

Comprehensive Rules Change Summary

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This is a summary of the changes to the comprehensive rules for February. This includes updates to the rules for *The X-Men* (MXM), improvements and clarifications to existing rules, and errata. This summary does not include corrections to typographical errors or minor changes in wording that do not change the rules' or cards' functionality.

With the release of MXM, we have fixed several templating issues that made cards difficult to understand. At the end of the document is a list of the changes.

The following rules have been added or updated for the addition of classes and traits:

201.1b If a card or object refers to a <keyword> card, it is referring to a card with the <keyword> keyword. If a card or object refers to a <version> card, it is referring to a card with the <version> version. If a card or object refers to a <trait> card, it is referring to a card with the <trait> trait.

***Example:** Submariner, Namor has the leader keyword. A card that refers to a leader card can refer to Submariner. Trok, Deep Six has the version Deep Six. A card that refers to a Deep Six card can refer to Trok. Avalanche, Freedom Force has the Energy trait. A card that refers to an Energy card can refer to Avalanche.*

207. Class

207.1 Character cards may have a tab below the illustration called the “class tab.” Classes and traits are written there as “Class—Trait.”

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

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

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

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

The following rules have been added or updated for the addition of concealed—optional equipment:

302.3a For an object to be legal to attach equipment to (see rule 512.4a), it must have type character; it must be visible, unless the equipment has concealed—optional (see rule 707.9a); it can't have the stunned characteristic; and it can't already have its maximum allowed number of equipment equipped to it. Any existing restrictions on attaching equipment to it must be satisfied, and it must be controlled by the player controlling the effect whose modifier will attach the equipment.

302.6 If an equipped character leaves play or moves from a visible area to a hidden area (or vice versa), that character's equipment is put into the KO'd pile as part of that character leaving play or moving. Equipment with concealed—optional is not put into the KO'd pile as part of moving an equipped character from the hidden area to the visible area, or vice versa. (See rule 707.9a.)

512.4 Some one-shot modifiers allow a player to transfer equipment. Transferring equipment causes it to become attached to another object. As part of transferring equipment from one object to another, its controller must check whether it is legal to attach the equipment to the object to which he or she is transferring the equipment. Transferring equipment simultaneously removes equipment from the character it was equipped to and equips it to another. Equipment may not be transferred from a character in the visible area to a character in the hidden area or vice versa, unless that equipment has concealed—optional. (See rule 707.9a.)

707.9a "Concealed—Optional" is a keyword on cards that represents a continuous power that functions in any zone. For character cards, the keyword "Concealed—Optional" means, "This character may come into play in the hidden area." (See rule 213.5e.) This choice is made as part of putting the character into play. There is no default for this choice.

For equipment cards, the keyword "Concealed—Optional" means, "This equipment may be recruited targeting a character in the hidden area." (See rule 302.3a.) This equipment is not put into the KO'd pile as part of moving a character from the visible area to the hidden area, or vice versa. (See rule 302.6.) This equipment may be transferred from a character in the visible area to a character in the hidden area, or vice versa. (See rule 512.4.)

The following rule has been added for the addition of cards that "crossover" some number of affiliations:

513.3c Some continuous modifiers from continuous powers will instruct a player to "crossover" some number of team affiliations. This means that all characters that player controls and all character cards that player owns that have any of those affiliations have all of those affiliations.

Example: *Above and Below, Team-Up* reads, "Ongoing: Crossover X-Men and Morlocks." A player controls *Above and Below*. This means that all characters

that player controls and all character cards that player owns in all zones that have either the X-Men affiliation or the Morlocks affiliation have both affiliations.

The rules now state that the game begins, and then each player draws four cards:

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

The rules for what a card's text means when it refers to the name of a card or object that is its source, and for effects or modifiers that check whether you control a <card name> have been clarified:

201.1 A card's name appears across the top of the card. If an effect or modifier refers to the name of the card or object that produced it, it is only referring to the card or object that put the effect on the chain or whose text produced the modifier, and not to any other instance of that card or object. If a cost refers to the name of the card or object that is its source, it is only referring to the card or object that is the source of that cost, and not to any other instance of that card or object. If an effect or modifier checks whether you control a <card name>, it is referring to an object with that card name. (Also see "Considered To" in the Glossary.)

