**Alternate Abilities :**

**Replace one of your Basic Abilties or Ultimates and are chosen AT THE BEGGINING OF THE GAME. You must verbally tell others what abilities you will use before the start of battle.**

**Speed Rating :**

The Person with the highest Speed Rating has Priority and his ability is resolved first.

Hits Last After All others : -2

Hits Last : -1

Regular Ability : 1

Regular Ability with Stun : 1,5

Hits First : 2

Hits First with Stun : 2,5

Hits First Before All others : 3

Hits First with Stun : 3,5

Hits First Before all others even if all others hit first before all others : 4

\* If a Ranged attack is used against a melee attack the Ranged attack user gains +0,5 speed rating against the melee user.

**Tournament Play :**

\* During the initital Choosing Phase each player first bans any 2 Heroes he can and wants to name,the baned characters may not be used during this tournament. Baning is optional each player may chose to ship it.

Next all Players choose 2 characters that are not banned. He is considered in the game as long as one is alive. The GM then draws cards randomly and resolves them - be they Duel(1v1), Co-op duel ( 2v2 ) , Crazy Rules or Mass Melee ( all current Players send 1 Hero to fight for them).

\*\* A character who DIES LAST is considered to be the ,,winner,, of the Duel but still dies at the resolution(ex. Guys Pump Up and heals to full HP but is forced by his own ability to take the healed hp as damage at the end of the round,he takes the damage and dies dropping to -20 hp). If both characters die at the same time it is a draw.

\*\*\* A character who survives the last round of combat of any Duel or battle in tournament play has all Stacks on him removed,his HP heals to maximum and all of his abilities that can only be used once per game can be used again.

\*\*\* A Player may give his characters to any other Player that has been eliminated from the tournament or is not currently playing, or may quit in which case his characters are treated as dead.

**Other Dimensions :**

If a Character is in another Dimension all abilities from the real world the ,,Prime Dimension,, where the game starts do not effect him. In fact he can not effect anything outside the dimension he is in unless specifically stated by one of his own abilties

\*Stacks carried over from one dimension to another still work normally such as poison,or buffs.

**Choice Abilities and Switch Abilities :**

\*If an ability offers an a) , b) , c)... Choice you can make the choice at the MOMENT your ability should resolve, you do not have to choce before you use the ability . This allows you to adapt to any situation as you see fit.

\*\* If an ability if switched via its own effect or some other ability into another variant for example Kenshiros Heaven Breaking Stance ability 5 into Ability 5.b.(Charge of Heaven) the ability with the 5.b. , 5.c. etc... Can not be used the same Round in which the previous ability with the same number was used.

**The Role of Good and Evil and Race**

It is up to the GM to determine verbally what Race and Alignment each character is,but if asked before hand he must answer truthfully.

**Corpses and Dying**

\*Whenever a Character(Hero or Servant) dies he leaves a Corpse.

\*\*If a character dies Stacks ARE NOT REMOVED FROM HIS CORPSE. Which means if a character had a Poison stack on his corpse and died , the Poison still keeps burning him after death.

\*\*\*A Corpse can still be targeted and damaged by any attack,stack or other ability as long as it is an enemy corpse.

\*\*\*\* If a reanimated being such as a Lich Kings ghoul dies , he can be ressurected again and again, untill the corpse either drops to -50 HP or is destroyed by another ability.

\*\*\*\* A Dead character can not use any abilities even Passives , except abilities like regeneration that would bring him back to life. Stacks placed on other characters before death by a dead character,still function normally.

\*\*\*\*\* If a character has a corpse and is at 0hp or less and is healed by another character and this bring him back with at least 1hp he is considered to be alive.

**Friendly Fire**

\* Willingly targeting and/or attacking an ally or Servant that is friendly is not allowed in beatdown unless specifically stated in the text of an ability. AoE abilities that hit all Characters are an exception and can be used normally.

**Loosing Stances**

\*Stances are not lost when Stunned as of the rullings of 2017,unlike previous iterations.

\*\* Unless your own Stance is negative(causes harm to you) you may choose to willingly leave it at the start of any Turn before you take any actions.

**Modes**

Once you enter a Mode you can not leave it unless specified by its own text,no ability can ,,turn off,, another characters mod.

\*\* If a character switches abilities by going into a new mode ( for example Ulquiorra into Ressurection) all of his abilities are considered not to be Exausted and can be used.

**Flying**

\*If a Flying Character uses a Melee attack against a non-Flying character , he is himself considered to be non-Flying for the duration of that turn , as he must lover himself to the ground in order to attack.

\*\*A character may willingly end Flying at the start of any of his turns,unless the Flying is forced by one of his opponents abilities.

