



HELLBOY™

THE
ESSENTIAL
COLLECTION



UPPER DECK
ENTERTAINMENT®

HELLBOY™

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1. GAME OVERVIEW

As you read through these rules, you will encounter new terms. Any time you see a word in bold, you can look it up in the glossary at the end of this rulebook.

The first rule of the *Hellboy* TCG is that the card is always right. This means you should always do what a card says, even if the rules say something different.

Winning: Each player starts the game with 50 endurance and loses endurance as his or her characters attack and defend. If you reduce your opponent's endurance to 0 or less while staying at a higher endurance yourself, you win! Endurance totals are compared at the end of each turn.

Priority and the initiative: If you have priority, it means you may do something. In this game, players share each turn, but one player has the **initiative**, which means he or she gets **priority** first each **phase**. At the end of each turn, the initiative passes to the other player.

Ready and exhausted: Cards come into play **ready** (upright). To attack with a character, you **exhaust** it (turn it sideways). At the end of each turn, you **ready** each card in play (turn it upright again) to reset it for the next turn.

This is what cards look like when they are ready and exhausted.

READY



EXHAUSTED



1.1 Turn Overview

Each turn has four phases. Here's a quick introduction to what happens on a turn when you have the initiative. For more details, check out the "Playing a Turn" section.

Draw phase: Each player draws two cards.

Build phase: You may choose one card from your hand to **build** as a resource by putting it face down into your **resource row**. Next, you **recruit** characters and/or equipment. Then, your opponent may build a resource and recruit.

Combat phase: You propose attacks with your characters against your opponent's characters. A character that falls in combat becomes **stunned** (turned face down and exhausted). After you're done, your opponent can propose attacks with any of his or her ready characters.

Recovery phase: Each player chooses one stunned character and **recovers** it (turns it face up). All other stunned characters are **KO'd**. Lastly, **ready** all cards in play (turn them upright), then the initiative passes to your opponent for the next turn.

II. CARD TYPES

There are four card types in the *Hellboy* TCG: characters, equipment, plot twists, and locations. All cards have:

Name

The title on the top line of a card is its **name**. Some cards have a line of smaller text underneath the name, called a **version**, to differentiate them from other cards with the same name. Two cards with the same name but different **costs** will have different versions, like *Hellboy*, *Anung Un Rama* and *Hellboy, Right Hand of Doom*. For more about versions, check out the "Deckbuilding" section.

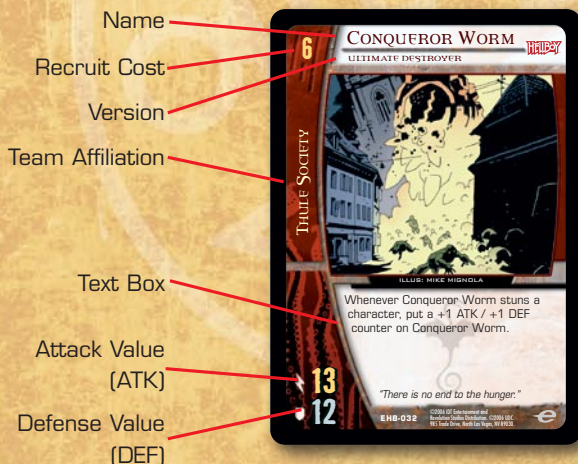
Text Box

A card's text box is where you find its **powers**.

2.1 Characters

You recruit characters, such as Hellboy, to fight for you. Most characters have red borders. Characters with black borders are discussed in the “Hidden Area” section.

In addition to a name, version, and text box, all characters have:



Cost

The number in a character's top left corner is its recruit cost. This is how many **resource points** you must pay to recruit the character. You only have resource points during your **recruit step**, so that's the only time you can recruit a character.

Team Affiliation

A character's team affiliation is printed to the left of its art. A character's team affiliation is important for **team attacking** and **reinforcement**, which are discussed in the “Combat Phase” section.

ATK and DEF

The two numbers in the bottom left corner of a character card are its ATK and DEF. The upper number, ATK, is how hard the character hits, and the lower number, DEF, is how tough the character is to take down.

2.2 Equipment

You recruit equipment cards onto your characters to improve them. A character can usually be equipped with only one equipment at a time. Equipment cards have grey borders. Some cards allow you to **transfer** equipment. To transfer an equipment, you move it from one character to another.



Cost

Like characters, each equipment has a recruit cost in its top left corner. This is how many **resource points** it costs to recruit the equipment from your hand during your **recruit step**.

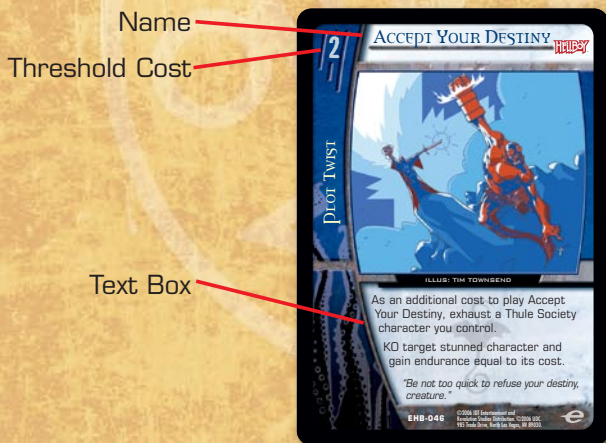
2.3 Plot Twists

Plot twists represent some of the tricks and surprises that your characters use in combat. Plot twists have blue borders.

Plot twists that you play from your hand are placed into your **KO'd pile**. However, plot twists can be played from your **resource row** as well.

To **play** a plot twist from your resource row, turn it face up and follow the instructions in its text box. After you do, it stays in your resource row and still counts as a resource, but it can't be played

again while it's face up. If a plot twist has the **ongoing** keyword, the text after that keyword is **active** while the plot twist is face up in a resource row.



Cost

Unlike characters and equipment, each plot twist has a threshold cost rather than a recruit cost. This means you can play it any time you have priority, as long as its threshold cost is less than or equal to the number of resources you control. You can play as many plot twists as you want each turn.

Example: You have three resources in your resource row and a plot twist card with cost 2 in your hand. Any time you have priority, you can play that card by revealing it to your opponent, doing what its text says to do, and putting it into your KO'd pile.

2.4 Locations

Locations give your characters the advantage of fighting on their home turf or using their hangouts and secret lairs. Locations have green borders.



Unlike plot twists, locations can be flipped only from your **resource row**. Locations that you flip from your resource row stay face up in your resource row and still count as resources.

Cost

Like plot twists, each location has a threshold cost rather than a recruit cost. This means you can flip a location face up in your resource row any time you have priority, as long as its threshold cost is less than or equal to the number of resources you control.

Once you flip a location face up, its **powers** become **active**. Check out the next section to learn about the types of powers a card can have.

III. GAME CONCEPTS

3.1 Powers

A card in play usually has one or more **powers** in its text box. There are three types of powers:

1) **Payment** powers have an arrow (→) in their text. The text before the arrow is the **cost** you pay to use the power, and the text after the arrow is what happens when you do. You can use a payment power any time you have priority.

Some payment powers have the word “activate” in their costs. To **activate** a card, you **exhaust** it (turn it sideways). You can’t activate an exhausted card. For example, Liz Sherman, Uncontrolled Power says, “Activate → Each player loses 8 endurance.” If you exhaust her to use her power, both players lose 8 endurance.

2) **Triggered** powers involve the words “when,” “whenever,” or “at the start.” A triggered power waits for a specified event to happen and then does something. For example, Conqueror Worm says, “Whenever Conqueror Worm stuns a character, put a +1 ATK / +1 DEF counter on Conqueror Worm.” This power waits for Conqueror Worm to stun a character. Whenever that happens, the power triggers and puts a +1 ATK / +1 DEF counter on Conqueror Worm.

