chain after the intention to pay <cost> has

been announced (see rule 505.1b) until this effect has finished resolving."

706.3   "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 only if you control a character that shares at least one affiliation with this card."

706.3a   "Loyalty—Reveal" is a keyword that represents a continuous power that functions in any zone a card can be recruited from. The keyword "loyalty—reveal" 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 in your hand or resource row that shares an affiliation with this card."

706.3b   "Dual Loyalty" is a keyword that represents a continuous power that functions in any zone a card can be recruited from. The keyword "dual loyalty" means, "Recruit this card only if both its printed affiliations are among the affiliations of characters you control."

706.3c   Cards that refer to cards "with loyalty" can refer to cards with the "loyalty" keyword, cards with the "loyalty—reveal" keyword, and cards with the "dual loyalty" keyword.

706.4   "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 708.12.)

706.5   "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 taking stun endurance loss. (See rule 708.11b.)

706.6   "Invulnerability" is a keyword that represents a continuous power that functions in the in-play zone. Characters with invulnerability ignore rules 708.11b and 708.11c. As these characters become stunned, they cause their controller no stun endurance loss rather than stun endurance loss equal to their recruit costs.

> *Example*: Storm, Leader of the Morlocks reads, "During the combat phase, characters adjacent to Storm have invulnerability unless they are attacking or defending." You control Storm and Tommy (a character with evasion). Tommy is adjacent to Storm. During the combat phase, before you propose an attack, you use Tommy's evasion. You do not take stun endurance loss, because Tommy has invulnerability.

706.6a   If a character would simultaneously lose invulnerability and become stunned, that character's controller ignores rules 708.11b and 708.11c. (See rule 513.1e.)

706.7   "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 enters play. Cosmic counters have special rules that apply only to them and not to counters that have other names.

706.7a   The phrase "Cosmic: <text>" means, "While this character has no cosmic counter on it, <text> is inactive." If the character has a cosmic counter on it, <text> is active and generates powers as normal; inactive text is treated as if it did not exist. A character can also have the cosmic keyword without having any text associated with that keyword.

706.7b   A character with cosmic enters play with a cosmic counter on it.

706.7c   As a character becomes stunned, remove all cosmic counters from it.

706.7d   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.

706.7e   A character that doesn't have cosmic can't have any cosmic counters put on it.

706.7f   Stunned characters can't have cosmic counters. A character that enters play stunned does not enter play with a cosmic counter.

706.7g   A character that loses cosmic without becoming stunned doesn't lose any cosmic counter already on it.

706.8   "Cosmic—Surge" is a keyword on character cards that represents a continuous power and also a triggered power that functions in the in-play zone.

706.8a   Characters with "cosmic—surge" have "cosmic" and follow all rules for characters with cosmic, except that they do not enter play with a cosmic counter—they ignore rule 706.7b. (See section 706.7.)

706.8b   Characters with "cosmic—surge" have a triggered power that reads, "At the start of the recovery phase each turn, put a cosmic counter on this character."

706.8c   Cards that refer to cosmic characters, or to characters "with cosmic," can refer to both characters with the "cosmic" keyword and characters with the "cosmic—surge" keyword.

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

706.9a   A character or character card without this keyword has willpower 0.

706.9b   While a character is stunned, its willpower becomes 0. Stunned characters can't gain or lose willpower.

706.10 "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. If a leader refers to an adjacent character, it's referring to a character adjacent to itself.

706.11 "Reservist" is a keyword that represents a continuous power that functions in the resource row of the in-play zone. Character cards with the keyword "reservist" follow the rules below.

706.11a Character cards are always face-down in the resource row but may be revealed any time their controller has priority. (See rules 708.9c and 701.11e.) Revealing a reservist character card allows a player to recruit the card from the resource row.

706.11b If a player recruits a reservist character card from his or her resource row, after putting the reservist card onto the chain during rule 505.1a, that player may put a card from his or her hand face down into his or her resource row where the reservist character card was.

706.11c A player recruits a reservist character card by following the applicable steps for playing effects, with the exception mentioned in 706.11b. (See section 505.)

706.12 "Press" is a keyword on character cards that represents a triggered power which functions from the chain. The keyword "press" means, "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."

706.12a Press can't reduce additional costs—cost reductions are applied before additional costs are added. (See rule 505.1d.)

Example: Ultimus, Starforce has press and a recruit cost of 4. Phat, William Reilly has boost X and a recruit cost of 1. You recruit Ultimus,

paying 4. Then you recruit Phat. If you recruit him without boost, he still costs you 1—the reduction of 1 for press can't reduce his cost below 1. If you recruit him with boost, he still costs you 1+X—press can't reduce his cost below 1, as before, and you add the additional boost cost of X after subtracting any reductions. If you then recruit another character, it gets no cost reduction from press, because it is not the next character you recruited after recruiting a press character.

706.12b Press is applied after all other cost reductions. (See rule 505.1d.)

Example: Sinestro, Corrupted by the Ring is a 5-cost character that costs 2 less to recruit while an opponent controls six or more resources. Your opponent controls six resources. During the recruit step of your sixth turn, you recruit press characters with costs 2, 2, 3, 4, and 5, spending all 6 resource points. You can't then recruit Sinestro, because the cost reduction from his own power applies first, followed by the cost reduction from press, with the result that you must still pay 1 resource point to recruit him. You could, however, recruit press characters with costs 2, 2, 3, and 4, and then spend your final resource point to recruit Sinestro.

706.13 "Terraform" is a keyword on cards that represents a payment power that functions in the hand. The keyword "terraform" means, "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 only if this card is in your hand and only during your recruit step."

706.13a The revealed card goes onto the chain with this effect. If the effect leaves the chain before resolving, or if the modifier's controller does not return a face-down resource to his or her hand, the revealed card goes back to its owner's hand. (See rule 708.9d)

706.14 "Substitute" is a keyword on character cards that represents a payment power that functions in the hand. The keyword "substitute" means, "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 only if this card is in your hand and only during your recruit step."

706.14a The revealed card goes onto the chain with this effect. If the effect leaves the chain before resolving, or if the modifier's controller does not remove an appropriate character from the game, the revealed card goes back to its owner's hand. (See rule 708.9d.)

706.14b To "substitute" a character is to put it into play through a substitute effect.

706.15 "Insanity" is a keyword that represents a continuous power that functions in all zones. The phrase "Insanity: <text>" means, "<text> is active only if this card started the game in an insane deck." This may add text inside an existing power or modifier, or may produce separate modifiers, depending on where the keyword appears.

706.15a A deck is "insane" if it has no more than one copy of each card. The first time each game a player reveals a card with the insanity keyword to an opponent, the player must announce whether or not their deck is insane. The player may announce it before this occurs, if they wish.

706.16 "Energize" is a keyword that represents a triggered power. It means, "Whenever this character defends, ready it."

706.17 "Hunter" is a keyword that represents a triggered power. It means, "When this card enters play, choose an opposing character. That character becomes hunted by you."

706.17a Only one character can be hunted by each player at a time. As a character becomes hunted by a player, all other characters stop being hunted by that player. A character also stops being hunted by a player if it stops being opposed to that player. A character that leaves play stops being hunted by all players.

706.18 "Shift" is a keyword that represents three powers. Payment effects from these powers can't be negated by players:

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.

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

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

706.18a A card is "shifted" if it was removed from the game shifted and has since remained in that RFG zone. While shifted, a card gains the shift keyword if it doesn't already have it. A card stops being shifted if it changes zones.

706.18b A shifted card can't have shift counters in excess of its cost. A card that isn't shifted can't have any shift counters on it.

706.18c Shifting a card into play invokes the uniqueness rule. (See rule 704.1.)

707. Tag Keywords

707.1   Some keywords simply identify, or "tag," cards with similar powers. Such keywords have no associated rules.

707.2   "Ally" is a tag keyword on character cards. Each ally card has a triggered power that triggers "whenever a character you control becomes powered-up" or "whenever a <description> character you control becomes powered-up."

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

707.3   "Backup" is a tag keyword on cards. Each backup card has an activated power that can be used only during the build phase.

> *Example: Surveillance Pawn, Army reads, "Backup: Activate >>> Non-Army characters you control get +1 ATK this turn. Use only during the build phase."*

707.4   "Vengeance" is a tag keyword on character cards. Each vengeance card has a triggered power that triggers "whenever <character name> becomes stunned."

> *Example: Cheetah, Feral Feline reads, "Vengeance: Whenever Cheetah becomes stunned, characters you control get +1 ATK this turn."*

708. Game Actions

708.1   Game actions in the game may use a single word to represent multiple actions that follow a specific set of rules. The following section outlines some of these game actions and what they mean.

708.1a   Some game actions may appear in costs; in such cases, the cost itself is not a modifier of any sort, although paying the cost may create an appropriate modifier as described below.

