



This document overrules all previously numbered and dated versions of these rules as well as all other rules sheets. This document was intended to be released to coincide with sets SW01 & SCIV01. In response to play issues and to keep this document as current as possible, revisions may have been made to this document since its initial publication. For the most current version of this document, please visit: <http://www.jascogames.com>

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Overview

In the Universal Fighting System, two players pit popular adversaries against each other in one-on-one combat. Players can collect, customize, and compete for supremacy in the arena using their character's moves, abilities, and weapons from a multitude of popular fighting games and different settings.

Object of the Game

Your object is to Knock Out, Exhaust, or otherwise vanquish your opponent through the skills and strategy your character has learned, which is represented by the cards in your deck.

In any UFS starter deck you will find a single page rules sheet. Those are the basic or quick start rules. This document is the advanced game rules, which provides comprehensive rules and information detailing many scenarios not discussed within the basic rules. If you are just learning the game, don't feel that you have to know all of these rules at once. Instead, after you have learned the basic rules, you can consult this rulebook when you have questions. You may also wish to try the graphical tutorial found online at: <http://www.jascogames.com>

1. The Golden Rules

- 1.1 When a card's text directly contradicts these rules, the card's text takes precedence. (Unless specifically discussed within these rules.)
- 1.2 Play all cards according to the wording of their most recent English printing, or errata as outlined in the document found at: <http://www.jascogames.com>
- 1.3 If a rule creates conflicting effects simultaneously, the player whose turn it is decides their order.
- 1.4 After searching any deck for any number of cards, the player owning the deck must reshuffle it.
- 1.5 Cards are never transferred to another player permanently as a result of card play. At the end of the game, the cards you began the game with are returned to you.
- 1.6 When one effect says something can happen and another one says that it can't, the "can't" effect wins. In other words, if there is an effect that says "Draw 1 card" and another effect that says "Players can't draw cards", the "can't" effect will win out and the player won't be able to draw cards. Can't effects will not retroactively negate other effects.

2. Cards and Game Terms

There are five basic card types in UFS – characters, attacks, actions, foundations, and assets. Each has different roles and abilities in the UFS world.

- 2.0.1 When a card refers to "this card", it means the card the text is printed on and not any other copies.

2.1 Characters



Each player controls one character card. The character is a player's avatar in the arena – the player will have his character attack, block, and perform other actions during the fight. A character card has a picture of the character and contains a swooping text box. Character cards have a distinctive look that sets them apart from other types of cards.

2.1.1 Difficulty: The control check required to play the card. All cards have a difficulty.

2.1.2 Name: The card's title.

2.1.3 Block Symbol: How effective this card is in defending a character from his opponent's attacks. There are three possible block symbols:



2.1.3.1 A card of any type may have a block symbol on it. Any card with such a symbol is considered a block card.

2.1.3.2 A character card with a block on it, would be considered both a character card and a block.

2.1.4 Hand Size: How many cards a player draws up to during the Draw Step. Some card effects may alter a player's hand size during the game.

- 2.1.5 **Maximum Vitality:** This is how much Vitality the character begins the game with. Vitality is how much damage a character can sustain before he is eliminated from the game and loses. Players will need some method of tracking their character's vitality as it will likely be reduced and increased during the game. A character may never have more vitality than his Maximum Vitality.
- 2.1.6 **Resource Symbols:** These govern the cards a player can play (See 8.1 Playing a Card from Hand).
- 2.1.7 **Text Box:** Here are descriptions for any special abilities the character possesses.
- 2.1.8 **Vital Statistics:** The physical statistics of a character, including Gender (**G**), Height (**Ht**), Weight (**Wt**), and Blood Type (**Bt**). Other cards may reference a character's vital statistics. If a vital statistic has a question mark, then the stat is variable (See: 2.7 Character Traits).
- 2.1.9 **Control Value:** Every card has a control value. This is used when making control checks (ex. when a player plays cards, see 2.11 Control Checks).
- 2.1.10 **Watermark:** This symbol is used to determine whether or not the card can be used in various organized play events. For more information on organized play, please see the tournament rules located at: <http://www.jascogames.com>
- 2.1.11 **Collector's Information and Legal Text:** The two lines of text at the bottom of every card. This text has no in game effect, though other cards can reference it.



- 2.1.12 When additional copies of a character card are placed in a staging area (See 4.3 Staging Area), they are considered one card for the purposes of committing. (See 2.8 Ready & Commit.)

- 2.1.13 When there are multiple character cards in a staging area (See 9.9), they are considered one card for all effects, except those that specifically count or reference the number of characters in play.
- 2.1.14 While a player has another version, indicated by the dots before and after a character's name, of their character card in play, their character gains all the text the later played version has in its text box, as well as any resource symbols that the later version has that the original did not already have. The character retains all text and resource symbols on the original card as well.
- 2.1.15 Game text on character cards will have no effect until it is in the staging area.
- 2.1.16 Played Abilities (See 2.9 Played Abilities) on character cards cannot be played or activated until the card is in the staging area.
- 2.1.17 A character card cannot be “destroyed”, “discarded”, removed, or moved from the staging area of a player for any reason, unless specifically stated by a card. The character card that a player started the game with may only be moved, removed, turned face down, destroyed, or discarded if the player's starting character card is explicitly referred to by an ability, card, or rule.

2.2 Attacks



Attack cards have an orange frame and represent punches, kicks, throws, and other moves a character uses to lower his opponent's vitality and eliminate him during the game.

- 2.2.1 Difficulty: The control check required to play the card. All cards have a difficulty.
- 2.2.2 Title: The card's title.
- 2.2.3 Block Symbol: How effective this card is in defending a character from his opponent's attacks. There are three possible block symbols:



High Zone



Mid Zone



Low Zone

- 2.2.3.1 A card of any type may have a block symbol on it. Any card with such a symbol is considered a block card.
- 2.2.3.2 An attack card with a block on it, would be considered both an attack card and a block.
- 2.2.4 Attack Symbol: How hard it is to block this attack. The number is the speed of the attack, the circles show which zone the attack takes place in. The zones are either high, mid, or low. These symbols only appear on attack cards.
- 2.2.5 Damage: How much damage the attack deals to an opponent's character. This symbol only appears on Attack cards.
- 2.2.6 Resource Symbols: These govern the cards a player can play (See 8.1 Playing a Card from Hand).
- 2.2.7 Card Type: Defines whether the card is an action, asset, attack, or foundation.
- 2.2.8 Text Box: Here are descriptions for any special abilities the character possesses.
- 2.2.9 Keyword (See 2.14 Keywords).
- 2.2.10 Control Value: Every card has a control value. This is used when making control checks (ex. when a player plays cards, see 2.11 Control Checks).
- 2.2.11 Watermark: This symbol is used to determine whether or not the card can be used in various organized play events. For more information on organize play, please see the tournament rules located at: <http://www.jascogames.com>
- 2.2.12 Collector's Information and Legal Text: The two lines of text at the bottom of every card. This text has no in game effect, though other cards can reference it.



- 2.2.13 Game text on attacks will only generate an effect while the attack is in the card pool.
- 2.2.14 Played abilities on attacks may only be played while the attack is in the card pool.