3) **Continuous** powers are powers that are neither payment nor triggered. A continuous power on a card is continuously **active** while that card is face up in play. For example, Hellboy, Little Boy has a power that says, “Hellboy gets +1 ATK for each other B.P.R.D. character you control.” While Hellboy is face up in your front or support row, his ATK is increased by the number of other B.P.R.D. characters you control.

3.2 Uniqueness

Most characters are unique. Only characters with version Army are not unique. Locations are also unique unless they say otherwise.

The uniqueness rule applies as you put a unique character you’ve recruited into play, or as you flip a unique location in your resource

row. In both cases, you must put all other unique cards in play you control with the same name as that character or location into the KO'd pile.

For example, if you control a card named Hellboy and you recruit another Hellboy of any cost, you must put the first into the KO'd pile as the second comes into play.

Equipment is not unique unless it says otherwise. There are no unique equipment cards in the *Hellboy* TCG.

Plot twists are never unique. You can play as many plot twists with the same name as you want.

3.3 Zones

A zone is any place that a card can be during a game. There are six different zone types. Each player has a deck, hand, and KO'd pile. All players share the in-play zone, the removed-from-game zone, and the chain. Each zone has its own rules.

- Your **deck** is shuffled before each game starts and is face down during a game. Players can't look at cards in any deck during a game. You draw cards from the top of your deck.
- Your **hand** is where you hold the cards you've drawn from your deck. Only you get to see the cards in your hand. There's no limit to the number of cards you can have in your hand.
- Your **KO'd pile** is where your "knocked out" cards go, including cards that have been KO'd from play or **discarded** from your hand. Cards in a KO'd pile are face up, so you can look through any player's KO'd pile.
- The **in-play zone** is where most of the game's action happens. Each player has a resource row for resources and a front and support row for characters. To see where different types of cards belong in the in-play zone, check out the diagram.
- The **removed-from-game zone** is where players put cards that have been removed from the game. The cards in this zone are face up.
- The **chain** is the game's traffic system. To learn more, check out "Effects and the Chain" in the "Advanced Rules" section.

B.P.R.D. Player



Resource Row



Support Row



Front Row



Front Row



Support Row



Resource Row

Thule Society Player

This is what the play area might look like after the first few turns of a game.

IV. GAME SETUP

4.1 Materials

All you need is a deck, a pen and paper to keep track of endurance totals, and a way to randomly choose who will start with the initiative.

If a card says to put a counter on a card during a game, you can use a coin, a die, or any similar object.

4.2 Starting the Game

Before you start, choose a player by rolling a die or using another random method. The chosen player decides who will start with the initiative.

After shuffling your deck and allowing your opponent to cut, you draw a starting hand of four cards.

If you don't like your starting hand—for example, if you have no characters with cost less than 4—you may **mulligan**. To mulligan, put the four cards in your starting hand on the bottom of your deck in any order and draw four new cards from the top of your deck. Each player can mulligan only once per game, and only at the start of the game.

Once you and your opponent have each settled on a starting hand, the first turn starts.

V. PLAYING A TURN

You and your opponent share each turn. A turn is broken down into four phases, and some phases are divided into steps. Those phases and steps are shown on the diagram.

5.1 Draw Phase

The first thing that players do at the start of each turn is draw two cards. You and your opponent each draw cards at the same time.

5.2 Build Phase

The player with the initiative completes all three steps of the build phase first, and then the other player completes those steps.

Resource Step

As your resource step starts, you may **build** a resource by choosing one card from your hand and placing it face down into your resource row. Plot twists, locations, and **reservist** characters make the best resources, since you can do things with them once they're in your resource row. If you have no better options, you can build an equipment card or a non-reservist character card, but you won't be able to recruit that card later in the game.

Recruit Step

As your recruit step starts, you gain **resource points** equal to the number of resources you control. During your recruit step, you can recruit any number of characters and/or equipment by paying resource points equal to their cost. For example, if you have 6 resource points, you can recruit one character with cost 6, or you can recruit one character with cost 3, one with cost 2, and an equipment with cost 1. Any points you don't use are lost as the recruit step ends.

- To recruit a character from your hand, put it face up into your front or support row. You can recruit a **reservist** character from your resource row or from your hand. If you recruit a reservist from your resource row, you may put any card from your hand face down into your resource row in its place.
- To recruit an equipment from your hand, first choose a face-up, unequipped, **visible** character you control, and then attach the equipment to it. If you don't control such a character, you can't recruit the equipment.



Characters and equipment stay in play unless something causes them to leave play. As an equipped character leaves play, any equipment attached to it goes to the KO'd pile.



Formation Step

As your formation step starts, you may move each of your characters to any position in your front row or support row. If you have a character in the front row and a character behind it in the support row, they should line up exactly. For example, one character can't be in front of two other characters.

Your formation is important for attacking and defending.

- Characters in the front row can attack. A support row character can't attack unless it has range. A character with range has the range icon  on its left side.
- A support row character can be **protected** from attack. If there is a face-up character directly in front of a face-up support row character, the support row character is protected by the front row character. A character can't attack a protected character unless the attacking character has **flight**. A character with flight has the flight icon  on its left side.
- A character with both flight and range can attack from either row, and it can attack any **visible** character (even one that is protected).



Support Row



Front Row



Front Row



Support Row

If the B.P.R.D. player were going to attack, Hellboy could attack because he's in the front row, and Sidney Leach and Liz Sherman could attack from the support row because they have range. Any B.P.R.D. character could attack Damn Nazis or Ilse Hauptstein, but none of them may attack Kroenen, as he is protected and none of the B.P.R.D. characters have flight.

VI. COMBAT PHASE

Once both players have finished the build phase, it's time to enter combat. Inside the combat phase, you and your opponent each get an attack step. During your attack step, you get to attack as many times as you want, as long as you have ready characters left to attack with. The player with the initiative takes his or her attack step first.

Your characters attack one at a time. You don't have to attack with every character if you don't want to, but once you say you're done attacking, you don't get another chance to attack that turn.

Before you propose each of your attacks, you get **priority** to **play plot twists**, **use powers**, or **flip locations**, and then your opponent gets the chance to do the same. For example, this is when you might play a plot twist to give a character you control **flight** so that it can attack a **protected** character. Once both players are done, you may propose an attack.

6.1 Attack Proposal

First, propose a **ready** character to attack with, and a face-up character to defend. You can attack only your opponent's **visible** characters. Remember that a **protected** character can be attacked only by a character with **flight**, and only a character with **range** can attack from the support row.

Before your attack starts, you get **priority** again, and then your opponent does. For example, this is when your opponent might use a power to **exhaust** your character before it can attack, or **protect** the character you want to attack. If one of those things happens, your proposal becomes illegal, and you may propose a new attack. Otherwise, your attack starts!

As your attack starts, **exhaust** your character to make it an **attacker**; the character it's attacking becomes a **defender**.

During your attack, you get priority again, and then your opponent does. For example, this is when you might flip a location that increases the ATK of your attacker. Once both players are done, the attack concludes.

6.2 Attack Conclusion

As an attack concludes, there are two questions to answer: which characters get **stunned**, and how much **breakthrough** is caused? To answer these questions, compare the attacker's ATK to the defender's DEF, and compare the defender's ATK to the attacker's DEF.

Each character with DEF less than or equal to the ATK of the other character becomes **stunned**. As a character becomes stunned

- **Exhaust** it and turn it face down.
- Its **controller** loses endurance equal to its **cost**. This is called **stun endurance loss**.