708.2   Copy

708.2a   Copying an effect is a one-shot modifier. To "copy" an effect means to put a new effect on top of the chain that is an exact copy of the original effect.

708.2b   The copy has the same text as the original and behaves exactly as though any information or choices used in announcing the original were used for its announcement, though it does not itself get announced or go through the steps in section 505. The copy has the same number of targets as the original. If a player had to choose a mode, a target, or a value of X for the original, the copy uses that same mode, target, or X value as the original. The copy will also copy any decisions about how each target is affected. The copying effect may say that its controller may pick new targets for one or more of these. If it does, you may do so; or you may decline to do so, leaving the original targets, even if those targets would not currently be legal to pick if you were announcing the copy. If the original effect had additional costs, the copy copies from the original whether or not they have been paid, and if needed, information about them.

708.2c   The copy is the same kind of effect as the original and acts as though it is from the same source. This is an exception to rule 504.4. The source of any modifiers from a copy effect is the same as the source of any modifiers from the original effect. This is an exception to rule 511.3.

Example: Deadly Conspiracy reads, "Ready target Thunderbolts character you control. That character can't attack this turn, and you can't use its activated powers this turn. If Deadly Conspiracy is in your resource row, draw a card." If you copy your opponent's Deadly Conspiracy, which he played from his resource row, you do not draw a card; your copy looks in your resource row on resolution, and the source of the original is not there. If you copy your own Deadly Conspiracy, which you played from your resource row, you do draw a card for the copy; it looks and sees that "its source," the original card, is in your resource row on resolution. The original was a plot twist effect from a non-ongoing plot twist, and so the copy is as well.

708.2d   The copy's controller is the player told to copy it by the effect that created the copy. As the copy resolves, any information it needs about its source or its announcement uses the information from the original or the original's announcement, other than as described above. Any information it needs on resolution pertaining to "you" during announcement uses the appropriate information about the original's controller during the original's announcement.

Example: Fastball Special reads, "Play Fastball Special only during your attack step. <p> To play, exhaust two X-Men characters in your front row. <p> Stun target character." and has a threshold cost of 3. Molecule Man, Owen Reece reads, "Copy target effect from a non-ongoing plot twist. You may choose new targets for that copy. Use only once per turn." You play Fastball Special during your attack step, and your opponent uses Molecule Man's power to target and copy that effect.

The play restriction on Fastball Special does not apply to the copy, because it was never played. Your opponent does not have to control three resources, and does not have to—and can't—exhaust X-Men characters, as part of resolving Molecule Man's effect. The copy is not played and never checks threshold cost or pays additional costs, but does copy that they were paid. Your opponent may choose any legal target character for the copy, or may leave the copy targeting your original target. The copy is a plot twist effect and is an effect from a non-ongoing plot twist; it is not a character effect or a payment power effect, and is not an effect from Molecule Man. The character stunned by the copy is stunned by a plot twist effect controlled by your opponent—not by a character effect, and not by an effect controlled by you.

708.2e   A copy of an effect is itself an effect, and follows the usual rules for resolving effects. Copying the effect does not copy any card that might be on the chain representing the original effect.

Example: Break You reads, "To play, discard up to three cards. <p> Target attacker or defender gets +2 ATK this attack for each card you discarded." If you copy Break You's effect with Molecule Man's power, a copy of Break You's effect goes on top of the chain with no card representing it. The copy will use the number of cards discarded as part of the original Break You's cost to determine how many cards "you discarded."

It targets the same attacker or defender the original did, but Molecule Man's effect allows you to choose a different legal attacker or defender as the copy's target as it's being created. You may also leave the target unchanged, even if it is currently not an attacker or defender. The threshold cost of the copy is not checked, nor can you discard any cards to put the copy on the chain, but it remembers how many cards were discarded for the additional cost of the original Break You effect, and the copy uses that value when it resolves to correctly size its modifier. The copy may itself be the target of another use of a Molecule Man power, since it is also an effect from a non-ongoing plot twist.

708.2f   Some modifiers tell a player to search for all "copies of a card." This use of "copy" is different from the use in rules 708.2a–708.2e in that it

means to look for cards that have the same printed name and version as that card.

Example: Atrophos reads, "Whenever Atrophos causes breakthrough to a player, search that player's deck and hand for all copies of a non-character card and remove them from the game." Atrophos causes breakthrough to your opponent. As Atrophos's effect resolves, you choose T-Jet, Tamaranian Fighter. You could find any cards from your opponent's deck and hand that had both the name T-Jet and the version Tamaranian Fighter and remove them from the game, but you could not remove any copies of the older T-Jet equipment card that has no version.

708.3 Crossover

708.3a To "crossover" some number of affiliations means that all characters that player controls, and all character cards that player owns, that have any of those affiliations have all of those affiliations. This is a continuous modifier.

Example: Above and Below reads, "Ongoing: Crossover X-Men and Morlocks." You control Above and Below. This means that all characters you control, and all character cards you own in all zones, that have either the X-Men affiliation or the Morlocks affiliation have both affiliations.

708.4 Move

708.4a Moving a non-equipment object is a one-shot modifier. To "move" a non-equipment object in play, that player picks up the object and then places the object in an empty position. (See rule 705.) 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 instructed to move the object, unless specifically stated otherwise.

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

Example: You use the power of Superman, Kal-El, the effect of which reads, "Move Superman." As this effect resolves, Superman can only be

moved to a row in an area you control. He must stay in the same area, hidden or visible, that he was in before.

708.4b   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.

708.4c   As part of moving a character from a visible area to a hidden area or vice versa, all equipment equipped to that character, except concealed—optional equipment, is put into its owner's KO'd pile.

708.4d   A player instructed to move two or more objects simultaneously picks up all those objects and then places those objects in empty positions. That player may not place more than one object in the same position.

708.4e   Moving an object between areas or rows of the in-play zone does not cause it to change zones.

708.4f   Moving a character to a front or support row or a resource to a resource row does not cause it to leave play or enter play and does not reset its timestamp.

708.4g   Moving a resource into a front or support row causes it to turn face up, leave play as a resource, and enter play as a character. (See rule 214.1.) Moving a character into a resource row causes it to turn face down, leave play as a character, and enter play as a resource. It's still a character card while revealed in the resource row afterwards. In both cases, the object's timestamp is reset, any counters on it are removed, and any modifiers affecting it in its previous position do not continue to do so (unless they specify that they do).

708.5   Power-up

708.5a   To "power-up" an attacker or defender you control is to give it +1 ATK/+1 DEF this attack. The modifiers from multiple power-ups are cumulative. The modifier is a "power-up modifier," but "becoming powered-up" is the act of applying the modifier. This is a continuous modifier with the duration "this attack." Characters you don't control can't become powered-up by modifiers you control. (See rule 708.5e.)

708.5b   Effects that trigger off a character becoming powered-up will trigger each time the modifier is applied. This is different from how most effects that trigger off something "becoming" something work. (See rule 502.6.)

708.5c   Any 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 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.)

708.5d   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.*

708.5e   Some cards state that certain characters "can't become powered-up." Because "becoming powered-up" is treated specially (see rule 708.5b), this phrase has a special meaning: If a character has such a "can't become powered-up" modifier affecting it, any power-up modifier that would be applied to that character is not created. Subsequently removing the "can't become powered-up" modifier will not reverse this.

> *Example: Kang, Kang Cobra reads, "Characters your opponents control can't become powered-up." New Teen Titans reads, "Power-up all Teen Titans attackers you control." Your opponent plays New Teen Titans. As New Teen Titans resolves, the power-up modifier is not created. Later during the same attack, if Kang becomes stunned, Teen Titans attackers won't become powered-up because the power-up modifier was not created.*

> *Example: Kang, Kang Cobra reads, "Characters your opponents control can't become powered-up." Quinjet reads, "Move and then power-up target Avengers attacker or defender you control." Your opponent uses Quinjet's power on an Avengers attacker he controls. As Quinjet resolves, the power-up modifier is not created, but the move modifier allows your opponent to move the character. Later during the same attack, if Kang becomes stunned, that Avengers character won't become powered-up because the power-up modifier was not created.*

708.6   Recover

708.6a   To "recover" a stunned character, its controller turns it face up; it retains the exhausted characteristic. This removes the stunned characteristic. This is a one-shot modifier.

708.6b   Non-stunned characters can't be recovered.

708.7   Reinforcement

708.7a   "Reinforcement" is a characteristic that a character may have. Characters attacking a character with reinforcement can't cause breakthrough. Modifiers that give reinforcement are continuous modifiers.

708.7b   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 an affiliation with and is adjacent to the defender.

708.7c   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.) A character has reinforced another character if the first is the source of a modifier that gives the second reinforcement. (See rule 701.10c.)