The rules now reflect the correct wording that appears in the Official Card Reference for cards that have replacement costs:

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

Revealed face-down resources have their normal powers while they are revealed:

213.5i Any player may reveal a face-down resource in his or her resource row any time he or she has priority. This does not use the chain, and the resource returns to being unrevealed afterwards if nothing else happens. A revealed face-down resource has its normal powers. (See rule 701.11b for more information.) If the resource has a payment power that's only usable while it is a revealed face-down resource, this lets such a power (and only such a power) be used. Any player may look at a revealed face-down resource while it is revealed.

Example: *Moonglow reads, "Moonglow has the team affiliations of each other character you control. <p> Activate, discard a card >>> You may search your deck for a Team-Up card, reveal it, put it into your hand, and shuffle your deck." While Moonglow is a revealed face-down resource, she has the team affiliations*

of each other character you control. However, her payment power cannot be used, because this is not a payment power that's only usable while Moonglow is a revealed face-down resource.

An object or card's restrictions on the number of times a payment power may be played apply to all modes that payment power may have:

501.4 An object or card's restrictions on the number of times a payment power may be played apply only to that object or card and that power, not to other objects or cards that may have the same name. (See rules 213.1b and 700.3b.) These restrictions apply throughout the specified interval, as long as the object or card is the same object or card and the power is the same power. If a payment power has more than one mode, these restrictions apply to all modes.

The following two rules now clarify that they look at the "game state" at the moment right before or after the trigger event happened:

502.3 Triggered effects that do not say they trigger off of an object becoming stunned or leaving play look to the game state at the moment right after their trigger event happened to determine if the effect exists so that it can trigger. Most triggered effects fall under this category; the rest fall under 502.4.

502.4 Triggered effects that trigger based on an object gaining the stunned characteristic or leaving play will look back to the game state at the moment right before the object became stunned or left play. This information is used to determine if the effect existed then so that it could trigger or to determine any other information that is relevant to the trigger event. Triggered effects that trigger off of a character or equipment leaving play will ignore whether that character or equipment's text is currently inactive when determining whether or not they should trigger.

A total cost can't be reduced below zero:

505.1d The player determines the total cost for the effect, first substituting an alternate cost if one is used, then adding any additional costs, and then subtracting any cost reductions. Cost increases or reductions are cumulative. A total cost can't be reduced below zero. The player then pays costs in any order.

A card that comes into play can affect and be affected by relevant continuous modifiers:

508.3c The card leaves the chain, comes into play, and becomes an object. If the card is an equipment card, it comes into play attached to the target of the recruit effect. The new object is now in play, its continuous powers are active, and applicable continuous

modifiers from objects' powers (its own included) take it into account. Any powers that would trigger on the object coming into play trigger—taking said modifiers into account if needed—but are not added to the chain yet.

The rules now define what recovering a character means. Additionally, they specify that a non-stunned character cannot be recovered:

512.8 Some one-shot modifiers instruct a player to recover a character. To recover a character, its controller turns it face up; it retains the exhausted characteristic. This removes the stunned characteristic. Non-stunned characters cannot be recovered.

Costs and types are not longer qualities of objects:

513.2i The qualities of objects and cards are as follows: name, version, and powers. Characters and character cards can also have the following additional qualities: ATK, DEF, protected, reinforcement, flight, range, unprotected, and willpower. Not all cards or objects will have all of these qualities.

Several general omissions have been corrected and clarifications have been made to the rules for declaring and processing an attack:

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

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

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

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

601.4a The proposed direct defender must not control any non-stunned characters the proposed attacker can attack.