2.2.15 Enhance abilities on attacks may only be played during the Enhance Step of the attack they are printed on.

2.3 Actions



Actions have a blue frame and represent maneuvers and tactics a player uses to either aid his character or disrupt his opponent's character.

2.3.1 Difficulty: The control check required to play the card. All cards have a difficulty.

2.3.2 Title: The card's title.

2.3.3 Block Symbol: How effective this card is in defending a character from his opponent's attacks. There are three possible block symbols:



2.3.3.1 A card of any type may have a block symbol on it. Any card with such a symbol is considered a block card.

2.3.3.2 An action card with a block on it, would be considered both an action card and a block.

2.3.4 Resource Symbols: These govern the cards a player can play (See 8.1 Playing a Card from Hand).

2.3.5 Card Type: Defines whether the card is an action, asset, attack, or foundation.

2.3.6 Text Box: Here are descriptions for any special abilities the character possesses.

2.3.7 Keyword (See 2.14 Keyword).

- 2.3.8 Control Value: Every card has a control value. This is used when making control checks (ex. when a player plays cards, see 2.11 Control Checks).
- 2.3.9 Watermark: This symbol is used to determine whether or not the card can be used in various organized play events. For more information on organized play, please see the tournament rules located at: <http://www.jascogames.com>
- 2.3.10 Collector's Information and Legal Text: The two lines of text at the bottom of every card. This text has no in game effect, though other cards can reference it.



- 2.3.11 Once an action card is played into a player's card pool (See 8.1 Playing a Card from Hand.), the card can not be used again to generate any additional played abilities that may be printed on the card.

2.4 Assets



Assets have a green frame and represent locations, equipment, or objects that can influence the fight. Assets stay around once a player plays them, and a player can use the text abilities on them multiple times. However, assets cannot help a player play other cards.

2.4.1 Difficulty: The control check required to play the card. All cards have a difficulty.

2.4.2 Title: The card's title.

2.4.3 Block Symbol: How effective this card is in defending a character from his opponent's attacks. There are three possible block symbols:



High Zone



Mid Zone



Low Zone

2.4.3.1 A card of any type may have a block symbol on it. Any card with such a symbol is considered a block card.

2.4.3.2 An asset card with a block on it, would be considered both an asset card and a block.

2.4.4 Resource Symbols: These govern the cards a player can play (See 8.1 Playing a Card from Hand).

2.4.5 Card Type: Defines whether the card is an action, asset, attack, or foundation.

2.4.6 Text Box: Here are descriptions for any special abilities the character possesses.

2.4.7 Keyword (See 2.14 Keywords).

2.4.8 Control Value: Every card has a control value. This is used when making control checks (ex. when a player plays cards, see 2.11 Control Checks).

2.4.9 Watermark: This symbol is used to determine whether or not the card can be used in various organized play events. For more information on organized play, please see the tournament rules located at: <http://www.jascogames.com>

2.4.10 Collector's Information and Legal Text: The two lines of text at the bottom of every card. This text has no in game effect, though other cards can reference it.



2.4.11 Game text on assets will have no effect until it is in the staging area.

2.4.12 Played Abilities (See 2.9 Played Abilities) on assets cannot be played or activated until the card is in the staging area.

2.5 Foundations



Foundations have a grey frame and represent a character's training and abilities that prepare him for the fight. Foundations will stay on the board once a player plays them. Players can use foundations for their text abilities, or to help play other cards. (See 8.1 Playing a Card from Hand.)

2.5.1 Difficulty: The control check required to play the card. All cards have a difficulty.

2.5.2 Title: The card's title.

2.5.3 Block Symbol: How effective this card is in defending a character from his opponent's attacks. There are three possible block symbols:



2.5.3.1 A card of any type may have a block symbol on it. Any card with such a symbol is considered a block card.

2.5.3.2 A foundation card with a block on it, would be considered both a foundation card and a block.

2.5.4 Resource Symbols: These govern the cards a player can play (See 8.1 Playing a Card from Hand).

2.5.5 Card Type: Defines whether the card is an action, asset, attack, or foundation.

2.5.6 Text Box: Here are descriptions for any special abilities the character possesses.

- 2.5.7 Keyword (See 2.14 Keywords).
- 2.5.8 Control Value: Every card has a control value. This is used when making control checks (ex. when a player plays cards, see 2.11 Control Checks).
- 2.5.9 Watermark: This symbol is used to determine whether or not the card can be used in various organized play events. For more information on organized play, please see the tournament rules located at: <http://www.jascogames.com>
- 2.5.10 Collector's Information and Legal Text: The two lines of text at the bottom of every card. This text has no in game effect, though other cards can reference it.



- 2.5.11 Game text on a foundation will have no effect until the foundation is in the staging area.
- 2.5.12 Played Abilities (See 2.9 Played Abilities) on foundations cannot be played or activated until the card is in the staging area.

2.6 Split Cards



Some cards have what looks like a smaller second upside down card as their bottom half. These are split cards, or are sometimes referred to as “hybrid cards”.

- 2.6.0.1 A split card may either be a “Foundation/Action,” “Foundation/Attack,” “Asset/Attack,” “Asset/Action,” or “Action/Attack.” Each side will retain the border associated with that card type.
- 2.6.0.2 When a split card is played, the player must declare which side they are attempting to play it as. (See 8.1 Playing a Card from Hand).
 - 2.6.0.2.1 The split card will remain the declared card type so long as it remains in the player’s card pool or staging area (See 4.0 Zones of Play).
- 2.6.0.3 If a split card is added to your card pool or staging area for any reason, then you must decide which half is added in this same way.
 - 2.6.0.3.1 If the effect that adds a split card to any of your in play zones refers to a specific type of card, then it must be added as that type. For example, “**E**: Add 1 foundation from your hand to your staging area.” cannot be used to add a split card as its attack half to your staging area.
- 2.6.0.4 While a split card is in a player’s hand, deck, discard pile, or removed from game area (See 4.0 Zones of Play) it may be targeted by a card or effect that targets either side of the card.
- 2.6.1 Difficulty: The control check required to play that side of the card.
- 2.6.2 Title: The card’s title. Both sides of the card retain the same title.
- 2.6.3 Block Symbol: How effective this card is in defending a character from his opponent’s attacks. There are three possible block symbols:



- 2.6.3.1 A card of any type may have a block symbol on it. Any card with such a symbol is considered a block card.
- 2.6.3.2 If there is a block on a split card, both sides are considered to have the same block. You must declare which side of the card you are blocking with when it is played.
 - 2.6.3.3 The block will be considered both a block card, and the declared card type.
- 2.6.4 Resource Symbols: These govern the cards a player can play (See 8.1 Playing a Card from Hand).
- 2.6.5 Card Type: Defines whether the card is an action, asset, attack, or foundation. On a split card, there will be two types listed. Each side’s text will have the same orientation as the respective card type.
- 2.6.6 Text Box: Here are descriptions for any special abilities the character possesses.
- 2.6.7 Keyword (See 2.14 Keyword).