708.8   Replace

708.8a   Replacing a resource is a one-shot modifier. To "replace" a resource, its controller reveals it and 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 213.5h.)

Example: Clocktower reads, "Replace a face-down resource you control." As 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 you don't control a face-down resource as this effect resolves, you don't place the top card of your deck face down into your resource row.

708.8b   Some of these modifiers instruct a player to replace more than one resource at a time. All of the resources are chosen, and their controller reveals them and then KO's them. Then, for each resource that player KO'd, her or she 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 213.5h.)

708.8c   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**: *You play Air Strike, which 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." You KO a non-character card during Air Strike's resolution, but you don't have a card in your deck to put into your resource row face down. The targeted character does not get the additional +2 ATK because the non-character card was not replaced.*

708.9   Reveal

708.9a   To "reveal" is to make public a specified card or zone; this is a continuous modifier. The duration of the reveal is determined by the effect creating the reveal event. A player may not reveal a resource he or she does not control.

708.9b   Some payment power costs require revealing a card. This does not mean the card has to have been unrevealed beforehand; a card that's already revealed for some reason can still be revealed to pay such a cost. A face-up resource may not be revealed to pay such a cost.

708.9c   A player may reveal a face-down resource in 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 afterward if nothing else happens. If the resource has a payment power that is usable only while it is a revealed face-down resource, this lets such a power be used. In addition, if the resource has any continuous powers, such as reservist, those powers are active while the resource is revealed. (See rule 701.11b.)

> **Example:** *Moonglow reads "Reservist <p> Moonglow gains the affiliations of each character you control. <p> Activate, discard a card >>> You may search your deck for a Team-Up card, reveal it, and put it into your hand." While Moonglow is face down in your resource row, you may reveal Moonglow from your resource row any time you have priority. If you reveal Moonglow during your*

recruit step, while the chain is empty, Moonglow's reservist power lets you recruit Moonglow from the resource row. While Moonglow is a revealed face-down resource, she has the affiliations of each other character you control. However, her payment power can't be used, because it's not a payment power usable only while she is a revealed face-down resource.

708.9d Some payment effects have revealing the card that is the source of the effect from the player's hand as part of their cost, and say to put, or to optionally put, the revealed card into play as part of resolving. Such effects have the revealed card added to the chain from that player's hand, along with the effect, as it is revealed. If the effect leaves the chain before it resolves, the card is placed back into that player's hand; if the effect resolves, the card is placed into play by the modifier, or is placed back into that player's hand if the modifier does not put it into play.

708.9e A revealed face-down resource has special rules that apply to it. (See section 701.11.)

708.9f Some modifiers say to play with the top card of your deck revealed. If you are able to play or recruit the top card of your deck while such a modifier applies, the next card of your deck is not revealed until that card becomes played or recruited (see rule 505.1e). While such a modifier applies, if you are instructed to draw multiple cards, see rule 708.18b; if you are instructed to search and/or shuffle your deck, see rule 708.10c; if you are instructed to rally for multiple cards, see rule 708.19c.

708.10 Search

708.10a A player searching a non-public zone can fail to find any <description> card he or she is told to find by a modifier. The player doesn't have to state whether the failure to find was by choice or by absence. If a modifier tells a player to search a zone for "a card", that player must retrieve a card if that zone isn't empty. If a modifier tells a player to search a public zone for a <description> card, that player must retrieve a <description> card if one exists in that zone.

Example: Faces of Doom reads, "Search your deck for a card named Dr. Doom, reveal it, and put it into your hand." You play Faces of Doom. You have a Dr. Doom, Diabolic Genius in your deck. You may choose not to find this card.

Example: Something Is Coming reads, "Search your deck for a card and put it into your hand." You play Something Is Coming. If your deck is not empty, you must retrieve a card from it and put it into your hand.

708.10b If a modifier instructs a player to search a deck, the owner of that deck will shuffle that deck after the searching player is done searching. (See rule 213.2d.)

708.10c Some modifiers instruct a player to search a deck for a card or cards and put those cards into another zone and shuffle, or to shuffle and then put them on top of the deck. Each of these is a single game action with several parts. For each of these, modifiers causing a player to play with the top card of that deck revealed do not change which card is revealed during the action, but only do so once the action is complete.

Example: Lonar reads, "Each opponent plays with the top card of his deck revealed." Pan reads, "Whenever Pan causes breakthrough to a player, name a card. Search that player's deck for all non-character cards with that name and remove them from the game." If you control Lonar and Pan, and Pan causes breakthrough to an opponent, the revealed card goes directly from the card revealed before Pan's effect starts resolving to the card that's on top after Pan's effect is done resolving; the opponent does not get to see the cards that are momentarily on top during the shuffling, or any cards that are momentarily on top because the top card had that name and you removed it.

708.10d Some modifiers tell a player to search for all "copies of a card". This use of "copy" is different from the use in rules 708.2a–708.2e in that it means to look for cards that have the same printed name and version as that card. (See rule 708.2f.)

708.11 Stun

708.11a This event consists of turning a character face down and giving it the exhausted characteristic. This is a one-shot modifier.

708.11b 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."

708.11c Stun endurance loss occurs regardless of how the object became stunned.

Example: Robot Destroyer reads, "Activate, stun Robot Destroyer >>> Stun target character with cost 4 or less. Use only if you control

Dr. Doom." If you use Robot Destroyer's payment power, you will take 5 stun endurance loss, because Robot Destroyer becomes stunned as a cost to play the power. Your opponent will take endurance loss equal to the cost of the stunned character when Robot Destroyer's effect resolves.

708.11d If more than one event stuns a character simultaneously, 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 502.6.)

> *Example: You control Annihilus, who reads, "At the start of your attack step, you may stun target front row character." You may target an already stunned character—because you are not restricted to targeting a non-stunned character—but the already stunned character will not become stunned again. Stun endurance loss will not occur.*

708.11e A character has stunned another character if the first character stunned the second character during an attack conclusion. (See rules 602.7a and 602.7d.)

708.11f A character has stunned another character if the first is an attacker during a team attack which results in the second character becoming stunned during an attack conclusion. (See rule 602.7a.)

708.11g A card has stunned a character if the card was the source of a modifier or had a cost that stunned the character. No rule prevents a character from stunning itself.

708.11h As a character becomes stunned, remove all cosmic counters from it. (See rule 706.7c.)

708.11i A character with invulnerability (see rule 706.6) is not subject to stun endurance loss, and that character's controller ignores rules 708.11b and 708.11c if that character becomes stunned.

708.11j If a character would simultaneously lose invulnerability and become stunned, that character's controller ignores rules 708.11b and 708.11c.

> *Example: You control Krypto, who reads, "Cosmic: Invulnerability." An effect stuns Krypto. As he becomes stunned, all cosmic counters*

will be removed from him, and he will lose invulnerability. You will not take stun endurance loss.

708.11k While a character is stunned, its willpower becomes 0. Stunned characters can't gain or lose willpower. (See rule 211.3a.)

708.11l While a character is stunned, it loses and can't have any powers or keywords. Powers on objects that trigger off them leaving play are an exception to this rule. (See rule 502.4.) Because a stunned character has inactive text and no powers or keywords, it can't be a <keyword> card.

708.12 Transfer

708.12a Transferring an equipment is a one-shot modifier. To "transfer" an equipment, the controller of the modifier attaches it 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 visible character to a hidden character or vice versa, unless that equipment has concealed—optional, but only if it will also have concealed—optional on the character it is being transferred to. (See rule 701.22b)

708.12b 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." You control Pier 4 and a Fantastic Four character equipped with one equipment. You can transfer another equipment to that character.*

708.12c A player may not transfer equipment from a character with the stunned characteristic.

708.12d A player may not transfer equipment to a character he or she does not control. Equipment with "Equip only to an opposing character" are an exception to this rule and may be transferred only to such a character.

708.12e   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. You may not transfer this equipment to a character that does not have the Gotham Knights affiliation.*

708.12f   Transferring an equipment to a different character changes its timestamp. (See rule 515.5.)

708.12g   If a player is instructed to transfer more than one equipment to a character, those equipment are transferred one at a time. Before that player transfers each equipment, he or she must check whether it is legal to attach that equipment to that character at that time.

> **Example**: *Pier 4 reads, "Each Fantastic Four character you control can be equipped with up to two equipment." You control Pier 4; an unequipped Boris, Personal Servant of Dr. Doom; and a She-Thing equipped with Jetpack, Helm of Nabu, and Cloak of Nabu. You activate Dr. Fate's Tower to transfer all equipment from She-Thing to Boris. If you choose to transfer Jetpack first, the Fate Artifacts do not transfer because Boris is not a Fantastic Four character. If you choose to transfer either Fate Artifact first, then the other Fate Artifact is transferred as well. However, the Jetpack can't be transferred as Boris has his maximum allowed number of equipment attached to him.*

708.13 KO

708.13a   To KO an object is to reveal it and then put it into its owner's KO'd pile. Only cards in play can be KO'd.