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

602.1c If all of the proposed attackers are still able to attack the proposed defender or direct defender, the proposed attackers gain the “attacker” and “exhausted”

characteristics and are now attacking. If there are two or more attackers, the attack is also a team attack, the attackers also gain the “team attacker” characteristic, and those attackers are also now team attacking. The proposed direct defender is now the defending player; or the proposed defender gains the “defender” characteristic and that character’s controller is now the defending player. Powers that trigger when a character “defends” or “becomes a defender” will trigger only once per character that becomes a defender.

The rules now specifically state that breakthrough endurance loss is called “breakthrough” for short. The rules now use “breakthrough” to refer to breakthrough endurance loss. A future version of the Official Card Reference will update the cards to this template. Additionally, the rules now specify that all replacement modifiers are applied first, before determining if breakthrough is reduced to 0 or less, and as a result, is not caused:

602.5b If the attacker’s ATK is greater than the defender’s DEF, the defender’s controller loses endurance equal to the difference between the attacker’s ATK and the defender’s DEF. This is called breakthrough endurance loss, or “breakthrough” for short. Team attacks attacking a character can’t cause breakthrough endurance loss. After applying all replacement modifiers, if breakthrough is reduced to 0 or less, no breakthrough is caused.

The loop rules now say “the demonstrated loop” instead of “this loop” to make them clearer:

704.1a If a game state occurs such that there exists a loop of repeated actions with one or more optional actions involved, the loop first must be demonstrated. Then, the player that performed the first action in the demonstrated loop must choose a number of times he or she desires to repeat that loop. Then, starting with the next player clockwise from him or her, any player that performed an action in the demonstrated loop may choose a smaller number. The smallest number chosen is the number of times the loop repeats. The player who chose the smallest number gets priority after the loop is done repeating. The next action taken can’t be the action that would continue the loop.

Two characters are not adjacent to each other if they are controlled by different players and/or are not in the same area, hidden or visible:

706.2a Two characters are not adjacent to each other if they are controlled by different players. Two characters are not adjacent to each other if they are not both in the same area, hidden or visible. (See rule 213.5a.)

Characters and resources are never adjacent to each other:

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

The previous version of the rules stated that a modifier that says a character “cannot become powered-up” is a replacement modifier. This error has been corrected; these modifiers are no longer replacement modifiers:

707.4c Some cards state that certain characters “cannot become powered-up.” Because “becoming powered-up” is treated specially (see rule 707.4), this phrase has a special meaning: If a character has such a “cannot become powered-up” modifier affecting it, any power-up modifier that would be applied to that character does nothing. Subsequently removing the “cannot become powered-up” modifier will not reverse this.

Example: Kang, Kang Cobra reads, “Characters your opponents control cannot become powered-up.” New Teen Titans reads, “Power-up all Teen Titans attackers.” Kang’s controller’s opponent plays New Teen Titans. As New Teen Titans resolves, the power-up modifier does nothing. Later during the same attack, if Kang becomes stunned, the power-up modifier still does nothing.

Example: Kang, Kang Cobra reads, “Characters your opponents control cannot become powered-up.” Quinjet reads, “Move and then power-up target Avengers attacker or defender you control.” Kang’s controller’s opponent plays Quinjet’s power on an attacker he controls. As Quinjet resolves, the power-up modifier does nothing, and the move modifier allows the character’s controller to move the character. Later during the same attack, if Kang becomes stunned, the power-up modifier still does nothing.

The following definitions have been added to the glossary:

Class

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

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

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

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

Crossover

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

***Example:** Above and Below reads, “**Ongoing:** Crossover X-Men and Morlocks.” A player controls Above and Below. This means that all characters that player controls and all character cards that player owns in all zones that have either the X-Men affiliation or the Morlocks affiliation have both affiliations.*

Defends

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

Mutant Trait

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

Trait

Classes have several traits associated with them. (Also see “Class” in the Glossary.)

If a character uses evasion, the character with evasion is the source of the stun:

Evasion

“Evasion” is a keyword that represents a payment power on a character. That payment power reads, “Stun this character >>> At the start of the recovery phase this turn, recover this character.” (See rule 707.6.)