- 2.6.8 **Control Value:** Every card has a control value. This is used when making control checks (ex. when a player plays cards, see 2.11 Control Checks). This control value applies to both sides of the split card.
- 2.6.9 **Watermark:** This symbol is used to determine whether or not the card can be used in various organized play events. For more information on organized play, please see the tournament rules located at: <http://www.jascogames.com>
- 2.6.10 **Difficulty:** The control check required to play that side of the card. (See 8.1 Playing a Card from Hand.)
- 2.6.11 **Keyword** (See 2.14 Keywords).
- 2.6.12 **Text Box** (See 2.6.6. Text Box)
- 2.6.13 **Attack Symbol**
- 2.6.14 **Attack Damage**
- 2.6.15 **Collector's Information and Legal Text:** The two lines of text at the bottom of every card. This text has no in game effect, though other cards can reference it.



2.7 Character Traits

Earlier, in section 2.1.8 Vital Statistics, we learned that characters have different vital statistics. Here is more information on each statistic:

- 2.7.1 **G** (Gender): A character will be Male (M), Female (F), or undefined (?).
 - 2.7.1.2 When checking a card effect against a character with an undefined gender, the player with the “?” will receive the worst possible outcome from the effect.
- 2.7.2 **H** (Height): This is how tall the character is. If the height is “?”, the character's height is unknown.

2.7.2.2 When checking a card or effect against a character with an unknown height, the player with the “?” will receive the worst possible outcome from the effect.

2.7.3 **Wt** (Weight): This is how much the character weighs. If the weight is “?”, the character’s weight is unknown.

2.7.3.2 When checking a card or effect against a character with an unknown weight, the player with the “?” will receive the worst possible outcome from the effect.

2.7.4 **BT** (Blood Type): Characters may have the following blood types; A, B, AB, O, ?. If the blood type is “?”, the character’s blood type is undefined.

2.7.4.1 When checking a card effect against a character with an undefined blood type, the player with the “?” will receive the worst possible outcome from the effect.

2.8 Ready & Commit

Cards have two states in this game: ready and committed. When a card is straightened, it is “ready.” Some abilities may require a player to “commit” a card (the card being used or a different card) as part of their cost. To commit a card, turn it 90 degrees, so it is aligned sideways. Abilities on committed cards may not be used unless otherwise stated.

2.8.1 Cards can’t be in more than one position at once. Cards that are in out of play zones, the card pool, or are attached to other cards do not have a readiness state and cannot be committed or readied.

2.8.2 Cards that are committed may not have played abilities (See 2.9 Played Abilities) used while committed.

2.9 Played Abilities

Played abilities are preceded by a bold face term: Form [**F**], Enhance [**E**], or Response [**R**].

2.9.0.1 Played abilities are located in a card’s text box.


2.9.0.2 Played abilities are written as [Ability Type Abbreviation] [Cost]: [Game Effect of Ability]. (See 2.12 Costs and 2.13 Effects for more information.)

2.9.0.3 Played abilities on foundations and assets cannot be used until the card is in your staging area.

2.9.0.4 Played abilities that are preceded by a character’s name (i.e., **Astrid R:**) or multiple character names (i.e., **Charlie/Guile E:**) can only be played by those characters.

2.9.0.5 Played abilities that are preceded by the term desperation (i.e., **Desperation F:**) can only be played by a player if the current vitality of that player’s character is less than half of his maximum vitality (rounded down).

2.9.0.6 Played abilities that are preceded by the term Combo (i.e. **Combo E:**) can only be played if the requirements indicated in the parentheses following the Combo keyword are fulfilled. (See 2.14.2.2 Combo Keyword).

2.9.0.7 Played abilities that are preceded by a resource symbol (i.e.  **E:**) can only be played if that player’s character has the required resource symbol. This is referred to as a Symbol-Specific Ability.



2.9.0.8 Played abilities may only be played by a card's controller unless otherwise specified.

2.9.0.9 Some cards have the words "Only playable" written in the last line of text in their effect. This line of text is to be regarded as an additional restriction and not part of the card effect.

2.9.0.9.1 If an ability with an "Only playable" restriction is negated or cancelled, it has still been played/activated, and may not be attempted again.

2.9.1 Form [F]

Forms are played as actions taken during a player's Combat Phase. If printed on an action card, the player gets the effect immediately after he has successfully played it into his card pool. (See 8.1 Playing a Card from Hand for more information.)

2.9.1.1 Forms may only be played by a player during that player's turn.

2.9.1.2 A player may not initiate a new Form until the previous Form has resolved. (See 8.0 The Combat Phase for more information.)

2.9.1.3 Form cards are not card types. "Form" is a reference to the ability type on the card. That is, an action card with a Form ability printed on it is referred to as a Form card.

2.9.1.4 Played abilities designated as "**First F:**" must be the first Form played in that player's Combat Phase.

2.9.1.4.1 If you have played or attempted another Form before the First Form then you may no longer play the ability preceded by "First".

2.9.1.5 A Form printed on a card in a player's staging area can be activated multiple times, as separate Forms, as long as the player can keep paying the costs. (See 8.0 The Combat Phase for more information.)

2.9.1.6 When playing an action card (See 8.1 Playing a Card from Hand) as a Form (**F**), a player must make the control check (See 2.11 Control Checks) before paying the costs to play that card. (See 2.12 Costs.)

2.9.2 Enhance [**E**]

Enhances are abilities that modify attacks.

2.9.2.1 Enhances are only played during the Enhance Phase of an attack.

2.9.2.2 During an attack, only Enhances printed on the current attack, printed on cards in a player's staging area, or Actions with **E** abilities played from the hand can be used.

2.9.2.3 Any copy of an Enhance may only be played once per Enhance Phase.

2.9.2.4 Enhance cards are not card types. "Enhance" is a reference to the ability type on the card. That is, an action card with an Enhance ability printed on it is referred to as an Enhance card.

2.9.2.5 Played abilities designated as "**First E:**" must be the first Enhance played by that player during the current Enhance Step. (See 8.3.1 The Enhance Step.)

2.9.2.5.1 If you have played or activated another Enhance before the First Enhance then you may no longer play the ability preceded by "First".

2.9.2.6 Effects of Enhances continue until the attack has fully resolved unless otherwise specified.

2.9.2.7 When playing an action card (See 8.1 Playing a Card from Hand) as an Enhance (**E**), a player must make the control check (See 2.11 Control Checks) before paying the costs to play that card. (See 2.12 Costs.)

2.9.3 Response [**R**]

Responses are abilities played or activated in reaction to a specific situation and can be played any time during either player's turn. The trigger for the response will be printed immediately after the colon and will be separated from the effect by a comma. Players alternate playing Responses to any trigger, starting with the player whose turn it is, until both players consecutively pass on playing Responses.

2.9.3.1 Response cards are not card types. "Response" is a reference to the ability type on the card. (That is, an action card with a Response ability printed on it is referred to as a Response card.)

2.9.3.2 Any copy of a Response may only be played once per trigger.

2.9.3.3 Responses can be played by either player during either player's turn.

2.9.3.4 Action cards with Response abilities are played in the same way as other action cards. (See 8.1 Playing a Card from Hand.)



- 2.9.3.5 Once both players have passed in succession, then that trigger closes and no other responses to it may be played.
- 2.9.3.6 When playing an action card (See 8.1 Playing a Card from Hand) as a Response (**R**), a player must make the control check (See 2.11 Control Checks) before paying the costs to play that card. (See 2.12 Costs.)
- 2.9.3.7 If a Response states “play after your X card played this turn”, a player may only respond to that with a card played from hand once, as successfully playing that Response will increase the number of cards he has played that turn.