> **Example**: *You play Attend or Die!, which reads, "If a character card would enter your KO'd pile from play during the build phase this turn, instead, remove it from the game." If a character card from your resource row is KO'd or replaced during the build phase this turn, Attend or Die! removes that card from the game, because it is revealed to be a character card before leaving play.*

708.13b   Unlike other actions taken to pay costs, putting an object into a KO'd pile to pay all or part of a cost can be replaced. If such an action is replaced, that cost is still satisfied.

708.13c Replacing putting an object into a KO'd pile does not replace that KO event. If a card says, "KO <an object>. If you do," and putting that object into a KO'd pile is replaced, the "if you do" is still satisfied.

> **Example**: *Cosmic Order reads, "You may KO a stunned character you control. If you do, each other player KO's a stunned character he controls." Threat Neutralized reads, "Ongoing: If a card would enter a KO'd pile from play, instead, remove it from the game." You play Cosmic Order with Threat Neutralized in play. As Cosmic Order resolves, you choose to KO a stunned character you control, so that character is KO'd and removed from the game. The "if you do" is satisfied—you did KO a stunned character, even though it went to a different zone—so each other player must KO a stunned character he or she controls.*

708.14 Mulligan

708.14a A mulligan is a one-shot modifier. 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. Once per game, after each player has drawn a four-card opening hand but before starting the first turn, each player may mulligan. 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. (See rule 101.6.)

708.15 Ready

708.15a To "ready" an object is to remove the exhausted characteristic from a character and give it the ready characteristic. This is a one-shot modifier.

708.15b A triggered power that looks to see if a character has readied will only trigger if the character makes the transition from exhausted to ready. A ready character being readied won't trigger such a power—it has no exhausted characteristic to remove.

708.15c A replacement modifier that looks to see if a character will be readied will only replace a "ready" event if the character is exhausted. If the character is not exhausted, then there is no transition from exhausted to ready to replace.

708.16 Exhaust

708.16a To "exhaust" an object is to remove the ready characteristic from a character and give it the exhausted characteristic. This is a one-shot modifier.

708.16b A triggered power that looks to see if a character has exhausted will only trigger if the character makes the transition from ready to exhausted. An exhausted character being exhausted won't trigger such a power—it has no ready characteristic to remove.

708.16c A replacement modifier that looks to see if a character will be exhausted will only replace an "exhaust" event if the character is ready. If the character is not ready, then there is no transition from ready to exhausted to replace.

708.17 Discard

708.17a To "discard" a card is to take a card from a player's hand and place it in that player's KO'd pile. This is a one-shot modifier.

708.17b Cards can only be discarded from a player's hand, never from any other zone.

708.17c If a player is instructed to discard two or more cards simultaneously, those cards are discarded one at a time.

708.17d Some cards have payment powers the cost of which includes discarding the card. Such powers exist only while the card is in a player's hand, as that's the only place a card can be "discarded" from; older cards were printed to specifically say that the power could only be used while the card was in your hand, while newer cards leave that text off. (See rule 500.2a.)

708.18 Draw

708.18a To "draw" a card is to take a card from the top of a player's deck and place it into that player's hand. This is a one-shot modifier. Not all actions that place a card into a player's hand are draw actions.

708.18b If a player is instructed to draw two or more cards simultaneously, those cards are drawn one at a time. If a 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 draws.

708.19 Rally

708.19a To "rally for a <description> card", reveal the top card of your deck. If it matches <description>, put it into your hand. Otherwise, put it on the bottom of your deck. The rally was successful if that card matched <description>.

708.19b To "rally for a <description> card of your choice", you must choose before revealing that card.

708.19c If a player is instructed to rally for multiple cards during the resolution of an effect, those cards are rallied one at a time. If a modifier is revealing the top card of that player's deck while this happens, the top card is revealed between each rally.

Glossary

Activate

This is a cost of an activated power. Paying a cost of "activate" requires exhausting the object with the activated power; such a cost can't be paid if the object is already exhausted.

Activated Power

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

Active

Text or modifiers can be either active or inactive. Active text generates powers. Stunned characters, equipment attached to stunned characters, and unrevealed face-down resources have inactive text. Boost, Cosmic, and Insanity can also cause text to be inactive. Otherwise, a card's text is active. Active modifiers modify the game in some way. A modifier may be applied, and hence created, yet still not be active, such as a "while <condition>" modifier whose condition is not currently true.

Additional Costs

Additional costs are extra costs required to put an effect on the chain or to flip a location. These costs are written after one of the following phrases: "to play," "to flip," or "to recruit." These are paid at the same time as recruit, threshold, or payment costs. (See rule 203.9a.)

Additional costs are continuous powers that function in the zone that the cards they apply to are played from. (See rule 203.9b.)

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.

Two characters are not adjacent to each other if they are controlled by different players. Two characters are not adjacent to each other if they are not both in the same area, hidden or visible. (See rule 213.5a.)

A resource is never adjacent to a character, and vice versa.

Affiliated

A character that has one or more affiliations is affiliated.

All Characters

Some effects can only be played, and some modifiers will only apply, while a condition is true for "all characters you control." If you don't control any characters, this condition is always false.

Ally

"Ally" is a tag keyword on character cards. Each ally card has a triggered power that triggers "whenever a character you control becomes powered-up" or "whenever a <description> character you control becomes powered-up." (See rule 707.2.)

Apply

A modifier is applied at the time its effect resolves and the modifier is created. For a one-shot modifier, this means that it has changed the game in some way. For a continuous modifier, this means the modifier has started to exist and is continuously modifying the game in some way as long as the modifier is active.

If a character has a "can't become powered-up" modifier affecting it, any power-up modifier that would be applied to that character is not created. Subsequently removing the "can't become powered-up" modifier will not reverse this. (See rule 708.5e.)

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 a visible area on the right of this empty column and a 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 with version Army are not limited by the "four per deck rule." (See rule **Error! Reference source not found.**.)

Characters with version Army do not have the unique characteristic. Rules for resolving recruit effects that check uniqueness (see rules 508.3b and 704.1) don't apply to resolving Army recruit effects.

As Though

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

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 you resolve 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 "defends."

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 cards have all received errata. Check the Official Card Reference for their updated wordings.

A character that "can't be attacked" can't be proposed as a defender. (See rule 601.3.) It can still become a defender through modifiers. Such modifiers can be applied to any character that meets the restrictions within the modifier's text, even if that character could not legally be attacked. (See rule 602.4a.)

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, becomes stunned, or is removed from an attack.

Attacks

A character "attacks" whenever it "becomes an attacker." The two terms mean the same thing. However, if a character "can't attack," it means only that it can't be proposed as an attacker. (See rule 601.2.) It can still become an attacker through modifiers. Such modifiers can be applied to any character that meets the restrictions within the modifier's text, even if that character could not legally attack the defender. (See rule 602.4a.)

Backup

"Backup" is a tag keyword on cards. Each backup card has an activated power that can be used only during the build phase. (See rule 707.3.)

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 502.6.)

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

Effects that trigger off a character "becoming powered-up" are an exception to this and will trigger each time the modifier is applied. (See rule 708.5b.)

Behind

A support row character is "behind" a front row character if both are in the same column, regardless of whether one or both are stunned.

Boost

Boost <cost>: <text>" is a keyword that represents two powers. The first power functions in any zone the card it's on can be played from, and means, "To play, you may pay <cost>." The second power varies by card type.. For character cards, see rule 706.2a. For plot twist cards, see rule 706.2b.

All boost costs are expressed in resource points unless noted otherwise. The phrase "Boost—<cost>: <text>" means the same thing, but <cost> will be an action, not a number of resource points.

Build

"Build" is an action that means "put a card from your hand face down into your resource row." Build is also the name of a phase. (See "phase" in the Glossary.)

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. (See rules 403.1 and 701.11.)

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. (See rule 403.2.)

Players can't reposition a resource unless instructed to by the game rules. (See rules 705.3 and 708.8.)

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. (See rule 403.4.)

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 an effect or modifier refers to a <version> card, it is referring to a card with the <version> version. Trait, affiliation, keyword, and class are handled in similar fashion.

Some modifiers refer to "cards" or "[type] cards." Such modifiers refer to cards in all zones.

A card in play is also an object.

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 a public zone. Players may not alter the order of effects or cards in the chain zone.

Characteristic

A characteristic is a factor that a card may have associated with it. A 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 enters play; and some indicate its status in the current combat.

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

> **Example**: *You control Phantazia. She is face down in the support row of your visible area and is not involved in combat. Phantazia has the following characteristics: exhausted, Marvel, range, stunned, support row, unique, and visible.*

Class

Character cards may have a tab below the illustration called the "class tab." Classes and traits are written there as "class—trait." (See section 207.)