Example: You decide to send Liz Sherman into Ilsa Hauptstein for your first attack. As the attack concludes, both characters become stunned, because Ilsa's 5 DEF is less than or equal to Liz's 5 ATK, and Liz's 4 DEF is less than or equal to Ilsa's 4 ATK. Each player takes 3 **stun endurance loss**.

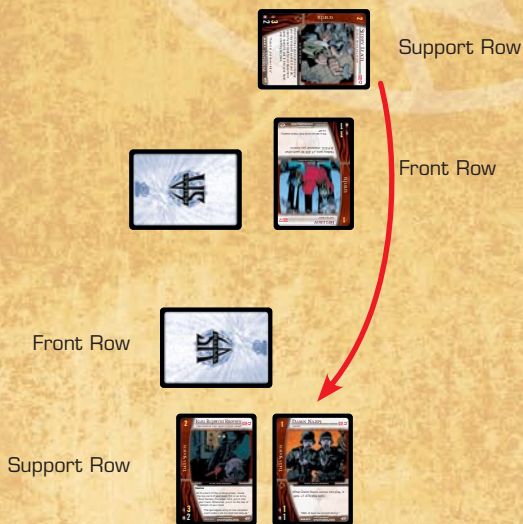


If an attack concludes with no attackers, nothing happens. This could happen if all attackers became stunned by outside effects during the attack. If an attack proposed against a character concludes with no defender, ready all remaining attackers.

Breakthrough

If the attacker's ATK is greater than the defender's DEF, the defender's controller takes additional endurance loss, called **breakthrough**, equal to the difference.

Example: Later that turn, you get a chance to attack Damn Nazis with Sidney Leach. As that attack concludes, only Damn Nazis becomes stunned, because its 1 DEF is less than or equal to Sidney's 3 ATK, but Sidney's 2 DEF is greater than the 1 ATK of Damn Nazis. In addition, because your attacker's ATK is 2 greater than the defender's DEF, your opponent takes that much breakthrough. Your opponent takes 1 stun endurance loss, plus an extra 2 breakthrough, for a total endurance loss of 3.



Reinforcement

You can't prevent stun endurance loss, but there is a way to prevent breakthrough. Before an attack concludes, you can exhaust a ready support row character to give **reinforcement** to an **adjacent** defender for the duration of the attack. A character can only reinforce a defender if both characters share at least one **team affiliation**. If a defender has reinforcement, its controller can't take breakthrough.

Support Row



Exhausting a support row teammate to reinforce Damn Nazis prevents all breakthrough.

After an Attack

Once you're done with an attack, you can propose another attack, or you can decide that you're done attacking for the turn. You can keep attacking until you run out of ready characters to attack with.

Once you're done attacking, if you have the initiative, your opponent gets to propose attacks with any ready characters he or she controls, following the same rules you used. If your opponent has already attacked, you both move on to the recovery phase. Before we go on, let's look at a few cool things you can do during combat.

6.3 Team Attacks

What if one of your opponent's characters is too big for any one of your characters to take down? That's when two or more of your characters can work together to make a **team attack**.

To propose a team attack, choose two or more characters that share the same team affiliation, and a defender. All of the

characters you choose for a team attack would have to be able to attack that defender if they were attacking alone. For example, you couldn't team attack with two characters from your front row and one character from your support row unless the support row character had range.

As usual, before your team attack starts, you get **priority**, and then your opponent does. For example, if your opponent exhausts one of your characters before it can attack, your proposal becomes illegal and you may propose a new attack. Otherwise, your team attack starts!

As your team attack starts, **exhaust** all of your characters in the team attack to make them attackers. As you do, the character they're attacking becomes a defender. Then, go through the attack like you normally would.



It's the Thule Society's initiative, and they have Kroenen and Damn Nazis team attack Liz Sherman. Their combined ATK is 4, and Liz has 4 DEF, so Liz is stunned. Liz's controller chooses to stun Kroenen, because Liz's 5 ATK is greater than Kroenen's 2 DEF. Damn Nazis will not be stunned.

As a team attack concludes, add up the ATK values of the attackers. If the combined ATK of the team is greater than or equal to the defender's DEF, the defender becomes stunned. The defender's controller chooses one member of the team attack. If the defender's ATK is greater than or equal to that attacker's DEF, that attacker becomes stunned.

A team attack against a character can't cause breakthrough, even if the combined ATK of the attackers is greater than the defender's DEF.

6.4 Direct Attacks

If you control a ready character that can legally attack, but your opponent controls no characters that your character can legally attack, you can propose a **direct attack** against that opponent with that character. If you control two or more such characters that share the same **team affiliation**, you can even propose a direct **team attack**.

A direct attack works the same way as a normal attack, but there is no defending character. Instead of comparing ATK and DEF values as a direct attack concludes, your opponent takes breakthrough equal to the combined ATK of all attackers.

6.5 Power-Ups

During an attack, you can **power-up** an attacker or defender you control by **discarding** a character card with the same name from your hand. Each time you power-up a character, it gets +1 ATK / +1 DEF for the duration of the attack.

A character can be powered-up by any character card with the same name—even one with a different cost or version. You can power-up a character multiple times each attack by discarding multiple cards. Once an attack is over, characters lose any power-up bonuses.

VII. RECOVERY PHASE

Once both players are done with all of their attacks, the recovery phase starts. This is the last chance to play plot twists, use powers, or flip locations before the turn wraps up.

7.1 Wrap-Up

The wrap-up takes place at the conclusion of the recovery phase each turn. The wrap-up starts when none of the players want to do anything else during the recovery phase. Once it starts, no player gets **priority** to do anything until the following draw phase. During the wrap-up, the following things happen in order:

Check Endurance

First, check to see if a player has won the game. If you reduce your opponent's endurance to 0 or less while staying at a higher endurance yourself, you win the game. For example, if you have -3 endurance and your opponent has -5 at the start of the wrap-up, you win the game even though you have less than 0 endurance. If you both have more than 0 endurance or if the endurance totals are tied, you do the following, then play another turn.

Recover a Character

Starting with the player with the initiative, each player may choose one of his or her stunned characters to recover. All of the chosen characters are turned face up at the same time, but they stay exhausted. Next, any remaining stunned characters are KO'd. Then, all cards left in play are readied so that they can be used again on the next turn.

Pass the Initiative

Lastly, the initiative passes from the player who has it to the other player. That's the end of one turn of the game! Once a turn ends, the next turn's draw phase starts immediately.

VIII. ADVANCED RULES

8.1 Hidden Area

Each player controls two areas in the in-play zone: **visible** and **hidden**, separated by an empty column. A character is hidden if it's in a hidden area and visible if it's in a visible area. Resources are always visible.

All red-bordered characters come into play in your visible area. Characters with the **concealed** keyword come into play in your hidden area. You choose whether a character with **concealed—optional** comes into play in your hidden or visible area. Characters with concealed have black borders.

It's illegal to propose an attack on a character in a hidden area. Therefore, if you want to attack with a character each turn, even on your opponent's initiative, you should consider putting that character in your hidden area. If your opponent attacks first with all of his or her characters, they will all be exhausted when it

comes time for you to attack. This could leave your opponent's defenders exposed to considerable **breakthrough** because there are no ready support row characters left to **reinforce**. Note, however, that a hidden attacker can still be stunned by a defender.

Since it's very difficult to attack hidden characters, you can hide a weak character in your hidden area when more powerful characters come out in later turns. For example, on turn 7, if you recruit a 2-cost character with concealed—optional and a 5-cost character without concealed, putting the 2-cost character in your hidden area will usually keep it from being stunned by your opponent's larger attackers.