2.10 Continuous Abilities

Abilities that are not preceded by a bold face term and colon are continuous abilities. Continuous abilities are always active.

- 2.10.1 Continuous abilities are found in a card’s text box.
- 2.10.2 In the case of the application of multiple continuous abilities, the player whose turn it currently is applies theirs in any order they choose, and then their opponent applies theirs in any order they choose.
- 2.10.3 Continuous abilities may reference a specific game event. The ability will only begin resolving once that event takes place. (For example, if a continuous ability states “After your opponent plays an attack, draw 1 card.” The player will only draw 1 card due to this continuous ability after the event of their opponent playing an attack takes place.)

2.11 Control Checks

Players make control checks by taking the top card of their deck and placing it into their discard pile. The control value of the card placed in the discard pile is then used as the reference point for the control check.

- 2.11.1 Control checks may be modified by other cards or effects.
- 2.11.2 If a card instructs a player to use a specific value instead for a control check, the top card of the deck is not moved to the discard pile.
- 2.11.3 Only one re-check effect may be applied per control check.
 - 2.11.3.1 A re-check is a new control check which replaces the previous control check.
 - 2.11.3.2 A player may not apply a re-check effect to a re-check.

2.12 Costs

When playing a card, or an ability, the cost is indicated between the ability type and colon (i.e., **F** Commit:, or **F**(5+):)

- 2.12.1 Costs are not optional.
- 2.12.2 Costs may only be paid using cards controlled by the player wishing to play the ability.
- 2.12.3 If a part of a cost is to commit foundations, you may use your character card as a foundation card to pay these costs.
- 2.12.4 A player may not pay more for a cost than they are required.

2.13 Effects

When playing/activating a card or an ability, the effect is everything after the colon. (i.e., **E**: Draw 2 cards)

- 2.13.1 After the generation of an effect, it exists independently of its source. Destruction or removal of the source after that time won't affect the ability.
- 2.13.2 Effects will last until the end of the turn they are played unless otherwise stated.
- 2.13.3 If effects are connected together by the wording "and then", "then", or sentences starting with the wording "Then," these effects are linked to the effect before them. If the first effect cannot be completed in its entirety, then the linked effect will not happen.
- 2.13.4 After an ability is played, it will resolve as much of itself as it can. (See 8.1 Playing a card from hand, for more information on playing cards and abilities.)
- 2.13.5 Played abilities that state a condition preceded by "if", "after", "when", the entire effect following "if", "after", "when" must resolve and then the condition can be fulfilled. For example, for the game text "If this attack deals damage, reveal the top card of your deck. Gain X vitality." The vitality gain is fulfilled once the attack deals damage and you reveal the top card of your deck.
- 2.13.6 If an effect would result in a number being divided by 0, it is instead considered 0.
- 2.13.7A To be able to resolve an effect, it must have a valid target.
- 2.13.7B If an effect would be generated from modifying something that is unable to be modified, that effect generates no result instead.
- 2.13.8 When a player has the option to choose a number for X, X must be a positive number.
- 2.13.9 A card turned face-down has no traits.
 - 2.13.9.1 Any effects referencing a printed number on a face-down card would see that number as a 0.

2.13.10 When an effect refers to something preceding (i.e., “The there is a non attack preceding this card in your card pool”), it means immediately preceding the current card.

2.13.11 If an effect states to immediately destroy a card or turn a card face down, once that effect has effect has happened, that effect is considered to have resolved.

2.14 Keywords

Keywords appear in the text boxes of many cards. There are two different types of keywords: Keyword Traits, and Keyword Abilities.

2.14.1 Keyword Traits

Keyword Traits are keywords that appear on cards, but do not have any abilities on their own. These traits are used to describe details of the card. There are several cards in the game that reference Keyword Traits in their card effects. The following cards are considered Keyword Traits.

2.14.1.1 – Ally

2.14.1.2 – Character Only (See 8.1 Playing a Card from Hand)

2.14.1.3 – Item

2.14.1.4 – Kick

2.14.1.5 – Punch

2.14.1.6 – Stance

2.14.1.7 – Weapon

2.14.2 Keyword Abilities

Keyword Abilities are keywords that have their own in-game effects. There are two types of Keyword Abilities: played and continuous. For more information on the differences between played and continuous abilities see 2.9 and 2.10, respectively.

2.14.2.1 Breaker

Breaker: X (Response) - **R**: After blocking with this card, the difficulty on your opponent’s next card played is increased by X.

2.14.2.1.1 The Breaker keyword is a played ability.

2.14.2.1.2 A card with Breaker is also considered to have a response ability printed on the card.

2.14.2.2 Combo

Combo: (X) - In order to play the Combo ability written in the card text box, you must have cards with the required traits (noted in the parentheses) in the card pool immediately preceding this card in the listed order. Any references given to zones in the requirements refer to attack zones.

2.14.2.2.1 The Combo keyword is a continuous ability.

2.14.2.3 Desperation

Desperation: X - When your current vitality is less than half of your maximum vitality (rounded down), this card’s printed difficulty becomes X.

2.14.2.3.1 The Desperation keyword is a continuous ability.

2.14.2.4 Multiple

Multiple: X (Enhance) - **E** Discard up to X momentum: Place the momentum discarded to pay for this ability face down into your card pool to the right of the Multiple attack. Each of the cards placed into your card pool counts as a copy of the Multiple attack with a blank text box and speed and damage values equal to the printed values of the original attack. No control check is required to play these cards, and each copy has its own Enhance Phase, Block Step, and Damage Step. Players must go from left to right, resolving each attack in turn. If a multiple copy would go to a player's momentum for any reason, it is discarded instead. If you attempt to create a "multiple copy" of a "multiple copy," the "copy of the copy" is discarded.

2.14.2.4.1 The Multiple keyword is a played ability.

2.14.2.4.2 A card with Multiple is also considered to have an enhance ability printed on the card.

2.14.2.4.3 Multiple copies have no printed values of their own. The face down card is only the representation of an attack, and anything that references printed values of the attack will return a "null" (or "zero" for a number).

2.14.2.5 Powerful

Powerful: X (Enhance) - **E**: Discard any number of momentum: For each momentum discarded to pay for this ability's cost, this Powerful attack gets +X damage.

2.14.2.5.1 The Powerful keyword is a played ability.

2.14.2.5.2 A card with Powerful is also considered to have an enhance ability printed on the card.

2.14.2.6 Ranged

Ranged: This card may be played as a block against any Ranged attack as if this card had a mid block of +0.

2.14.2.6.1 The Ranged keyword is a continuous ability.

2.14.2.7 Reversal

Reversal: (Response) - **R** Reveal this card from your hand: After an opponent's attack has resolved, if a player with this card successfully blocked the attack, he may immediately attempt to play this attack from his hand, proceeding as if he played a regular attack. Once this attack has resolved, his opponent continues with his Combat Phase. A player may only attempt to play one Reversal per attack. (See 8.0 The Combat Phase for more information on playing cards and resolving attacks.)