The **Vs. System** includes the Mutant class.

The **Vs. System** includes the Energy, Mental, and Physical traits.

A class or trait indicates a card is part of a group of cards.

> ***Example****: Emma Frost, Friend or Foe reads, "Discard a Mental card >>> Turn target face-up resource you control face down. Use only once per turn." Any card with the Mental trait may be discarded to fulfill Emma Frost's cost.*

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 characteristic a character or equipment card may have. A card has this characteristic if it its hidden icon is lit and its visible icon is unlit.

Character cards with concealed enter play in the hidden area. (See rules 213.5c. and 701.21a.)

Equipment cards with concealed can only be recruited targeting a hidden character, and can only be legally attached to a hidden character. (See rule 701.21b.)

Cards that refer to cards "with concealed" refer to both cards with "concealed" and cards with "concealed—optional".

> ***Example:*** *Orb reads, "Activate, discard a character card with concealed >>> Draw a card." You can use Orb's power by activating Orb and discarding Owlman (a concealed—optional character) to draw a card.*

Concealed—Optional

"Concealed—Optional" is a characteristic a character or equipment cards may have. A card has this characteristic if its hidden and visible icons are both lit.

Character cards with concealed—optional may enter play in the hidden area. (See rule 213.5c.) This choice is made as part of putting the character into play. There is no

default for this choice.

Equipment cards with concealed—optional may be recruited targeting a hidden character. (See rule 302.3a.) This equipment is not put into its owner's KO'd pile as part of moving a character from a visible area to a hidden area, or vice versa. (See rule 302.7.) This equipment can be transferred from a visible character to a hidden character, or vice versa. (See rule 708.12.) This equipment can be legally attached to a hidden character.

Considered to

Some objects have a continuous modifier that indicates a player is considered to control a certain object. This does not give the player control over objects with the same name controlled by other players. Neither does this satisfy additional costs that require performing actions that use the certain object or use an object with that name. This does satisfy conditions worded "if you control <that certain object>."

> *Example*: *Boris, Personal Servant of Dr. Doom reads, "Activate, put Boris on the bottom of your deck >>> Search your deck for a plot twist card, reveal it, and put it into your hand. Use only if you control Dr. Doom." Both Doomstadts read, "You are considered to control Dr. Doom." If you control either Doomstadt, you can play Boris's activated power.*

> *Example*: *Mystical Paralysis reads, "To play, exhaust a Dr. Doom you control." Kristoff Von Doom reads, "You are considered to control Dr. Doom." You can't exhaust Kristoff Von Doom to 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."

A card or effect can't be controlled by more than one player simultaneously. 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. If a player gains control of a card or effect from a second player the second player gains control of it as the first player loses control of it. A card's owner can't change.

A player controls any modifiers generated by effects he or she played and any modifiers generated by continuous powers on objects he or she controls.

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.

Copy

"Copy" has two meanings.

A "copy of a card" is another card with the same printed name and version. (See rule 708.2f.)

To "copy an effect" means to put a new effect on top of the chain that is an exact copy of the original effect. (See rules 708.2a–708.2e .)

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 enters 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 enters 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 put on it. Stunned characters can't have cosmic counters. A cosmic character that enters play stunned does not enter play with a cosmic counter.

The phrase "Cosmic: <text>" means, "While this character has no cosmic counter on it, <text> is inactive." If the character has a cosmic counter on it, <text> is active and generates powers as normal; inactive text is treated as if it did not exist. A character can also have the cosmic keyword without having any text associated with that keyword.

Cosmic—Surge

"Cosmic—Surge" is a keyword on character cards that represents a continuous power and also a triggered power that functions in the in-play zone. (See rule 706.8.)

Characters with "cosmic—surge" have "cosmic" and follow all rules for characters with cosmic, except that they do not enter play with a cosmic counter—they ignore rule 706.7b. (See section 706.7.)

Characters with "cosmic—surge" have a triggered power that reads, "At the start of the recovery phase each turn, put a cosmic counter on this character."

Cards that refer to cosmic characters, or to characters "with cosmic," can refer to both characters with the "cosmic" keyword and characters with the "cosmic—surge" keyword.

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.)

Crossover

Some continuous modifiers from continuous powers will instruct a player to "crossover" some number of affiliations. This means that all characters that player controls, and all character cards that player owns, that have any of those affiliations have all of those affiliations.

> ***Example***: *Above and Below reads, "Ongoing: Crossover X-Men and Morlocks." You control Above and Below. This means that all characters you control, and all character cards you own in all zones, that have either the X-Men affiliation or the Morlocks affiliation have both affiliations.*

DC

"DC" is a characteristic that a card may have. A card has this characteristic if it has ever been printed with the DC icon.

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, becomes stunned, or is removed from an attack.

<u>Defends</u>

A character defends when it gains the "defender" characteristic and becomes a defender. Powers that trigger whenever a character "defends" or "becomes a defender" will trigger only once per character that becomes a defender.

A modifier other than 602.1g that gives a character the defender characteristic can be applied to any character that meets the restrictions within the modifier's text, even if that character could not legally be attacked by the attacker. (See rule 602.5a.)

A character "defends against" another character when it is attacked by that character. Powers that trigger whenever a character "defends against a <description> character" will trigger once per <description> character attacking.

<u>Different</u>

Two or more cards are "different" if they are not copies of each other. (See rule 708.2f.) A card is a "different version" of another if they have the same name but different versions.

<u>Direct Attack</u>

A player may be directly attacked if that player controls no non-stunned visible characters. When a direct attack resolves, the direct defender'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.

<u>Discard</u>

To "discard" a card is to take a card from a player's hand and place it in that player's KO'd pile. This is a one-shot modifier. (See rule 708.17a.) Cards can only be discarded from a player's hand, never from any other zone. (See rule 708.17b.)

If a player is instructed to discard two or more cards simultaneously, those cards are discarded one at a time. (See rule 708.17c.)

Some cards have payment powers the cost of which includes discarding the card. Such powers exist only while the card is in a player's hand, as that's the only place a card can be "discarded" from; older cards were printed to specifically say that the power could only be used while the card was in your hand, while newer cards leave that text off. (See rules 500.2a and 708.17d.)

Draw

To "draw" a card is to take a card from the top of a player's deck and place it into that player's hand. This is a one-shot modifier. Not all actions that place a card into a player's hand are draw actions. (See rule 708.18a.)

If a player is instructed to draw two or more cards simultaneously, those cards are drawn one at a time. If a 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 draws. (See rule 708.18b.)

Dual Loyalty

"Dual Loyalty" is a keyword that represents a continuous power that functions in any zone a card can be recruited from. The keyword "dual loyalty" means, "Recruit this card only if both its printed affiliations are among the affiliations of characters you control."

During

Some continuous modifiers say they apply "during <time period>," such as "<this> can't ready during the recovery phase." Like "while," this is not a duration, and does not cause a limitation on when the effect that makes this modifier can be played. (See rule 505.3.) Rather, it means that the modifier, once created, is active only during <time period>, and is inactive at other times; the modifier toggles on or off according to if the game is in <time period>.

Some continuous modifiers specify that a plot twist or payment power may be played or used "only during <time period>." These are restrictions on when the plot twist can be played or payment power can be used.

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. An effect that resolves or is negated leaves the chain. Effects can create modifiers or objects as they resolve.

Energize

Energize is a keyword that represents a triggered power. It means, "Whenever this character defends, ready it."

Enters a KO'd Pile

A card "enters a KO'd pile" when it is put into a KO'd pile from somewhere.

Enters Combat

A character "enters combat" when it attacks or defends.

A character "enters combat with a character" when it attacks that character or defends against that character.

Enters Play

A character "enters play" as part of it being put into a front or support row in the in-play zone as a character. An equipment "enters play" as part of it being put into the in-play zone as an equipment attached to a character. (See section 214.)

Epic

Plot twists with version "Epic" can't be negated by modifiers.

Equip

The event of attaching equipment to an object. As part of attaching a unique equipment to a character, that character's controller checks the uniqueness rule. (See rule 704.3.)

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 706.5.)

Stunning a character in this way will cause its controller to take stun endurance loss. (See section 708.11b.) Since stunning the character is the cost of this power, the stunning can't be replaced by any modifier. (See rule 513.5d.)

If a character uses evasion, the character with this power is the source of the stun since it is a cost of the character's power.

Exactly One <Something>

If a cost or modifier refers to "exactly one <something>," it is specifying "one and only one <something>."

This is different from a cost or modifier referring to "a <something>," which may not mean "one and only one <something>."

Exchange

Some effects or modifiers will instruct players to exchange the positions of objects.