If all of your characters are in your hidden area, or if all of your visible characters are stunned, your opponent is free to attack you directly.

Hidden Characters and Equipment

The main difference between visible and hidden characters is that it's illegal for a player to propose an attack on a hidden character. However, there are a couple of other minor differences when it comes to equipment and the hidden area.

- Equipment can't be equipped to a hidden character unless the equipment has concealed—optional.
- Equipment can't be **transferred** between different types of **areas** (hidden or visible) unless the equipment has concealed—optional.
- As part of **moving** a hidden character to a visible area, or vice versa, each equipment attached to that character is put into its owner's KO'd pile unless the equipment has concealed—optional.

8.2 Targets

Recruiting an equipment onto a character targets that character, discarding a character card to **power-up** an attacker or defender targets that character, and exhausting a support row character to **reinforce** an adjacent defender targets that defender. Otherwise, an effect is targeted only if it uses the word "target."

You choose targets as you play a targeted effect. Once you choose a target, you can't change your mind, even if something happens to that target. If you can't make a legal choice for each target, you can't play the effect. The legality of an effect's targets is rechecked as the effect tries to **resolve**. If all of an effect's targets have become illegal, that entire effect is **negated**.

8.3 Effects and the Chain

The **chain** is the traffic system for the game. Most actions that you take in this game don't happen right away. First, they put an **effect** on the chain. Only as that effect **resolves** does something happen. If nobody wants to **respond**, the action appears to happen immediately. However, if players do want to respond, the chain gives them the chance to do so, and determines the order in which things happen.

Players get the chance to act based on who has **priority**. The **primary player** is first to get priority at the start of each phase, step, and attack. Any time you have priority, you may choose to do something, like play an **effect**, flip a location, or propose an attack. To play an effect, announce it as you put it on the chain, reveal its source if necessary, choose any targets, then pay any costs.

If you do something, you immediately get priority again. Choosing to do nothing is called **passing** priority. If you pass, your opponent gets priority. If all players pass in succession, the effect most recently added to the chain **resolves**. Then, the primary player gets priority, and the process continues, with the next most recent effect resolving if all players pass in succession again. If all players pass in succession on an empty chain, the game progresses to the next phase, step, or attack. The chain is empty while no effects are waiting to resolve.

If a player wants to do something "in response," that player wants to do something before the most recent effect added to the chain **resolves**. You get priority again after you play an effect, so your opponent won't get priority to respond to that effect until you pass. In general, you can't stop a player with priority from playing an effect, and once an effect is on the chain, doing anything to its source won't disrupt it in any way.

Triggered powers also put effects on the chain. A triggered power waits for a specified event to happen and then puts an effect on the chain just before the next player gets priority.

Example of Timing and Responding: You have priority during your attack step. You control an exhausted character who has already attacked and a ready Grigori Rasputin, True Father, who says, "Pay X endurance → KO target stunned character with cost X." Your opponent controls Abe Sapien, ichthyo sapien, who is stunned, and Hellboy, Anung Un Rama, who is not stunned.

You announce that you're using Rasputin's power, put its effect on the chain, choose X equal to 5, target Abe, and pay 5 endurance. You get priority again and then pass priority to your opponent.

Your opponent announces he's responding by using Hellboy's power, which says, "Pay 1 endurance → Return target character you control to its owner's hand." He puts that effect on the chain, targets Abe, and pays 1 endurance. He gets priority again and then passes priority to you.

You have Project Ragna Rok face up in your resource row. One of its ongoing powers says, "Exhaust a character you control → KO target stunned B.P.R.D. character. If you do, put a doomsday counter on Project Ragna Rok." You announce that you're using this power, put its effect on the chain, target Abe, and exhaust Rasputin to pay the cost. You get priority again and then pass priority to your opponent.

Your opponent is out of tricks, so he passes as well. Whenever both players pass in succession, the effect most recently added to the chain resolves, so Abe gets KO'd, and you put a doomsday counter on Project Ragna Rok. Then, you get priority, because you're the primary player.

After both players pass in succession again, Hellboy's effect gets negated because Abe is no longer a legal target, and then you get priority. After both players pass in succession again, Rasputin's effect gets negated for the same reason, and then you get priority. Neither you nor your opponent gets a refund of the endurance that was paid.

IX. THE VS. SYSTEM

While you were playing, you might have wondered about the large “Vs.” logo on the back of your cards. The *Hellboy* trading card game is part of a larger set of Super Hero trading card games that use the **Vs. System** game engine. Your *Hellboy* cards can be played with any other **Vs. System** trading card game. For more information about other **Vs. System** games, including the complete **Vs. System** rules, visit ude.com.

Deckbuilding

As you get more **Vs. System** cards, you'll want to make your own deck. Before you get started, there are some rules you need to know. First, your deck needs to have at least 60 cards, and you can't have more than 4 copies of any one card in your deck.

Characters with different **versions** count as different cards, so you can play with 4 copies each of *Hellboy*, *Anung Un Rama* and *Hellboy, Right Hand of Doom*, for example.

Characters with version **Army** are an exception to this “four per deck” rule. You can have any number of **Army** characters in your deck.

You should also pay attention to what team affiliation your characters have, since characters can only team attack or **reinforce** each other if they have the same team affiliation. It's fun to combine two or more teams into one all-star team, using locations and ongoing plot twists that have the version Team-Up or have the word “crossover” in their text. While you don't need a Team-Up to mix two or more teams together in one deck, it makes team attacks and reinforcement much easier. It will also allow you to use team-stamped card effects (cards that mention a specific team) on any of the characters you are using.

Organized Play

Once you've built your new deck, then what? Upper Deck Organized Play programs are a great way to find people to play with. Here's some information about two OP programs. You can find more information on the web at ude.com/vsop.

UDE Hobby League

Once you've mastered the basics, visit hobbyleague.com. Find a local hobby shop and make some new friends while playing

Vs. System. Collect cool Extended Art promo cards that are only available through Hobby League.

Vs. System Pro Circuit Qualifiers

Feeling a little more competitive? Take the first step toward the \$1,000,000 UDE Pro Circuit by playing in a Pro Circuit Qualifier tournament! Win cash prizes and cool exclusive promos. Visit ude.com/pcq for more information.

X. FREQUENTLY ASKED QUESTIONS

1) How do I win?

You win if you reduce your opponent's endurance to 0 or less while staying at a higher endurance yourself. Endurance totals are compared only during the **wrap-up** each turn.

2) How many cards can I have in my hand? What happens if I run out of cards in my deck?

There is no limit to the size of your hand. Nothing happens if you empty your deck; you simply keep playing.

3) What is priority? What is passing?

If you have priority, it means you may choose to do something, like play an effect, flip a location, or propose an attack. Choosing to do nothing is called **passing** priority.

4) What's the difference between priority and the initiative?

The same player has the initiative for (almost) the whole of each turn. Just before a turn ends, the initiative passes to the other player.

By contrast, both players get priority at least once in every phase, step, and attack (starting with the **primary player**).

5) Can I propose a team attack that involves both hidden and visible attackers? Can a hidden attacker be stunned by a visible defender?

Yes to both. In terms of attacking, the only difference between visible and hidden characters is that it's illegal to propose an attack against a hidden character.

A team attack can be made with any combination of hidden and visible characters as long as each is a legal team attacker.

6) Will exhausting an attacker make an attack illegal? How will a team attack conclude if one of the attackers is stunned?

The key factor in these (and nearly all attack-related) questions is

usually whether or not attackers have exhausted.

An attack only begins after both players pass in succession on an empty chain following an attack proposal. An attack starts by rechecking the legality of the proposed attack, which we'll call the legality check. If the attack is still legal, then attackers exhaust, and the attacking player gets priority.