2.14.2.7.1 The Reversal keyword is a played ability.

2.14.2.7.2 A card with Reversal is also considered to have a response ability printed on the card.

2.14.2.8 Stun

Stun: X (Enhance) - **E**: Your opponent commits X of their foundations

2.14.2.8.1 The Stun keyword is a played ability.

2.14.2.8.2 A card with Stun is also considered to have an enhance ability printed on the card.

2.14.2.9 Terrain

Terrain: Only one Terrain card may be in either player's staging area at any one time. If a Terrain is added to either player's staging area, all other Terrain cards in all staging areas are destroyed.

2.14.2.9.1 The Terrain keyword is a continuous ability.

2.14.2.10 Throw

Throw: If this attack is completely blocked, it still deals half damage (rounded up).

2.14.2.10.1 The Throw keyword is a continuous ability.

2.14.2.11 Unique

Unique: You may only have one copy of this card in your staging area at a time. If a second copy of the card is in or moved to your staging area, pick one copy to keep and destroy the rest.

2.14.2.11.1 The Unique keyword is a continuous ability.



3. Deck Construction

Each player enters the game with their own deck.

- 3.1 A deck must contain at least 60 cards. One of those cards must be a character card.
- 3.2 You may have no more than 4 copies of any one card in a deck.
- 3.3 If a card has dots in the title, it is considered a different card than a card with no dots, or a card with a different number of dots. (For example, it would be legal to have 4x Crazy Buffalo as well as 4x Crazy Buffalo .. .)

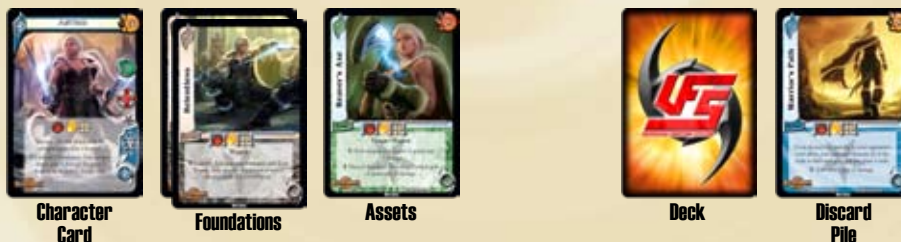
4. Zones of Play

A zone of play is an area where cards can be during a game. There are three in play zones in UFS: card pool, staging area, and momentum. There are five out of play zones in UFS: deck, hand, discard pile, transition, and removed from game.

Card Pool



Staging Area



- 4.0.1 If any card would go to an out of play zone, it goes to its owner's out of play zone (regardless of if it is controlled by an opponent due to an ingame effect).
- 4.0.2 Cards may become attached to other cards as the result of an effect. If the card that a card is attached to goes to another zone, the attached card will be discarded.
- 4.0.3 Cards that are attached to another card are not "in play" nor are they in the same zone as the card they are attached to. These cards are only to be used or referenced by whatever card attached it, and not used or referenced by anything else.
- 4.0.4 If a card would move from an area where cards are public knowledge (card pool, staging area, face up in momentum, discard pile, removed from game pile) to an area where cards are hidden (hand, deck, face down in the momentum), that card must be revealed to the opponent first, before entering the hidden area.

4.1 Card Pool

Any cards a player plays during the current turn are played into his card pool. (See 8.1 Playing a card from hand.)

- 4.1.1 The order of cards in a card pool may not be re-arranged except by a specific effect.
- 4.1.2 Cards in a card pool may not be used to pay a cost unless specifically stated otherwise.
- 4.1.3 A player may not look at face down cards in their card pool.



4.2 Momentum

Momentum is a pile of face down cards that are usually kept next to, or sometimes underneath, your character. Momentum represents getting the upper hand in the fight.

- 4.2.1 When a player adds cards to their momentum, they may not look at these cards; however, they may place them in any order as they combine them with the rest of their momentum.
 - 4.2.1.1 Once cards are added to the momentum, they may not be reordered except by card effect.
- 4.2.2 Unless instructed to by a card effect, neither player may look at the contents of either player's momentum.
- 4.2.3 All cards in a player's momentum must be kept in a single pile together so it is clear that they are all in that player's momentum.
- 4.2.4 The number of cards in either player's momentum is knowable by both players. A player can request a count of his opponent's momentum at any time.
- 4.2.5 When cards are being placed into momentum, they cannot be physically distinguishable from the other cards in momentum other than by the order of placement. For example, a player may not tilt one of the cards at a different angle than the rest of his momentum to remember what it is.

4.3 Staging Area

At the beginning of the game, a player's character card starts in his staging area. In addition, any cards that stay in play, such as foundations or assets, are moved to the staging area at the end of the turn they are played.

- 4.3.1 Cards in the staging area can be arranged however their controller wishes, although who controls those cards, their orientation (ready or committed), and attached cards must remain clear to both players.
 - 4.3.1.1 Cards in the staging area must be visible to both players, are public knowledge, and can be read by either player at any time.
- 4.3.2 If a "Character Only" card is in a player's staging area and they are not playing a copy of the named character, then the "Character Only" card is immediately destroyed.
- 4.3.3 If a card is attached to another card in the staging area, it does not count as a card in the staging area.
- 4.3.4 Cards attached to cards in the staging area may not be used to pay costs. (See 2.12 Costs.)
- 4.3.5 Cards attached to cards in the staging area may not be targeted by effects.
- 4.3.6 When a card is removed from the staging area, if it has cards attached to it, unless otherwise indicated, those attached cards will go to the discard pile.
- 4.3.7 A player may look at the reverse side of a face down card in their staging area.

4.4 Discard Pile

After a card is destroyed or discarded, it is placed in a player's discard pile. Any time a card is placed in his discard pile, it is placed on top of the pile, face up.

- 4.4.1 The order of cards in a player's discard pile may not be altered.
- 4.4.2 Each discard pile is kept in a single face up pile.
- 4.4.3 If an effect puts two or more cards into the same discard pile at the same time, the owner of those cards may arrange them in any order.

4.5 Removed from Game Pile

Any cards that have been "removed from the game" are placed in this pile. Cards that are removed from the game are no longer considered part of a player's deck for the remainder of the game, have no effect on the game, and may not return to a player's deck, discard pile, or other location without a specific card effect.

- 4.5.1 Cards in the removed-from-the-game zone are kept face up and may be examined by either player at any time.

4.6 The Hand

A player's hand is where he holds cards he has not played yet. While a player's hand is not on the playing surface, it is considered an area of play and can be affected by cards and abilities.

- 4.6.1 There is no maximum or minimum amount of cards that may be held in a player's hand.

4.6.1.1 Even if a player has 0 cards in hand, they are still considered to have a hand. If an effect requires a player to “discard their hand”, a player may discard a hand of 0 cards to fulfill that effect.

4.6.2 A player may arrange his or her hand in any convenient fashion and look at it as much as he or she wishes.

4.6.3 A player can't look at the cards in another player's hand but may count those cards at any time.

4.7 The Deck

The player's deck of cards. Each deck must be kept in a face down pile.

4.7.1 Players can't look at or change the order of cards in a deck.

4.7.2 Either player may count the number of cards remaining in a deck at any time.

4.7.3 If an effect puts two or more cards on the top or bottom of a player's deck at the same time, the owner of those cards may arrange them in any order. This order is not revealed to other players unless otherwise specified.