An effect that attempts to exchange the positions of objects will check that the objects in the exchange still have appropriate characteristics, 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:*** *Eminent Domain reads, "Choose a face-up non–Team-Up resource you control and one an opponent controls. Exchange the positions of those resources, then turn them face down." You play Eminent Domain. As the effect resolves, you must choose a resource you control that is both face-up and non–Team-Up. Additionally, you must choose a resource an opponent controls. If there are no legal resources to choose for either of these choices, then the exchange will not occur.*

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.

First Attack or First Defense in a Turn

The phrase "your first attack this turn" means "your first attack this turn in which you control an attacker." An attack substep in which no characters you controlled actually became attackers during 602.1d does not count against this.

The phrase "your first defense this turn" means "your first defense this turn in which you control a defender or are defending directly." An attack substep in which no characters you controlled actually became defenders during 602.1g does not count against this.

Some modifiers say something occurs "during your first attack and defense this turn." This means during your first attack this turn, and also during your first defense this turn.

Flip

"Flip" is an action that means "to turn a location face up." Location cards may only be flipped face up from the resource row. This is also called "flipping a location," and it causes the resource to acquire the type "location" in addition to the "resource" type it had before. (See rule 303.2.)

Some effects may instruct you to flip a coin. (See "Coin Flip" in the Glossary.)

Free

"Free" is a cost a payment power may have. This is the same has having a cost of "pay 0 endurance."

A few older cards were printed with the text "pay 0 endurance." These cards have all received errata and now use the word "free."

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.

Game Text

Game text is any non-italicized text in a text box (see rule 210.1). It doesn't include flavor text or reminder text.

Hidden

"Hidden" is a characteristic that a character may have. (See rule 701.17.) A character has the hidden characteristic while it is in a hidden area. (See rule 213.5c.) A proposed defending character must not be hidden. (See rule 601.3e.) A character always has either the hidden characteristic or the visible characteristic, but never both.

Hunter

"Hunter" is a keyword that represents a triggered power. It means, "When this card enters play, choose an opposing character. That character becomes hunted by you."

Only one character can be hunted by each player at a time. As a character becomes hunted by a player, all other characters stop being hunted by that player. A character also stops being hunted by a player if it stops being opposed to that player. A character that leaves play stops being hunted by all players.

Identity

After some character card names, there is a diamond (<>) symbol followed by text. That text is the printed identity of the character. The naming format for these characters is "Name <> Identity." If a character's name isn't followed by a diamond, its printed name is also its identity. A character's identity is ignored when determining the uniqueness of that character.

Characters usually have one identity, but they can gain more. Two characters share an identity if one or more of their identities match. The matching identities need not be printed identities.

Illuminati

The members of the Illuminati are: Black Bolt, Dr. Strange, Iron Man, Mr. Fantastic, Professor X, and Sub-Mariner. A character with any of these names is a member of the Illuminati regardless of its versions, identities, or additional names.

To choose "two different members of the Illuminati", choose two names from the list of members of the Illuminati, then choose two characters, each of which must have a different one of the chosen names (regardless of any other names it has).

If a member of the Illuminati refers to "different members of the Illuminati", it means different as described above, not different from that member.

In Combat

A character is in combat while it is an attacker or a defender. A character is in combat with another character while attacking or defending against that character. A character defending against a team attack is in combat with each attacker. Two characters are not "in combat with" each other if both are attacking.

Inactive

Text or modifiers can be either active or inactive. Inactive text does not generate powers or keywords. Inactive modifiers are not currently modifying the game, even though they still exist. If a modifier becomes active before its duration ends, it will resume modifying the game in some way.

Stunned characters, equipment attached to stunned characters, and unrevealed facedown resources have inactive text. Boost, Cosmic, and Insanity can also cause text to be inactive. Otherwise, a card's text is active. Inactive text is treated as though it does not exist. However, it can still be seen by modifiers looking for "printed" text; it's still printed on the card even while inactive.

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 who has the initiative.

Insanity

"Insanity" is a keyword that represents a continuous power that functions in all zones. The phrase "Insanity: <text>" means, "<text> is active only if this card started the game in an insane deck." This may add text inside an existing power or modifier, or it may produce separate modifiers, depending on where the keyword appears. (See rule 706.15.)

A deck is "insane" if it has no more than one copy of each card. The first time each game a player reveals a card with the insanity keyword to an opponent, the player must announce whether or not their deck is insane. The player may announce it before this occurs, if they wish.

Invulnerability

"Invulnerability" is a keyword that represents a continuous power that functions in the in-play zone. Characters with invulnerability ignore rules 708.11b and 708.11c. 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 706.6.)

> **Example**: *Storm, Leader of the Morlocks reads, "During the combat phase, characters adjacent to Storm have invulnerability unless they are in combat." You control Storm and Tommy, a character with evasion. Tommy is adjacent to Storm. During the combat phase, before you propose an attack, you play Tommy's evasion. You don't take stun endurance loss, because Tommy has invulnerability.*

KO

This is an event that reveals an object and then puts it into its owner's KO'd pile. Not all events that put an object into a KO'd pile are KO events.

Unlike other actions taken to pay costs, putting an object into a KO'd pile to pay all or part of a cost can be replaced. If such an action is replaced, that cost is still satisfied.

Replacing the action of putting an object into a KO'd pile does not replace that KO event. If a card says, "KO <an object>. If you do," and the action of putting that object into a KO'd pile is replaced, the "if you do" is still satisfied.

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. If a leader refers to an adjacent character, it's referring to a character adjacent to itself.

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 only if you control a character that shares at least one affiliation with this card."

Loyalty—Reveal

"Loyalty—Reveal" is a keyword that represents a continuous power that functions in any zone a card can be recruited from. The keyword "loyalty—reveal" 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 in your hand or resource row that shares an affiliation with this card."

Cards that refer to cards "with loyalty" refer to both cards with the "loyalty" keyword and cards with the "loyalty—reveal" keyword.

Marvel

"Marvel" is a characteristic that a card may have. A card has this characteristic if it has ever been printed with the Marvel icon.

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 chooses 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 cost-

related restriction that you can't choose that choice unless you have the materials with which to pay available to you. (See rule 203.7a.)

Modifier

As an effect resolves off the chain, it can create one or more modifiers. 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. (See rule 708.4.) That player picks up the object and then places the object in an empty position. (See rule 705.) 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 instructed to move the object.

> *Example: Burn Rubber reads, "You may move target character you control." As this effect resolves, it creates a one-shot modifier. The character is picked up and then placed in an empty position in your front 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." As this effect resolves, Superman can only be moved to a row in the area controlled by the player who played the effect. He must stay in the same area, hidden or visible, that he was in 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 a visible area to a hidden area or vice versa, all equipment equipped to that character, except concealed—optional equipment, is put into its owner's KO'd pile.

A player instructed to move two or more objects simultaneously picks up all those objects and then places those objects in empty positions. That player may not place more than one object in the same position.

Mulligan

A mulligan is a one-shot modifier. 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. Once per game, after each player has drawn a four-card opening hand but before starting the first turn, each

player may mulligan. 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. (See rule 101.6.)

Must Attack If Able

Some modifiers state that a character "must attack each/this turn if able" or "must attack [a specified character] if able." This means that character's controller can't pass priority if he or she could legally propose an applicable attack with that character and it hasn't already attacked this turn. (See rules 407.5 and 601.2–601.4.)

If a character is affected by one or more modifiers that say it "must attack [a specified character] if able", it can be proposed as an attacker only if such a [character] is proposed as the defender. However, if all such proposals would be illegal, any other legal defender can be proposed, or that character need not attack at all.

Mutant Trait

"Mutant traits" are traits associated with the Mutant class. There are three Mutant traits: Energy, Mental, and Physical.

Name

A card's name appears across the top of the card. After some character card names, there is a diamond (<>) symbol followed by text. That text is the printed identity of the character. The naming format for these characters is "Name <> Identity". If a character's name isn't followed by a diamond, its printed name is also its identity. A character's identity is ignored when determining the uniqueness of that character.

If an effect or modifier refers to the name of the card that produced it, it is only referring to the card that put the effect on the chain or whose text produced the modifier, and not to any other instance of that card, with the clarifications listed in 201.2a-201.2e.

Some modifiers can change the name of a card. This changes all references to that specific card by name in its powers to use the new name. This does not change the name in wordings like "cards named <name>," as these are referring to any card named <name>, not to this specific card.

Some modifiers indicate that a character gains some of the powers found on a second character. All references to the second character by name in the gained powers are changed to the name of the first character. This does not change the names in wordings like "cards named <name>," as these are referring to any card named <name>, not to the second character card.