Before the legality check, there are no attackers or defenders—only proposed attackers and proposed defenders. If a proposed attacker becomes exhausted or stunned by the time of the legality check, then the proposed attack becomes illegal, even if there are other proposed team attackers who are still legal.

After the legality check, trying to exhaust an attacker will not affect the attack in any way. Stunning any number of team attackers (or the defender) won't make the attack illegal, but it may influence the conclusion of the attack.

An attack only concludes after successive passes on an empty chain. If there are no attackers remaining, then nothing happens. If there is no longer a defender, then the attackers ready. If at least one attacker and one defender remain, then compare ATK and DEF values.

7) If the text of a card refers to its own name, is it also referring to any other cards of the same name?

No. For example, Frickin' Frog Monsters says, "Frickin' Frog Monsters gets +1 ATK / +1 DEF while attacking an exhausted defender." However, what it really means is "This card gets +1 ATK / +1 DEF while attacking an exhausted defender."

If you control two copies of Frickin' Frog Monsters and attack an exhausted defender with one of them, that character will get +1 ATK / +1 DEF, not +2 ATK / +2 DEF, because it's only affected by its own power.

8) What does Weapons Lab mean when it says, "Each character you control can be equipped with up to two equipment"?

Normally, you can't recruit an equipment onto an already-equipped character. However, if Weapons Lab is face up in your resource row, you can recruit an equipment onto a character even if it's already equipped with one equipment. This doesn't change any other requirements—the target character must still be face-up and visible, for example.

9) What does B.P.R.D. Signal Device mean when it says, "Pay 1 endurance → Equipped character cannot be the target of effects your opponents control this turn"?

Once this effect resolves, your opponent can't choose the equipped character to be the target of an effect.

Even better, if you play this effect in **response** to an effect your opponent controls that's targeting the equipped character, your opponent's effect will do nothing to the equipped character as it tries to resolve. If the Signal Device is about to be KO'd, you can use its power in response, and the protection it grants will last for the rest of the turn, even though the Signal Device is gone.

10) My opponent's Roger becomes stunned. If my opponent wants to KO Roger to burn me for 4 endurance, can I use Accept Your Destiny to KO Roger first?

The key is that your opponent decides whether to KO Roger as his triggered effect resolves. Both players have to pass before any effect resolves, so you get a chance to respond, but you must make a play before your opponent makes a decision. If you play Accept Your Destiny, it will KO Roger before your opponent gets to make a decision. However, once your opponent decides to KO Roger, it's too late for you to respond.

XI. GLOSSARY

Activate: A cost of some payment powers. To activate a card, you exhaust it. You can't activate an exhausted card. Payment powers that have the word "activate" in their costs are also called activated powers.

Active: Unless a card says otherwise

- A character's powers are active only if that character is non-stunned in a front or support row.
- An equipment's powers are active only if that equipment is attached to a non-stunned character.
- A location's powers and a plot twist's ongoing powers are active only if that card is face up in a resource row.

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

Affiliated: A character with one or more team affiliations is affiliated.

Ally: A tag keyword that some characters have. Each ally character has a power that triggers whenever a character you control becomes powered-up.

Area: Each player controls two areas in the in-play zone, visible and hidden, separated by an empty column. Visible areas have three rows: front, support, and resource. Hidden areas have only a front and support row.

Army: A version that some characters have. Army characters are not unique, so recruiting an Army character does not cause the uniqueness rule to put any cards in play into a KO'd pile. In addition, Army cards are not restricted to four per deck.

ATK (attack value): The top number in the lower left corner of a character card, next to the lightning bolt. A character's ATK represents how hard it hits in combat. As an attack between two characters concludes, stun each character with DEF less than or equal to the ATK of the other.

Attack, Attacker: An attack starts as one or more characters exhaust to become attackers. A character "attacks" or "becomes an attacker" as it exhausts to attack. It stops being an attacker if it becomes stunned, leaves play, changes controllers, or is removed from an attack. Otherwise, it remains an attacker for the duration of the attack.

Attack conclusion: Several things may happen simultaneously during the conclusion of an attack, depending on the characters involved.

As an attack between two characters concludes, stun each character with DEF less than or equal to the ATK of the other. If the attacker's ATK is greater than the defender's DEF, the defending player takes breakthrough equal to the difference.

As a team attack against a character concludes, stun the defender if its DEF is less than or equal to the combined ATK of all attackers. The defending player chooses one attacker, and that attacker is stunned if its DEF is less than or equal to the defender's ATK. Team attacks against a character can't cause breakthrough.

As a direct attack concludes, the defending player takes breakthrough equal to the combined ATK of all attackers.

If an attack concludes with no attackers, nothing happens. If an attack against a character concludes with no defender, ready all remaining attackers.

Attack step: Each player has an attack step during the combat phase. During your attack step, you may propose any number of attacks with ready characters you control.

Backup: A tag keyword that some cards have. Each backup card has an activated power that can be used only during the build phase.

Boost X: [boost text]: A keyword that some characters have. It means: *As an additional cost to recruit this card, you may pay X resource points. If you do, this card has its boost text this turn.*

Breakthrough: As an attack between two characters concludes, if the attacker's ATK is greater than the defender's DEF, the defending player takes endurance loss, called breakthrough, equal to the difference. Team attacks against a character can't cause breakthrough. As a direct attack concludes, the defending player takes breakthrough equal to the combined ATK of all attackers.

Build: To build a resource, choose a card from your hand and put it face down into your resource row as your resource step starts.

Build phase: The second phase of each turn, during which each player has a resource, recruit, and formation step.

Cannot: If a card says something cannot happen, it overwrites any card or rule that tries to make that something happen.

Chain: The chain doesn't physically exist like other zones. If you recruit a character or equipment card, it comes into play via the chain. If you play a plot twist card from your hand, it goes to your KO'd pile via the chain. In each case, an effect also goes on the chain as you play the card. Other actions that put an effect on the chain include using a payment power, discarding a character card to power-up, and exhausting a support row character to reinforce. The chain is a traffic system that gives players a chance to respond to an effect before it resolves. If no player wants to respond to an effect, it resolves immediately, and the chain can essentially be ignored.

Character: One of the four types of card. To recruit a character, play it from your hand during your recruit step. Reservist characters can also be recruited from your resource row. Characters have red or black borders. Black borders denote characters with concealed.

A character is only called a "character" while it is in a front or support row. If a character card is anywhere else, it is called a "character card."

Combat phase: The third phase of each turn, during which each player has an attack step.

Concealed, Concealed—Optional: Keywords that some cards have. A “character with concealed” is a character with either the concealed keyword or the concealed—optional keyword. Characters with concealed have black borders.

A character with the concealed keyword comes into play in your hidden area, regardless of how it comes into play.

As a character with concealed—optional comes into play, you choose whether it comes into play in your hidden or visible area, regardless of how it comes into play. Once in play, you can’t move a character to a different area unless a card says you can.

Equipment with concealed—optional

- *Can* be equipped to a hidden character (or a visible character, as usual)
- Is *not* put into its owner’s KO’d pile as the equipped character moves between different types of areas;
- *Can* be transferred from a visible character to a hidden character, or vice versa, if there is some way to transfer it.

Continuous: A continuous power is any power that is neither payment nor triggered. A continuous power on a card is continuously active while that card is face up in play. For example, Hellboy, Little Boy has a continuous power that says, “Hellboy gets +1 ATK for each other B.P.R.D. character you control.” While Hellboy is face up in your front or support row, his ATK is increased by the number of other B.P.R.D. characters you control.

Control: You control all cards in your front, support, and resource rows, even if they are face down. You also control all equipment equipped to characters in those rows. A player who controls a card is that card’s controller.