4.7.4 When a player has no cards left in their deck, they immediately shuffle their discard pile and that becomes their deck. Once they have given their opponent the chance to cut or shuffle their deck, the top ten cards of that deck are removed from the game. This is referred to as cycling your deck. If after removing cards in this way, a player no longer has any cards left in their deck, that player loses the game. (See 10.2 Ending the Game.)

4.7.4.1 When a player is required to cycle their deck, the entire game including any effects is paused until the player is finished cycling his deck.

4.8 The Transitional Zone (Aka Purgatory, not to be confused with Limbo)

This is the area that a card moves through as it is in the process of being played. (See 8.1 Playing a Card from Hand.)

4.8.1 When a card is announced to be played from hand, it immediately enters this zone.

4.8.2 Once a card is successfully played, it leaves this area for the card pool.

4.8.3 If you fail to play a card successfully, it leaves this zone and goes to the discard pile.

4.8.4 If a card would be played “as though it were in your hand”, it is considered to enter this zone while it is being played.

4.8.5 Cards in the transitional zone are public knowledge, and may be examined by either player at any time.

4.8.6 The difficulty for playing a card is determined when the card enters the transitional zone. This takes into account all pending effects, as well as any static effects that may be triggered.

5. Beginning the Game

At the start of the game, each player looks through their deck and selects a character card, placing it face down in front of them. Once both players have selected a character the selected cards are turned face up so that they are revealed to a player's opponent. Both players then shuffle their deck so that the cards are in a random order. Then players may cut or shuffle their opponent's deck.

- 5.1 Use a random method to determine who will get to decide which player will take the first turn. Roll a die, flip a coin, or use any random method both players agree on. The player who wins the choice then decides whether they wish to go first or second.
 - 5.1.1 If playing a series of multiple games, the player who lost the last game gets to choose which player goes first.
- 5.2 The player that is chosen to start the game commits his character. This player will skip the Ready Phase during his first turn. (See 7.0 The Ready Phase.)
- 5.3 Both players draw cards equal to their character's printed hand size for their starting hand.
- 5.4 After drawing their hands, players may decide to take what is called a mulligan. The player who will be taking the first turn has the opportunity to take a mulligan first. Then the player who will take the second turn has the opportunity to mulligan. Players may only take one mulligan at the beginning of the game. If a player decides to mulligan, all the cards currently in their hand are removed from the game and they draw a number of cards equal to their character's printed hand size.



- 5.4.1 A player may not look at the cards in his opponent's mulligan, until he has announced whether or not he will mulligan.
- 5.5 Players start the game with an amount of vitality equal to the vitality on their character card.
 - 5.5.1 A player may not have more vitality than their character's starting vitality. This is referred to as that player's maximum vitality.

6. Turn Sequence

Each turn is comprised of three phases: the Ready Phase, the Combat Phase, and the End Phase.

- 6.1 When a phase or step ends, any effects scheduled to last until the end of that phase or step expire.
- 6.2 When a phase or step begins, any effects scheduled to last until that phase or step expire.
- 6.3 No game events can occur between phases or steps.
- 6.4 Once a player has completed all three phases of their turn, it is then their opponent's turn.
- 6.5 Any reference to the active player, specifically references the player whose turn it is.

7. The Ready Phase

The ready phase is broken down into three steps: the Ready Step, the Review Step, and the Draw Step.

7.1 The Ready Step

The player readies all committed cards that they have in play.

- 7.1.1 This step is not optional, and must be completed before proceeding to the next step.

7.2 The Review Step

The player may choose one card from their hand and discard that card.

- 7.2.1 This step is optional. A player is not required to discard a card unless they wish to.

7.3 The Draw Step

The player compares the number of cards in their hand to their character's hand size. If the player currently has less cards in their hand than their character's hand size, they will then draw a number of cards equal to the difference between the amount of cards in their hand and their character's hand size. These cards are drawn all at once.

- 7.3.1 This phase is not optional. If a player has fewer cards than their hand size, they **MUST** draw.
- 7.3.2 If the player has a number of cards equal to or greater than their printed hand size, they will not draw any cards.

- 7.4 The above three steps are taken in order. The order may not be altered, except by card effect.
- 7.5 The player chosen to start the game skips this entire phase for their first turn only.
- 7.6 The player now moves onto the next phase of their turn.

8. The Combat Phase

This is the main phase in the game, where a majority of a player's cards and abilities are played. A player may choose to do any of the following on their turn:

- 8.0.1 Play a card from their hand.

- 8.0.1.1 Foundations, attacks, assets, and characters are all cards you can normally play on your turn as a Form. Actions cards can be played as a Form only if they have an **(F)** ability printed on them.

8.0.2 Activate a form (F) ability on a card in their staging area.

8.0.3 Pass, not playing anything, signaling they are done with their Combat Phase.

8.1 Playing a Card from Hand.

While this is being discussed in the Combat Phase, the steps listed here to physically play a card are consistent through all phases of the game.

8.1.1 To attempt to play a card, a player reveals it from their hand.

8.1.1.1 If the card has the Character Only keyword (from 2.14.1.2, e.g., **Yi-Shan Only**) and the character name on the card matches the character in the staging area, proceed. Otherwise this card may not be played.

8.1.1.2 When an action card is declared, it becomes only that type of card declared, no matter what other effects may be printed on the card.

8.1.1.2.1 The action card will remain that type (E, F, or R) until it leaves your card pool.

8.1.2 When a player attempts to play a card, that card must share at least one resource symbol (the same one) with that player's character card as well as every card in that player's card pool. If the card doesn't, then it may not be attempted at that time. This is referred to as Resource Restriction.



8.1.2.1 If a face down card is added to a player's card pool that is not a copy of another card, while that card has no resource symbols it does not count toward the Resource Restriction.

8.1.3 The card enters the transitional zone and the player makes a control check (See 4.8 The Transitional Zone).

8.1.3.1 If their check is equal to or greater than the difficulty of the card they are attempting to play, the player puts that card into their card pool to the right of any other cards played this turn. At that point, they have played that card.

8.1.3.2 When a player attempts to play a card, the card gets +1 difficulty for every card already in their card pool. This is referred to as Progressive Difficulty.

8.1.3.3 If the player's check was less than the required difficulty, then they must either commit enough foundations to make the check successful or fail the control check and thus their attempt to play the card. (See 8.1.3.5)

8.1.3.4 If a player checks less than the difficulty they needed to pass the check, they may commit a number of ready character or foundation cards in their staging area equal to the difference between their control check and the difficulty they

were checking against. If a player does so, they are then successful and they continue on as normal. A player may also commit their character card like it was a foundation to make up the difference between the check and the difficulty needed.

8.1.3.5 If the player fails to play a card from his hand as a form, the card goes to the discard pile with no effect. Then play proceeds to the End Phase (See 9.0 The End Phase).

8.1.4 A card is considered played after it has been declared and any costs paid, but before its effect resolves.

8.1.4.1 If the successfully played card generated an effect, it will resolve as much of itself as it can.

8.1.5 If you successfully play a character card, foundation, or asset, the card will have no effect while it is in the card pool. Typically these cards will move to your staging area during your End Phase (See 9.0 The End Phase).