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 cards were printed with the text "non-ongoing plot twist effect." These cards have been changed to say "effect from a non-ongoing plot twist." 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 effect from a non-ongoing plot twist."*
> *Dynamic Duo is an ongoing plot twist with the text "Gotham Knights characters can't be stunned while team attacking this turn," before the word "ongoing."*
> *Dynamic Duo's effect is added to the chain but can't be negated by Fizzle, because Dynamic Duo is an ongoing plot twist.*

Non-Unique

"Non-Unique" is a version that a character or location may have. Cards with version "non-unique" don't have the unique characteristic. (See rule 701.15.)

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."

Negative numbers in the **Vs. System** are used only for purposes of raising or lowering values. Negative endurance totals are an exception in two ways: (See section 104.)

While comparing endurance totals, negative totals are not treated as 0.

If a player's endurance total "becomes equal to" or "switches with" another player's negative endurance total, that other player's total is not treated as 0.

Object

An object is a **Vs. System** card in the in-play zone. An object is still a card. A face-up object can be referenced by its name.

An unrevealed face-down resource can't have any characteristics, text, icons, and so on, other than the resource, ready, or exhausted characteristics.

A revealed face-down resource has all of its characteristics, except that it can't have the object types "location," "equipment," "character," or "plot twist." It only has the object

type "resource." In addition, it can't have any powers except continuous powers, and payment powers that are usable only while it is revealed. It can still 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 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.

Opposing

An opposing card or effect is one controlled by an opponent. An opposing player is an opponent.

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 appropriate zone of its owner.

Some modifiers refer to cards a player "owns." Such modifiers are referring to cards that player owns in all zones. (See rule 511.2a.)

Pay X ATK/DEF

Some payment powers have a cost of "Pay X ATK this turn" or "Pay X DEF this turn" where X is a numeric value. (See rule 203.6d.) These costs can't be paid unless the character with this power has at least that amount of ATK or DEF. (See rule 203.3.) Paying an ATK or DEF cost creates a continuous modifier that gives the character "-X ATK this turn" or "-X DEF this turn." This modifier is timestamped at the time the cost is paid and interacts normally with other continuous modifiers.

Phase

The game has four phases: draw, build, combat, recovery. Players share the phases of each turn. Some phases have steps associated with them.

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 a recruit effect resolving or a one-shot modifier.

Position

"Position" denotes a unique space that an object may occupy in the in-play zone. (See rule 705.) 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 an attacker or defender you control is to give it +1 ATK/+1 DEF this attack. The modifiers from multiple power-ups are cumulative. The modifier is a "power-up modifier," but, "becoming powered-up" is the act of applying the modifier. This is a continuous modifier with the duration "this attack." Characters you don't control can't become powered-up by modifiers you control. (See rule 708.5e.)

Effects that trigger off a character becoming powered-up will trigger each time the modifier is applied. This is different from how most effects that trigger off something "becoming" something work. (See rule 502.6.)

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.

Some cards state that certain characters "can't become powered-up." Because "becoming powered-up" is treated specially (see rule 708.5b), this phrase has a special meaning: If a character has such a "can't become powered-up" modifier affecting it, any power-up modifier that would be applied to that character is not created. Subsequently removing the "can't become powered-up" modifier will not reverse this.

Press

"Press" is a keyword on character cards that represents a triggered power which functions from the chain. The keyword "press" means, "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." (See rule 706.12.)

Press can't reduce additional costs, because cost reductions are applied before additional costs are added. Press is applied after all other cost reductions. (See rule 505.1d.)

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.

Printed

A card's printed information is exactly what is printed on the card, only taking into account changes to a card's text that appear in the Official Card Reference. (See rule 100.3.) Any time an effect or modifier looks for a card's "printed" information, it looks only at what physically appears on that card, ignoring what the card may have gained or lost due to modifiers, or its text being active or inactive.

If an effect or modifier does not specify that it looks for "printed" information, it will find the card's current information, which includes what the card may have gained or lost due to modifiers, or its text being active or inactive, which may differ from what is printed.

Priority

A player's option to take a new 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 while the chain is empty, 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 213.6 for information on the chain.) To progress to the next phase, step, or substep, follow rules 216.2a–216.2e.

No player has priority while taking an action, resolving an effect, or playing an effect.

Protected

"Protected" is a characteristic that a character may have. A character is protected while it is in a support row and there is a non-stunned character in the front row that shares a column with it. 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.

Rally

To "rally for a <description> card", reveal the top card of your deck. If it matches <description>, put it into your hand. Otherwise, put it on the bottom of your deck. The rally was successful if that card matched <description>. (See rule 708.19.)

To rally for a "card of your choice", you must choose before revealing that card.

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. Non-stunned characters can't be recovered. (See rule 708.6b.)

Recruit

To recruit a character or equipment means to announce it, put it on the chain, and pay its costs.

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 can't cause breakthrough.

Defending players may play a reinforcement game-based effect following the rules outlined in rule 708.7b.

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.)

Remains

Some activated effects create a modifier that does something "while <card name> remains exhausted." <Card name> has not remained exhausted if it readied between the time the activated effect was played and resolved. If it did, the modifier is not created. (See rule 513.1b.)

Replace

"Replace" is an event 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 213.5h.)

Some modifiers instruct a player to replace more than one resource simultaneously. 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 213.5h.)

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.

A cost that includes replacing some number of resources can't be paid by a player that does not have at least that number of cards in his or her deck.

Replacement Modifier

Modifiers that use both "would" and "instead" are replacement modifiers. A replacement modifier replaces an event that is about to happen with another event, before the replaced event can happen. The replaced event never happens; any powers or modifiers that would have triggered off the replaced event will not trigger.

A replacement modifier may replace an event any time, even during the resolution of an effect.

In order for a replacement modifier to replace an event, the replacement modifier must exist before the event would happen.

Reservist

"Reservist" is a keyword that represents a continuous power that functions in the resource row of the in-play zone.

Character cards are always face down in the resource row, but they may be revealed any time their controller has priority. (See rules 701.11f and 708.9c.) Revealing a reservist character card allows a player to recruit the card from the resource row.

If a player recruits a reservist character card from his or her resource row, that player may put a card from his or her hand face down into his or her resource row where the reservist character card was as part of putting the reservist card onto the chain. (See rule 505.1.)

A player recruits a reservist character card by following the applicable steps for playing effects, with the exception mentioned in 706.11b. (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 701.11.)

An unrevealed face-down resource can't have any characteristics, text, icons, and so on, other than the resource, ready, or exhausted characteristics.

A revealed face-down resource has all of its characteristics, except that it can't have the object types "location," "equipment," "character," or "plot twist." It only has the object type "resource." In addition, it can't have any powers except continuous powers, and payment powers that are usable only while it is revealed. It can still 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 player may not reveal a face-down resource he or she does not control. A player may satisfy a cost of revealing a card by revealing a card that is already revealed. A revealed

face-down resource will have its continuous powers, and any payment powers that are usable only while it is revealed, but no other powers. (See rules 701.11f and 708.9c.)

A revealed face-down resource has its normal characteristics, 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 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 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 <description> card or cards that he or she is instructed to find by the effect in a non-public zone. (See rule 708.10.) If the player is instructed to search for "a card", that player must retrieve a card if the zone is not empty. If the player is instructed to search for a <description> card in a public zone, that player must retrieve a <description> card if one exists in that zone. Any time a player searches a deck, the owner of the deck will shuffle it afterwards. (See rule 213.2d.)

Share

Effects, play restrictions, and game rules may check if a card shares a characteristic, a value, or an affiliation with another card. A card shares "a <something>" or "an <something>" with another card if it shares at least one <something> with it. A card shares its own characteristics with itself. A card that does not have a certain characteristic, value, or affiliation can't share it with any card, including itself. A group of no cards can't share anything.

Shift

"Shift" is a keyword that represents three powers. Payment effects from these powers can't be negated by players:

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.

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

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

A card is "shifted" if it was removed from the game shifted and has since remained in that RFG zone. While shifted, a card gains the shift keyword if it doesn't already have it. A shifted card can't have shift counters in excess of its cost. A card that isn't shifted can't have any shift counters on it. Shifting a card into play invokes the uniqueness rule.

Step

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

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 or substep, the primary player is the player whose step it is. Outside of a step, the player who has initiative this turn is the primary player.

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

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. The latter is referred to as "stun endurance loss."

Stunned

"Stunned" is a characteristic. Stunned characters can have many of the same characteristics 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 have the "attacker," "defender," "team attacker," or "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 can't gain or lose willpower. (See rule 211.3a.) While a

character is stunned, it loses and can't have any powers or keywords. (See rule 701.12f.) Powers on objects that trigger off them leaving play are an exception to this. (See rule 502.4.) Because a stunned character has inactive text and no powers or keywords, it can't be a <keyword> card.

Substitute

"Substitute" is a keyword on character cards that represents a payment power that functions in the hand. The keyword "substitute" means, "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 only if this card is in your hand and only during your recruit step." (See rule 706.14a.)