Cosmic: A keyword that some characters have. The cosmic rules are as follows:

- Cosmic: [cosmic text] means, “While this character has a cosmic counter, it has its cosmic text.”
- Cosmic characters come into play with a cosmic counter unless they come into play stunned.
- Only cosmic characters can have a cosmic counter, and no more than one cosmic counter each.
- As a character becomes stunned, remove its cosmic counter after calculating stun endurance loss.
- While stunned, characters lose cosmic and can’t have a cosmic counter.

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

Cosmic—Surge: A keyword that some characters have. A cosmic—surge character is also a cosmic character and follows the cosmic rules above, except:

- It doesn’t come into play with a cosmic counter.
- It has “At the start of the recovery phase each turn, put a cosmic counter on this card.”

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

Cost: A cost is anything you must pay to play a card, use a power, or perform some other game action. You can’t pay a cost unless you have the means to pay all of it. For example, you can’t pay a cost of 2 endurance if you have only 1 endurance. Once a cost has been successfully paid, it’s never refunded.

The resource cost in the top left corner of a character or equipment card is the number of resource points you must pay to recruit that card. The threshold cost in the top left corner of a plot twist or location card is the number of resources you must control to play that plot twist or flip that location. If a card refers to the cost of another card, it’s always referring to the printed cost of that card.

The cost of a payment power is the text to the left of its arrow (→).

Counter: A counter is a bead or similar marker placed on a card in play. If a card says to place a counter, that card will describe what that counter does. A counter usually stays on a stunned character, unless it is a cosmic counter. All counters are removed from a card as it leaves play.

Crossover: If a card you control says to “crossover” any number of team affiliations, it means: *Characters you control and character cards you own that have any of those affiliations have all of them.*

A card you own is any card that started the game in your deck. Crossover applies to

- Characters you control, including any owned by an opponent;
- Characters you own that are controlled by an opponent;
- Character cards in your hand, deck, and KO'd pile;
- Character cards you own that are on the chain or have been removed from the game;
- Revealed character cards you own in any resource row.

Deck: Your deck is the shuffled pile of face-down cards you draw from. Players can't look at cards in any deck during a game. If you draw a card, you draw it from the top of your deck. You don't lose the game if you run out of cards in your deck.

DEF (defense value): The bottom number in the lower left corner of a character card, next to the shield. A character's DEF shows you how tough it is to take down in combat. As an attack between two characters concludes, stun each character with DEF less than or equal to the ATK of the other.

Defends, Defender: A character "defends" or "becomes a defender" as one or more characters exhaust to attack it. It stops being a defender if it becomes stunned, leaves play, changes controllers, or is removed from an attack. Otherwise, it remains a defender for the duration of the attack.

Direct attack: If you control a character that can legally attack, but your opponent controls no characters that your character can legally attack, you can propose a direct attack against that opponent with that character. If you control two or more such characters that share the same team affiliation, you can propose a direct team attack. As a direct attack concludes, the defending player takes breakthrough equal to the combined ATK of all attackers.

Discard: To discard a card, put it from your hand into your KO'd pile.

Draw phase: The first phase of each turn, during which each player draws two cards. Nothing else usually happens during this phase.

Effect: An effect is a placeholder on the chain that keeps track of when something was played. Many actions put an effect on the chain. For example, recruiting a character or equipment, playing a plot twist, using a payment power, discarding a character card to power-up, exhausting a support row character to reinforce, or drawing two cards at the start of the turn all put effects on the chain. Triggering a power also puts an effect on the chain. An effect waits on the chain until it resolves or is negated. Any player may respond to an effect before it resolves. If no player responds to an effect, it resolves immediately. An effect that resolves

leaves the chain and modifies the game in some way. A negated effect leaves the chain and does nothing.

Endurance: Players start the game with 50 endurance and lose endurance as their characters attack and defend. If you reduce your opponent's endurance to 0 or less while staying at a higher endurance yourself, you win the game. Endurance totals are compared during the wrap-up each turn.

Energy: A Mutant trait.

Equip: To equip an equipment to a character, attach that equipment to it. An equipped character is a character with one or more equipment attached to it. As an equipped character leaves play, put any equipment attached to it into the KO'd pile.


Equipment: One of the four types of card. To recruit an equipment onto a target character you control, play it from your hand during your recruit step. The target character must usually be non-stunned, visible, and unequipped. Equipment cards have grey borders.

An equipment is only called an "equipment" while it is equipped to a character. If an equipment card is anywhere else, it is called an "equipment card."

Evasion: A keyword that some characters have. Characters with evasion have the following payment power: *Stun this character* → *At the start of the recovery phase this turn, recover this character.*

Stunning a character causes its controller to take stun endurance loss equal to its cost.

Exhaust: To exhaust a ready (upright) card, turn it sideways. An exhausted card can't be exhausted again unless it is first readied. Stunned characters are always exhausted.

Flight: A character with flight has the flight icon  on its left side. It's illegal for a character to attack a protected character unless the attacking character has flight.

Flip: To flip a location in your resource row, turn it face up. You can flip a location any time you have priority. Flipping a location does not use the chain, but it does interrupt players passing priority in succession.

Formation step: Each player has a formation step during the build phase. As your formation step starts, you may move each character you control. You can't move a character to a different area unless a card says you can.

Front row: Each player has a support row and front row for characters he or she controls. Front row characters can attack but can't be protected.

Free: A payment power with cost "free" has cost "pay 0 endurance." These costs mean the same thing. You can use a free power even if you have less than 1 endurance. Most free powers specify that they can be used only once per turn.

Hand: Your hand is where you hold the cards you've drawn from your deck. Only you get to see the cards in your hand. There's no limit to the number of cards you can have in your hand.

Hidden: Each player controls two areas in the in-play zone, visible and hidden, separated by an empty column. A character is either hidden (if it's in a hidden area) or visible (if it's in a visible area). All characters, except characters with concealed, come into play in your visible area. Characters with the concealed keyword come into play in your hidden area. You choose whether a character with concealed—optional comes into play in your hidden or visible area as it comes into play.

Unless a card says otherwise

- It is illegal to propose an attack on a hidden character;
- It is legal to propose a team attack with both hidden and visible attackers;
- Equipment can't be equipped to a hidden character;
- Equipment can't be transferred from a visible character to a hidden character, or vice versa;
- As part of moving a character from a hidden area to a visible area, or vice versa, each equipment attached to that character is put into its owner's KO'd pile.

Identity: A character's identity follows the diamond (♦) after its name. If a character's name isn't followed by a diamond, its printed name is also its identity. A character's identity is not part of its name. 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.

In combat: A character is in combat while it is an attacker or defender. A character is in combat with a certain type of character while attacking such a character or defending against one or more such characters. A character defending against a team attack is in combat with each attacker.

Inactive: The text box of a stunned character or an equipment equipped to a stunned character is inactive. Inactive text is treated as though it doesn't exist.

Initiative: A player chosen at random starts a game with the initiative, and it passes to the other player during the wrap-up each turn. The player with the initiative is the first to get priority during each phase of a turn. During the build phase, the resource, recruit, and formation steps of the player with the initiative happen before the other player's. During the combat phase, the player with the initiative proposes all of his or her attacks before the other player.

In-Play zone: The zone where most of the game's action happens. Each player has three rows in the in-play zone: resource, support, and front. Each player's front and support row are further divided into two areas: visible and hidden.

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

Keyword: A word with a special meaning that appears on cards in bold text. All keywords have entries in this glossary.

KO: To KO a card in play, put it into its owner's KO'd pile.