8.1.6 If an action card was successfully played, resolve its effects immediately.



8.1.7 If the successfully played card was an attack card, proceed to 8.3 The Attack Sequence.

8.1.7.1 A player may play as many attacks in a turn as he can successfully play.

8.1.8 If a card played from hand has a value of X, that value is defined when the card is announced. If the value that defined X changes after the card is announced, X will remain as initially announced, until another ability modifies that number.

8.1.9 If a card effect states that a player may play a card “that you could normally play”, it means following all requirements outlined in 8.1 Playing a Card from Hand, including but not limited to the resource restriction.

8.2 Activating a Form (F)

To activate a Form a player announces which Form on a card in their staging area they wish to use.

- 8.2.1 Activating a Form (F) has also been referred to as playing a Form. This is not the same as playing a card.
- 8.2.2 When an effect states that “You must play X as your next Form”, activating a Form will not satisfy this requirement.
- 8.2.3 If there is a pending Form that is required to be played by a player, they may not choose to activate a Form until that requirement is fulfilled.
- 8.2.4 The player pays all costs associated with activating the ability. (See 2.12 Costs.)
- 8.2.5 An ability is considered activated after it has been declared and any costs paid, but before its effect resolves.
- 8.2.6 A successfully activated ability will also be considered played.
- 8.2.7 After a Form is activated, it will resolve as much of itself as it can.
- 8.2.8 An activated Form that has the designation of **First F**: can only be activated once, and as your first Form on your turn.
 - 8.2.8.1 If the activated **First F**: is canceled, negated, or failed to successfully activate, the player may not play another **First F**: card or activate another **First F**: that turn.

8.3 The Attack Sequence

Once you have successfully played an attack as a Form (through the steps outlined at either 8.1 or 8.2), you enter the attack sequence. It is comprised of the following steps: Enhance Phase, Block Step, Damage Step, and Reversal Step.

- 8.3.0.1 Any non-continuous changes to an attack’s base/printed values will end after the attack sequence has resolved.
- 8.3.1 The Enhance Step

After an attack is played, then each player will get a chance to play Enhance (or **E**) abilities.

 - 8.3.1.1 Starting with the player who played the attack, a player may either play an **E** ability or pass.
 - 8.3.1.2 The attacker may only play **E**’s from the attack that has just been played, Enhance action cards from their hand, or Enhances from foundations, assets, or characters in their staging area.
 - 8.3.1.3 Any copy of an **E** may only be played once per Enhance Step.
 - 8.3.1.4 The defender may only play Enhances from foundations, assets, or characters in their staging area, or Enhance action cards.
 - 8.3.1.5 If the attacker passes on playing an Enhance, but the defender choose to play an Enhance, the attacker may then choose to play an Enhance.
 - 8.3.1.6 If the defender chooses to pass on playing an Enhance, but the attacker chooses to play an additional Enhance, the defender may then choose to play an Enhance.

- 8.3.1.7 If an attack is discarded from a player's card pool during its Enhance Step, then that Enhance Step ends and there is no Block, or Damage Step for the attack. This is referred to as an aborted attack.
- 8.3.1.8 Once both players have consecutively passed on playing **E's** the Enhance Step is over and play proceeds to the Block Step (See 8.3.2 The Block Step).
- 8.3.1.9 Both the attacker and the defender may each play an Enhance designated as **First E:**
 - 8.3.1.9.1 Once a player has played an Enhance during the Enhance Step, that player may no longer play an Enhance designated as **First E:** during that Enhance Step.
 - 8.3.1.9.2 Each player is entitled to play a **First E:** during the Enhance Step.
 - 8.3.1.9.3 Passing, and choosing not to play an Enhance, is not the same as playing an Enhance. A player who passes and does not play any Enhance may still choose to play a **First E:** if it is that player's first Enhance of the Enhance Step.

8.3.2 The Block Step

During the Block Step, an existing block effect is applied, or the defender chooses whether or not to try to create a new block effect.

- 8.3.2.1 The defender decides whether or not to block the attack.
- 8.3.2.2 In order to block, the defender must choose a card with the appropriate block symbol.
 - 8.3.2.2.1 A high zone attack may have high or mid zone blocks played against it.
 - 8.3.2.2.2 A mid zone attack may have any block zone played against it.
 - 8.3.2.2.3 A low zone attack may have low or mid zone blocks played against it.
- 8.3.2.3 The difficulty of a block is figured by taking the speed of the attack that the defender is blocking, adding the block modifier (the +X number inside the block symbol) of the block, and then adding one for each card in the defender's card pool. This is referred to as Block Difficulty.
- 8.3.2.4 A block modifier may be a positive or a negative number.
- 8.3.2.5 If the defender fails to play the block, their block is placed in the discard pile immediately, and they may not attempt to block again. Play immediately proceeds to the Damage Step (See 8.3.3 The Damage Step)
- 8.3.2.6 Once a block is successfully played, a block effect is generated.
 - 8.3.2.6.1 If the zone of the block matches the zone of the attack, that attack is completely blocked. This is synonymous with fully blocked.

8.3.2.6.2 If the zone of the block doesn't match the zone of the attack, that attack is partially blocked.

8.3.2.7 When the defender attempts to play a block, they must adhere to the normal resource symbol restriction.

8.3.2.8 Effects that change the zone of a block after it has been played will not make the block illegal.

8.3.2.9 If an attack is discarded from the card pool during this step, it will still deal its damage during the Damage Step as normal.

8.3.2.10 If a block is discarded from the card pool before the Damage Step. Then the attack will still be considered blocked since the block quality was established and the attack took on the completely or partially blocked status during the Block Step.

8.3.2.11 Cards that trigger off of playing a block will only trigger if the card is played as a block during the Block Step. IE: You may not respond to "Playing a Block" when attacking with a card that has a block printed on it.

8.3.2.12 When an action card is played as a block, it is considered a block card. It is not an Enhance, Response, or Form card, and may not be negated by cards that negate Enhances, Responses, or Forms.



8.3.2.12.1 If a card effect would negate an action card's effects, and the action cards was played as a block, the block effect is canceled.

8.3.2.13 If a block effect is negated, the defending player may not play a new block.

8.3.2.14 If a block effect has been generated by a source other than a block card, and it simply states that the attack is Blocked, that is synonymous with completely blocked.

8.3.3 The Damage Step

The Damage Step is where an attack's damage is finalized and converted into vitality loss.

- 8.3.3.1 If a completely blocked effect has been generated, this attack deals no damage. Proceed to the Reversal Step (See 8.3.4 The Reversal Step).
- 8.3.3.2 If a partially blocked effect has been generated, the attack will deal half damage. Continue through the Damage Step to assess and assign damage to the defending player. Then proceed to the Reversal Step.
- 8.3.3.3 If the defender decided not to block, or failed to generate a block effect, the attack will attempt to deal damage.
- 8.3.3.4 Determine the amount of damage outstanding. This is where any effects that state "when a player is taking damage" or "when you are taking damage" may be played.



- 8.3.3.5 Phrases such as "When a player is taking damage" or "When you are taking damage" are both played interchangeably at this step. These are referred to as Damage Adjusters.
- 8.3.3.6 The active player may choose to play any Damage Adjuster. His opponent may then choose to play any applicable damage adjusters.
- 8.3.3.7 Each player will continue taking turns playing Damage Adjusters until both players have passed consecutively.
- 8.3.3.8 Subtract the appropriate amount from the defender's vitality total. This is considered vitality loss.
- 8.3.3.9 If an attack will deal half damage, and halving the damage will not result in a whole number, round up to the next whole number.