The revealed card goes onto the chain with this effect. If the effect leaves the chain before resolving, or if the modifier's controller does not remove an appropriate character from the game, the revealed card goes back to its owner's hand. (See rule 708.9d.)

To "substitute" a character is to put it into play through a substitute effect.

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.

Swap Clause

Some effects have a swap clause. These clauses use the word "instead" without also using the word "would." (See rule 508.2j.) They are neither replacement modifiers nor replacement costs. They are swapping one action for another under certain circumstances, and are written "<action>. If <condition>, instead, <other action>." This is the same as "If <condition>, <other action>. Otherwise, <action>." (See rule 508.2f.)

Switch

Some effects or modifiers will instruct players to switch two numeric values in the game.

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

Tag

Tags are versions or keywords that identify groups of cards. There are no rules to learn for them.

The following tag keywords identify cards with similar powers: Ally, Backup, and Vengeance.

Target

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

Targeting

An effect is "targeting" an object or card if it is on the chain with that object or card as the target.

A card is "targeting" another card if the first is representing a recruit effect on the chain with the second as the target.

> **Example:** *Batmobile, Burn Rubber reads, "While targeting or equipped to Batman, Batmobile has concealed—optional. <p> Free >>> Move target Gotham Knights character you control to your support row. It has reinforcement this turn. Use only once per turn." You control a non-Batman character with Batmobile attached. If you play the payment power with Batman as its target, Batmobile does not have concealed—optional; it isn't "targeting Batman" because a card only targets while it's a recruit effect on the chain. The effect, however, would be targeting Batman. If Batmobile were instead on the chain with Batman as its target, then it would have concealed—optional.*

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 a character has while attacking during a team attack. 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, becomes stunned, or is removed from an attack. Modifiers that cause a character to become an attacker during a team attack also cause that character to gain the team attacker characteristic.

Team Attacking With

A character is team attacking with another character if both are team attacking at the same time.

Team Attacks

A character "team attacks" whenever it "becomes a team attacker." The two terms mean the same thing. However, if a character "can't team attack," it means only that it can't be proposed as a team attacker. (See rules 601.2 and 601.5.) It can still become a team attacker through modifiers. Such modifiers can be applied to any character that meets the restrictions within the modifier's text, even if that character could not legally team attack the defender. (See rule 602.4a.)

Terraform

"Terraform" is a keyword on cards that represents a payment power that functions in the hand. The keyword "terraform" means, "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 only if this card is in your hand and only during your recruit step." (See rule 706.13.)

The revealed card goes onto the chain with this effect. If the effect leaves the chain before resolving, or if the modifier's controller does not return a face-down resource to his or her hand, the revealed card goes back to it owner's hand. (See rule 708.9d.)

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 game text. If somehow there are two or more <somethings> that qualify, the controller of the effect or modifier chooses one to be referred to. 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 cost 3 or less. That character's controller reveals his hand and discards all character cards that share a name with that character." Tim Drake <> Robin, Young Detective reads, "If a team attacker you control would become stunned, instead, you may choose another team attacker you control. If you do, stun the chosen character." A player is team attacking with Tim Drake and Dawn Granger <> Dove. Another player plays Search and Destroy on Tim Drake. Tim Drake's controller replaces his stun with stunning Dawn Granger <> Dove. Even though Dawn Granger <> Dove was the character actually stunned, "all character cards of the same name" still refers to Tim Drake.

Example: Anarchist, Tike Alicar reads, "Whenever a character becomes stunned by an attacker or defender while Anarchist is team attacking, KO that 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 effect 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 that stunned character" becomes meaningless. Rather, it is referring to the character that was stunned the last time the card's text referred to it.

Trait

Each class has several traits associated with it. (Also see "Class" in the Glossary.)

The **Vs. System** includes the Energy, Mental, and Physical traits.

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 visible character to a hidden character, or vice versa, unless that equipment has concealed—optional, but only if it will also have concealed—optional on the character it is being transferred to. (See rule 701.22b.)

Transferring equipment does not re-recruit it.

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

If a player is instructed to transfer equipment another player controls onto a character that the first player controls, the first player becomes the controller of the equipment as part of transferring it.

If a player is instructed to transfer more than one equipment to a character, those equipment are transferred one at a time. Before that player transfers each equipment, he or she must check whether it is legal to attach that equipment to that character at that time.

Transferring a unique equipment to a different character causes uniqueness to be checked for that equipment.

Transferable

Transferable is a keyword that some equipment have. Transferable cards have the following triggered power: "At the start of your formation step, you may transfer this card."

This effect is added to the chain after you finish rearranging your characters.

Turn

A **Vs. System** game is composed of turns. Each turn has four phases: draw, build, combat, and recovery. After all phases of a turn are 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 section 4.)

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 have one or more of the types "character," "location," "equipment," "plot twist," or "resource." (See rule 213.5b.) A <type> object is also called a <type>.

Effects can have one or more of the types "activated," "game-based," "recruit," "payment," "power-up," or "triggered."

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

In addition, some effects are described as "<card type> effects" or "effects from a <card type>." This means the source of the effect was a <card type> card, but not necessarily a <card type> object. Some powers are described as "<card type> powers." This means the power exists on a <card type> card, but not necessarily on a <card type> object. A triggered effect from a delayed triggered modifier is never a <card type> effect, regardless of the source of that modifier. (See rule 513.4b.)

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

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 affiliations is unaffiliated. "Unaffiliated" is not itself an affiliation.

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 or substitute effect for a unique character, shifting a unique character into play, flipping a unique location face up, or attaching a unique equipment to a character, its controller puts each other unique object he or she controls with the same name as that unique card into its owner's KO'd pile. Uniqueness is not checked at any other time. (See section 704.) Unique equipment has the version "unique," which gives it the unique characteristic. (See rule 202.8.)

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." 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 modifier KO's that character.

Other uses of "unless," as in "<Perform action> unless <condition>," use the usual English meaning of "If <condition is not true>, then <perform the action>." These do not involve an optional second action; both simply check whether the condition is currently true, to see if the <action> will be performed.

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.

Vengeance

"Vengeance" is a tag keyword on character cards. Each vengeance card has a triggered power that triggers, "Whenever <character name> becomes stunned." (See rule 707.4.)

Version

The text appearing immediately below the name of a card is the version of that card. (See section 202.)

A card with two versions (AB) has the "same version" as another card with versions AB, but a "different version" than a card with versions AC or a card with only version A. However, all four cards "share" version A.

Visible

"Visible" is a characteristic that a character may have. (See rule 701.18.) A character has the visible characteristic while it is in a visible area. (See rule 213.5c.) A character can't have both the hidden and visible characteristics simultaneously, 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 and with these rules.

While

Some continuous modifiers read, "While <condition>, <modifier>," or, "<modifier> while <condition>." This is not a duration and does not cause a limitation on when the effect that makes this modifier can be played. (See rule 505.3.) Rather, it means that the modifier is active only while <condition> is true and is inactive while <condition> is false. (See rule 513.1a.) The modifier may turn on or off repeatedly if whether <condition> is true keeps changing.

Willpower

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

Word

Some modifiers look "for a card with the word "<text>"" on some part of it. <Text> on such a part of a card only matches if it's a whole word.

Example: *Rick Jones, Monster's Best Friend reads, "[Activate] >>> Rally for a card with the word "Hulk" in its name or game text." Hulking, Hulkbuster Armor, and She-Hulk are all unsuccessful rallies for this power.*

Example: *At Your Service reads, "Search your deck for a card with the word "Batman" in its name, identity, or game text. Reveal that card and put it into your hand." You may retrieve a copy of Superman/Batman Robot or At Your Service in your deck with it.*

You

"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.

Zone

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."

Credits

Vs. System TCG lead game designer: Mike Hummel

Rules team: Paul Ross (lead), Dave DeLaney, David Harris, Edwin Teh

Additional rules development: Eric Bess, Alex Charsky, Chad Daniel, Shawn Doherty, Jeff Donais, Scott Elliott, Tay Howland, Mike Hummel, David Humpherys, Matt Hyra, Danny Mandel, Frank Oquendo, Eric Tice, Mitchell Waldbauer, Andrew Yip

Editing: Cate Gary (lead), Kate Sullivan

Contacts

For general questions regarding UDE programs, please contact the appropriate office:

North America and other unlisted territories:

Upper Deck Entertainment
5909 Sea Otter Place
Carlsbad CA 92008

Tel.: (800) 873-7332
Fax: (800) 366-6302
Email: ude@upperdeck.com

Europe:

Upper Deck Entertainment
Flevolaan 70
1382 JZ Weesp
The Netherlands

Email: tournaments@upperdeck.nl

For rules questions, please email ude@upperdeck.com.

For specific judge certification questions, please email judge@upperdeck.com.