KO'd pile: Each player's KO'd pile is empty as a game starts, but fills as the game progresses. Cards that go to the KO'd pile include cards KO'd from play, cards discarded from hand, and plot twists played from hand. A card always goes to its owner's KO'd pile. Cards in a KO'd pile are face up, so you can look through any player's KO'd pile.

Leader: A keyword that some characters have. Powers following this keyword are leader powers. Leader powers refer to characters adjacent to the leader. While stunned, a character has inactive text and no powers, so it can't be a leader.

Location: One of the four types of card. To flip a location, turn it face up in your resource row. You can flip a location any time you have priority. Locations have green borders.

A location is only called a "location" while it is face up in a resource row. If a location card is anywhere else, it is called a "location card."

Loyalty: A keyword that some characters have. It means:

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

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

Mental: A Mutant trait.

Move: To move one or more characters, pick up those characters and then place them into empty positions. When moving a character, unless a card says otherwise

- You can move it to the same position or any empty position;
- You can't move it to a different area or different type of area (hidden or visible).

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

Some cards say to move a character an opponent controls to your front or support row. If you do, you gain control of that character and any equipment attached to it. Similarly, if a card says to move a resource an opponent controls to your resource row, you gain control of that resource.

Mulligan: To mulligan, put the cards in your starting hand on the bottom of your deck in any order and draw four new cards from the top of your deck. Each player can mulligan only once per game, and only at the start of the game.

Mutant: A class of characters. A Mutant has the word "Mutant" at the bottom of its art box, followed by one of three traits: Mental, Energy, or Physical. Characters that aren't Mutants can become Mutants, and Mutants can gain additional traits. Because a Mutant's trait is not printed in its text box, a stunned Mutant is still a Mutant and keeps its traits. Like willpower, traits don't do anything by themselves but are referenced by other cards.

Name: A card's name is the title above its art. A card may have an identity following a diamond after its name and/or a version in smaller text underneath its name. Neither identity nor version is a part of a card's name.

If a card's powers refer to its own name, they are referring only

to that card, and not any other card with that name.

Negated: If an effect is negated, it's removed from the chain and does nothing, and then the primary player gets priority. If a card is representing that effect, that card is put into its owner's KO'd pile. An effect is negated if all its targets have become illegal by the time it tries to resolve.

Ongoing: A keyword that some plot twists have. Powers after the ongoing keyword on a plot twist are active only while that plot twist is face up in a resource row.

Own: You own all the cards that started the game in your deck. A card that is put into a deck, hand, or KO'd pile always goes to its owner's deck, hand, or KO'd pile.

Pass: To pass priority is to choose to take no action while you have priority. When players pass one after another without taking any action, those players are said to pass in succession. Any time all players pass in succession, the effect most recently added to the chain resolves, and then the primary player gets priority. Any time all players pass in succession while the chain is empty, the game progresses to the next phase, step, or attack.

Payment power: A payment power has an arrow (→) in its text. The text before the arrow is the cost you must pay to use the power, and the text after the arrow is what happens when you do. For example, Liz Sherman, Uncontrolled Power says, "Activate → Each player loses 8 endurance." If you exhaust her to use her power, both players lose 8 endurance.

You can use a payment power any time you have priority.

Phase: The four phases of each turn, in order, are draw, build, combat, and recovery. Players share each phase, but not the steps within them. During the build phase, you have your own resource, recruit, and formation steps. During the combat phase, you have your own attack step.

Physical: A Mutant trait.

Play: Many game actions involve playing an effect, including recruiting a character or equipment, playing a plot twist, using a payment power, discarding a character card to power-up, or exhausting a support row character to reinforce. To play an effect, announce it as you put it on the chain, reveal its source if necessary, choose any targets, then pay any costs.

A character “comes into play” as it moves into a front or support row from anywhere that’s not a front or support row.

Plot twist: One of the four types of card. To play a plot twist, reveal it from your hand or turn it face up in your resource row. You can play a plot twist any time you have priority. Plot twists have blue borders.

A plot twist is only called a “plot twist” while it is face up in your resource row. If a plot twist card is anywhere else, it is called a “plot twist card.”

Power: A card’s powers are described in its text box. There are three types of powers: payment, triggered, and continuous.

Power-up: To power-up an attacker or defender is to give it +1 ATK / +1 DEF for the duration of an attack. You can power-up a target attacker or defender you control by discarding a character card with the same name as that character.


Powers that trigger whenever a character you control becomes powered-up (including ally powers) trigger each time a character you control becomes powered-up, even if that character has already been powered-up earlier this attack.

Press: A keyword that some characters have. Press characters have the following triggered power: *When you recruit this card, your next character costs 1 less to recruit this turn for each press card you recruited this turn, but no less than 1.*

Primary player: During each of your steps, you are the primary player. Outside of a step, the primary player is the player with the initiative. At the start of each phase, step, and attack, the primary player gets priority before any other player.

Priority: If you have priority, it simply means you have the option to do something, like play an effect, flip a location, or propose an attack. Choosing to do nothing is called passing priority.

Protected: If two non-stunned characters you control are in the same column, the support row character is protected by the front row character, and the front row character is protecting the support row character. It’s illegal to propose an attack against a protected character unless all proposed attackers have flight.

Range: A character with range has the range icon  on its left side. It’s illegal for a support row character to attack unless it has range.

Ready: To ready an exhausted card, turn it upright. Cards come into play ready (upright) and stay ready until they are exhausted. All cards in play are readied during the wrap-up each turn.

Recover: To recover a stunned character, turn it face up but leave it exhausted. Each player may recover one stunned character during the wrap-up each turn. Non-stunned characters cannot be recovered.

Recovery phase: The fourth and final phase of each turn, which concludes with the wrap-up.

Recruit: To recruit a character or equipment is to pay resource points to play it during your recruit step.

Recruit step: Each player has a recruit step during the build phase. As your recruit step starts, you gain resource points equal to the number of resources you control. You may spend those resource points to recruit characters or equipment, or pay certain costs. As your recruit step ends, you lose any unspent resource points.

Reinforcement: A character attacking a defender with reinforcement cannot cause breakthrough. You can give a target defender you control reinforcement for the duration of an attack by exhausting a support row character adjacent to that defender that shares a team affiliation with it. The support row character is said to reinforce the defender.

Removed-from-game: To remove a card from the game, set it aside face up in the removed-from-game zone. In practice, this usually means to put it beside your KO'd pile (but not in your KO'd pile) so that you don't forget to shuffle it back into your deck after a game.

Replace: To replace a resource you control, reveal it and then KO it. Then, if you did, put the top card of your deck face down into your resource row. You can look at that card once it is in your resource row. You can't pay a cost of replacing a resource if there are no cards in your deck. Unless a card says otherwise, you can replace only a resource you control.

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

Recruiting a reservist card from your resource row is the same as a normal recruitment in all other ways. For example, if the reservist card has

- The concealed keyword, it comes into play in your hidden area;
- Concealed—Optional, you may have it come into play in your hidden area;
- Boost, you may choose whether or not to pay the boost cost;
- Loyalty, you may recruit it only if it shares an affiliation with a character you control;
- An additional recruit cost, you must pay the additional cost;
- An alternate recruit cost, you may choose whether or not to pay the alternate cost.

Resolve: An effect resolves after both players pass priority in succession, indicating that neither wants to respond to that effect. Any time an effect resolves, both players get priority (starting with the primary player) before any more effects resolve.

If all of an effect's targets have become illegal by the time it tries to resolve, it is negated rather than resolving. An effect that resolves leaves the chain and modifies the game in some way. A negated effect leaves the chain and does nothing.