- 8.3.3.10 An attack must cause a vitality loss of at least 1 or more to your opponent to be considered to have dealt damage.
- 8.3.3.11 Any effects that activate “if damage is dealt” (or any applicable synonyms), trigger at this step.
- 8.3.3.12 Determine what step to proceed to:
 - 8.3.3.12.1 If any effects are pending that state “If this attack deals damage, you may play a reversal as if you blocked this attack.” (or any applicable synonyms), proceed to The Reversal Step (See 8.3.4 The Reversal Step).
 - 8.3.3.12.2 If there are no Reversals pending, but there are additional attacks to resolve (such as Multiples – see Multiples 2.14.2.4), begin a new attack sequence with the next card in the card pool.
 - 8.3.3.12.3 If there are no further attacks pending, return to the active players combat phase.
- 8.3.3.13 If a player is reduced to 0 vitality during this step, they lose the game. Proceed to 10.0 Ending the Game.

8.3.4 The Reversal Step

The Reversal Step happens after damage has been resolved, and gives the defender an opportunity to play special attacks called Reversals.

- 8.3.4.1 If a complete or partial block effect was generated, the defender may play the Reversal Response.
- 8.3.4.2 Playing a Reversal follows all of the normal steps in playing a card from hand (See 8.1 Playing cards from hand).
- 8.3.4.3 Successfully playing a Reversal will initiate a new attack sequence. Complete with its own Enhance, Block, Damage, and Reversal Steps. (See 8.3 The attack sequence.)
 - 8.3.4.3.1 If a player defending against a Reversal generates a block effect, they may play an attack as a Reversal on their own turn.
- 8.3.4.4 If there are multiple copies pending, they will be resolved after the attack sequence generated by a reversal.
- 8.3.4.5 If a blocking player chooses to pass and not play a Reversal, the attack sequence is ended, and play returns to the active player.
- 8.3.4.6 A Reversal is a Response, and may be negated as a Response. If a Reversal is negated, the Reversal Step ends.

8.4 **Passing** (Declining to play a Form)

Passing signals that a player wishes to end their turn. When a player passes, the Combat Phase is over and they must move on to their End Phase.

- 8.4.1 The active player’s opponent has the opportunity to play Responses and resolve any effects that trigger at the end of a player’s Combat Phase.

9. The End Phase

During this phase, both players clear any cards played during the current turn from their respective card pools.

9.1 The player whose turn it is will clear all cards from their card pool first.

9.1.1 Their opponent will then clear all of the cards from their card pool.

9.2 When clearing their card pool, a player starts with the card furthest to the right of their card pool, and works their way back one by one until all cards are removed from their card pool.

9.3 Any card played as a block will be placed in the discard pile.

9.4 Any face down card in the card pool will be placed in the discard pile.

9.5 Any action card will be placed in the discard pile.

9.6 Any asset will be moved to the staging area.

9.7 Any foundation that was played will be moved to the staging area.

9.8 Any attack is placed in the discard pile.

9.8.1 If the attack has generated a vitality loss of one or more to the opponent during the Damage Step, it may instead be placed in the momentum.

9.8.1.1 When a player is placing a card in their momentum, they may choose where in their momentum the card goes.

9.9 If the card is a version of the character card you are playing, it is moved to the staging area.

9.9.1 If the card is a character card with a name different than the one being played, it is placed in the discard pile.

9.10 Once both players' card pools are cleared and all effects have been resolved, it becomes the opposing player's Ready Phase. (See 7.0 The Ready Phase.)



10. Ending the game (Winning and Losing)

The game ends immediately if any of the following occurs:

- 10.1 If a player is reduced to zero vitality, that player immediately loses the game.
- 10.2 When a player cycles his deck (see 4.7.4), and is unable to remove 10 cards from the game, he loses the game.
- 10.3 If a card effect specifically states that a player has won the game (e.g., Close to the Edge, Soul Hive).

11. The Resources

- 11.1  Air
- 11.2  All
- 11.3  Chaos
- 11.4  Death
- 11.5  Earth
- 11.6  Evil
- 11.7  Fire
- 11.8  Good
- 11.9  Life
- 11.10  Order
- 11.11  Void
- 11.12  Water
- 11.13  Infinity

- 11.13.1 Before a player plays or places a card with the infinity symbol into play, they choose one of the other twelve resource symbols; the infinity symbol is that symbol as long as the card is in play.
- 11.13.2 When a player reveals a character with the infinity symbol at the start of the game, they choose what symbol it will be for the rest of the game when their character is revealed.

12. Glossary

Bonus: Any positive addition applied to a numerical value. The opposite of a penalty.

Card Pool: Any cards played during the current turn are played into the card pool. The card pool is considered “in play” for card effects.

Commit: To change a card from the ready state to the committed state by turning it sideways.

Committed: The state of a card that has been turned sideways to show that it has been used.

Control Check: When a player reveals the top card of their deck, references the control rating of their card, and then places it in their discard pile.

Destroy: To take a card from a staging area and place it into the discard pile.

Discard: To take a card and place it into the discard pile. Unless otherwise specified, this term refers to cards from hand.

Enhance: An ability played after an attack is played but before blocking is declared. An enhance ability is marked by an “E”.

Form: The overall term for one of the many options that a player can take during their Combat Phase, as well as the name of abilities which are played in this same time period. Form abilities are marked with an “F”.

Momentum: A zone to build up cards that may be used to activate things that require momentum later in the game.

Mulligan: To remove your opening hand from the game and draw a new hand. The player who is taking the first turn gets to decide whether to mulligan or not first, and then the player who is taking the second turn of the game gets to decide.

Penalty: Any negative subtraction applied to a numerical value. The opposite of a bonus.

Re-check: To make another control check. When a player re-checks, the new check’s value will be used for whatever they were checking for rather than the original check. Only one re-check may be made per control check.

Ready: A card that is straight up and down, also to change a card from a committed to a ready state.

Response: An ability that can be played when a specific situation arises. Responses can be played during either player’s turn. Response abilities are marked with an “R”. Responses may only be played when their trigger comes up.

Sideboard: A group of cards, which a player can use to modify their deck in the second and subsequent games of a series. In constructed tournaments, it must be exactly 8 cards.

Staging Area: The zone where cards that are permanent or persist from turn to turn are placed.

Unblockable: If an attack is made unblockable, the Block Step that would normally happen after the Enhance Phase for the attack is skipped. Prior effects that either block or set up blocks to be applied later will not block an unblockable attack. When an attack becomes unblockable, it is no longer able to have the blocked status and loses any block effect established beforehand by any card effects. Unblockable attacks can’t be blocked so their effect trumps effects that can block the attack (Reversal of previous ruling).

You Control: A player controls the cards that they have placed into play. After a game ends, any cards a player controls but does not own are returned to their owner. Control of a card may change during a game. When a card goes to an out of play zone it will go to its owner’s out of play zone, regardless of its controller.

You Own: For the purposes of game play, you own all of the cards in your deck and sideboard.

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