**Attack Abilities That Cause Additional Effects**

Attack abilities that cause additional effects other then pure damage (such as Poison,Stuns,etc...) will not go of if all the damage from the original attack was absorbed or prevented in some other way as of the Rullings of 2017 , unless the text of the ability specifies that they must.This is considered ,,blocking the attack,,.

\*\* The above rulling applies ONLY TO ATTACKS, not to Shields or other types of abilities.

**Of Servants and Masters**

\* Servants and Heroes summoned by other Heroes abilities always die if their Summoner is killed even if their abilities do not allow them to die.

\*\* If a Summoning ability is sealed the Servants already summoned by that ability that are still alive are still alive , but can not be summoned again.

**Out of the Game**

\* If a being is removed from the game his corpse is removed , also all of his abilities do not function except those put onto other characters before his death.

**Ultimates Combo Errata**

\*If a characters ability is ignored , stunned or negated it still counts twards the Ultimates combo,even if it did nothing or did not go off. However if a characters Ultimate is stunned or negated the Ultimate is considered not to have gone off.

\*\*All Ultimates can only be used once per game if they go off succesfully(unless stated otherwise in their text).If an Ultimate is used but is negated/stunned or ignored it can be used again.

\*\*\*Using Haste to combo into an Ultimate is allowed for example on Turn 1 Guts uses Impossible Manuever which uses abilities 3 and 4 and on Turn 2 uses ability 5 using his Ultimate instantly

\*\*\*\* Ultimates can only be used from Round 2 of combat, unless stated in their Text

\*\*\*\* An ability used as the trigger for the combo does not take effect for example if abilities 3+4+5 are used the ability 5 does not activate,instead of the ability the Ultimate activates

**Special Types of Heroes -**

\*These heroes differ from each other in some types of mechanics :

Champions - the ,,regular,, heroes 6 Basic Abilities and 1 Ultimate

Overkill Champions - these heroes have 8 Basic Abilities but no Ultimate

Pocketsized Champions - these Heroes have 4 Basic Abilities and 1 Ultimate but their ultimate only requires 2 abilities to combo instead of 3

Commanders - these Heroes have 4 Basic Abilities and 1 Ultimate , they can use only 2 abilities per Round but may Summon from a large list of Creatures to help them fight.

Bosses - especially challenging(and unfair) Heroes that require a team of other Heroes to beat

Yugioh Characters - use cards instead of regular abilites ,explained below in the Rules for Yugioh characters in addition to 15 cards all Yugioh characters have 1 special duelist ability.

***Rules for Yugioh Characters*** -

\*\*Due to their unique nature Yugioh abilities may not be Copied by other non-Yugioh characters.

\*\*\* If an enemy takes control of a Yugioh servant and they are not a Yugioh-Hero in their hands the monsters are just regular Servants with an ability, and do not follow the Rules of yugioh.

\*\*\* Yugioh abilities do no use dice , if a Yugioh ability is sealed its card can be held in hand but can not be played , if it is already on the field it dies (if a servant) and its abilities are negated.Unless they are stacks.

Constructing The Deck - all Yugioh decks are constructed from regular playing cards, each card number represents 1 card from the characters card list. All Decks consist of 15 cards , 3 of witch can be Duplicates unless otherwise stated. Some cards are not part of the Main Deck and are kept in a separate card Extra Deck they are not drawn and may be summoned only by their own or other card abilities.

Drawing Cards - All yugioh characters draw 5 Cards on turn 1, they draw 1 card each subsequent turn. If a Yugioh character draws but has no cards to draw he is considered removed from the game.

Summoning Monsters - A Yugioh character may summon 1 monster from the hand per turn(Normall Summon) but may Special Summon any number of times. A Yugioh character MUST summon a monster before all other actions take place. **All monster Summonings are treated as Summoning abilities and all monsters are Servants.**

Monster Abilties - are either active or passive abilties .

Duelist Abilities - are unique to the duelist , and are ***Shield type abilities***.

Spells - A Yugioh character may use spells at any time from his hand.A yugioh character may set Spells and activate them at any time.***All spells are treated as Shield type abilities.***

Traps - A Yugioh character must set the trap and wait 1 turn before he can activate it. He can activate the trap at any time after the 1 turn.***All Traps are treated as Shields.***

Using Monsters as protection - Yugioh characters may not be targeted as long as they control at least 1 Servant (this is not Stealth),however if any Servant under their control dies they take damage equal to the Servants Attack Points at the moment of death. Yugioh characters still take AoE attack normally.

Attacking With Monsters - Yugioh characters attack with monsters 1x times per Round , but can not attack the turn they Normall Summon or use a Spell card unless specifically stated in that cards text.

Dead Yugioh Monsters - are sent to the Graveyard or rarely are Removed from game. The Graveyard is sinonimous with a corpse .