Respond: To respond to an effect is to perform another action before that effect resolves. If a second effect is played in response to the first, the second effect will resolve before the first. For example, if your opponent plays an effect that says, "KO target stunned character," you can respond with an effect that says, "Recover target stunned character." If there are no more responses, the most recent effect will resolve first, recovering the target character. If there are no further responses, the initial effect will be negated because all of its targets have become illegal (since the target character is no longer stunned).

Resource: Any card in a resource row, whether it is face up or face down.

Resource step, Resource point: Each player has a resource step during the build phase. As your resource step starts each turn, you may build a resource by choosing a card from your hand and putting it face down into your resource row. As your recruit step starts each turn, you gain resource points equal to the number of resources you control. You may spend those resource points to recruit characters or equipment, or pay certain costs. As your recruit step ends, you lose any unspent resource points.

Resource row: Each player has a resource row in the in-play zone. As your resource step starts each turn, you may build a resource by choosing a card from your hand and putting it face down into your resource row.

Reveal: To reveal a card, show it to all players. If nothing else happens, it goes back to being unrevealed.

Step: A division of a phase. During the build phase, each player has a resource, recruit, and formation step. During the combat phase, each player has an attack step. The player with the initiative goes through every step in a phase before any other player.

Stun: Stunning a character causes its controller to take stun endurance loss equal to its cost. A stunned character is turned face down and exhausted (turned sideways). A stunned character

- Can't be readied;
- Can't protect or be protected;
- Can't attack or be attacked;
- Stops being and can't be an attacker, team attacker, or defender;
- Loses and can't have any powers;
- Has willpower 0 and can't gain or lose willpower;
- Has an inactive text box, and the text boxes of any equipment attached to it are also inactive;
- Keeps its name, versions, identities, team affiliations, ATK, DEF, flight, range, traits, and cost.

Substitute: A keyword that some characters have. Substitute characters have the following payment power:

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

Support row: Each player has a support row and front row for characters he or she controls. Support row characters can't attack unless they have range. You can exhaust a support row character you control to give a target adjacent defender that shares an affiliation with it reinforcement for an attack. A non-stunned support row character is protected by a non-stunned character in the same column.

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: Recruiting an equipment onto a character targets that

character, discarding a character card to power-up an attacker or defender targets that character, and exhausting a support row character to reinforce an adjacent defender targets that defender. Otherwise, an effect is targeted only if it uses the word “target.”

You can't play a targeted effect unless you can choose legal targets as you announce it. The legality of an effect's targets is rechecked as the effect tries to resolve. If all of an effect's targets have become illegal, that entire effect is negated.

Team affiliation: A character's team affiliation is printed to the left of its art. A character with no team affiliation is unaffiliated; a character with one or more team affiliations is affiliated. All of the proposed attackers in a team attack must share the same affiliation. You can exhaust a support row character to reinforce an adjacent defender only if both share at least one affiliation.

Team attack, Team attacker: You propose a team attack by choosing two or more characters you control to attack. Each proposed attacker must legally be able to attack the proposed defender, and all proposed attackers must share the same team affiliation. An attack that starts as a team attack remains a team attack for its duration. A team attacker is any character attacking during a team attack, even if all other team attackers have been removed from the attack.

Team-Up: Team-Up is a tag version. Cards that do not have this version (such as Marvel Team-Up) are *not* Team-Up cards.

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

Trait: Mutants have one or more of the Mental, Energy, or Physical traits.

Transfer: To transfer an equipment you control, detach it from one character and attach it to another. You can't transfer equipment

- To a character you don't control;
- From a stunned character or to a stunned character;
- To a character that the equipment can't be equipped to;
- To an equipped character, unless a card says otherwise;
- From a visible character to a hidden character, or vice versa, unless the equipment has concealed—optional.

Some cards say to transfer equipment an opponent controls to a character you control. If you do, you gain control of that equipment as part of transferring it.

Transferable: A keyword that some equipment cards have. Transferable cards have the following triggered power: *At the start of your formation step, you may transfer this card.*

Transferable effects go on the chain after you finish repositioning your characters at the start of your formation step.

Triggered power: A triggered power involves the words “when,” “whenever,” or “at the start.” A triggered power waits for a specified event to happen and then puts an effect on the chain just before the next player gets priority. For example, Conqueror Worm says, “Whenever Conqueror Worm stuns a character, put a +1 ATK / +1 DEF counter on Conqueror Worm.” This power waits for Conqueror Worm to stun a character. If that happens, then just before the next player gets priority, an effect goes on the chain that says, “Put a +1 ATK / +1 DEF counter on Conqueror Worm.”

Unaffiliated: A character with no team affiliations is unaffiliated.

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

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

Unique equipment: Equipment is *not* unique unless it has the unique keyword. There is no unique equipment in the *Hellboy* TCG. As part of attaching a unique equipment to a character you control, put each other unique card in play you control with the same name as that equipment into the KO'd pile.

Unprotected: A stunned character is always unprotected. A front row character is always unprotected. A non-stunned support row character is unprotected while there is no non-stunned character in the same column.

Use: To use a power is to pay the cost of a payment power to play its effect. If a power says, “Use this power only once per turn,” you can pay its cost only once per turn.

Vengeance: Vengeance is a tag keyword that some characters have. Each vengeance character has a power that triggers whenever it becomes stunned.

Version: A card's version appears below its name in smaller print. A card's version is not part of its name. Characters usually have one version, but they can gain more. Two characters share a version if one or more of their versions match. The matching versions need not be printed versions. Characters with version Army are not unique.

Visible: Each player controls two areas in the in-play zone, visible and hidden, separated by an empty column. A character is either hidden (if it's in a hidden area) or visible (if it's in a visible area). All characters, except characters with concealed, come into play in your visible area. Characters with the concealed keyword come into play in your hidden area. You choose whether a character with concealed—optional comes into play in your hidden or visible area as it comes into play.

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

Wrap-up: The wrap-up takes place at the conclusion of the recovery phase each turn. Before it starts, both players get priority during the recovery phase. The wrap-up doesn't start until neither player wants to do anything else during the recovery phase. Once it starts, no player gets priority until the following draw phase. During the wrap-up, the following things happen in order:

- Compare endurance totals. If you reduce your opponent's endurance to 0 or less while staying at a higher endurance yourself, you win the game! Otherwise, you play another turn after doing the following things.
- First the player with the initiative, and then the other player, chooses a stunned character he or she controls to recover. The chosen characters are recovered at the same time.
- KO all stunned characters, and then ready all cards in play.
- The initiative passes to the next player, and then the next turn starts.

X: To play an effect that involves the value X, choose X before you choose any targets or pay any costs. For example, Grigori Rasputin, True Father says, "Pay X endurance → KO target stunned character with cost X." As you use this power, you first choose a value for X. If you choose 4, then you choose a target stunned character with cost 4, and then, you pay 4 endurance.

Zone: Any of the places that a card can be during a game. There are six different types of zone. Each player has a deck, hand, and KO'd pile. All players share the in-play zone, the removed-from-game zone, and the chain.



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Turn Structure

Draw Phase Each player draws two cards.

Draw Phase

Build Phase The player with the initiative completes the following three steps in order first, followed by his or her opponent.

Build Phase

Resource Step Place one card from your hand face down into your resource row.

Resource Step

Recruit Step Recruit characters.

Recruit Step

Formation Step Rearrange your characters in your front and support rows.

Formation Step

Combat Phase The player with the initiative makes all of his or her attacks, followed by the opponent.

Combat Phase

Attack Step Make attacks with your ready characters. Each ready character can attack once.

Attack Step

Recovery Phase Check to see if someone has won the game. If not, each player may recover one stunned character he or she controls and then KO's all other stunned characters he or she controls. Each player readies all cards he or she controls, the initiative passes to the other player, and a new turn begins.

Recovery Phase