Stunning a character in this way will result in its controller simultaneously losing endurance equal to its recruit cost. (See section 702.1.) Since stunning the character is the cost of this power, the stunning can’t be replaced by any modifier. (See rule 513.5d.)

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

An object or card that does not have a characteristic, value, or team affiliation cannot share it with any card, including itself:

Share

Effects, play restrictions, and game rules may check if an object or card shares a characteristic, a value, or a team affiliation with another object or card. An object or card shares its own characteristics and qualities with itself. An object or card that does not have a certain characteristic, value, or team affiliation cannot share it with any card, including itself.

With the release of MXM, we have fixed several templating issues that made cards difficult to understand. For each template, one card is listed to show how the cards have been changed, and a list of each affected card is provided.

Some cards were printed with the text “non-ongoing plot twist effect.” These cards have been changed to say “effect from a non-ongoing plot twist.”

Cards affected: Batman, Avatar of Justice; BWA HA HA HA HA!; Detective Work; Fatality, Emerald Assassin; Fizzle; Kang, Immortus; Metron, Time Traveler; Not So Fast; Orion, Dog of War; Paul Ebersol <> Fixer, Problem Solver; Time Platform; Vision, Synthetic Humanoid

Batman, Avatar of Justice

New:

Ally: *Whenever a character you control becomes powered-up, you may discard a character card. If you do, negate target effect from a non-ongoing plot twist.*

Old:

Ally: *Whenever a character you control becomes powered-up, you may discard a character card. If you do, negate target non-ongoing plot twist effect.*

Cards that said “recover target character” now say “recover target stunned character.”

Cards affected: Cardiac, Elias Wirtham; Healer, Life Giver; Pym Laboratories; Siege Perilous

Cardiac, Elias Wirtham

New:

Activate >>> Stun target character with cost 2 or less an opponent controls. <p>Activate >>> Recover target stunned Spider-Friends character with cost 2 or less you control.

Old:

Activate >>> Stun target character with cost of 2 or less an opponent controls. <p>Activate >>> Recover target Spider-Friends character with cost of 2 or less you control.

With the addition of the crossover mechanic, the following two cards have had the word “printed” added to their text:

Fifth Dimension

New:

Activate >>> Remove target non-stunned character you control from the game. At the start of the next draw phase, if that character card has the printed Revenge Squad affiliation, put it into your front row.

Old:

Activate >>> Remove target non-stunned character you control from the game. At the start of the next draw phase, if that character card has the Revenge Squad team affiliation, put it into your front row. (A card in the removed-from-game zone has only its printed affiliation.)

Underground Sentinel Base

New:

Activate >>> Reveal a face-down Army character card with the printed Sentinel affiliation from your resource row and move it face up to your front or support row. Use this power only during your recruit step.

Old:

Activate >>> Reveal a face-down army Sentinel character card in your resource row and move it face up to your front row or support row. Use this power only during your recruit step.

We no longer use the template “reveal a <something> card in your hand <and/or> resource row” and instead use “reveal a <something> card from your hand <and/or> resource row.”

Cards affected: Dual Nature; Karla Sofen <> Meteorite, Celestial Power; Kang, Kang Kong; Thor, Odinson

Thor, Odinson

New:

As an additional cost to recruit Thor, reveal an Avengers character card from your hand or resource row.

Old:

As an additional cost to recruit Thor, reveal an Avengers character card in your hand or resource row.

The following individual cards have also received errata for the reasons provided:

Betrayal's wording was unclear as to what happened when the targeted player controlled no affiliated characters or when the targeted player controlled characters that shared more than one affiliation:

Betrayal

New:

Target player stuns a non-stunned character he controls if he controls two or more affiliated characters, unless all affiliated characters he controls share at least one team affiliation.

Old:

Target player stuns a non-stunned character he controls, unless all affiliated characters he controls share a single team affiliation.

Brimstone's delayed triggered modifier only triggers on the turn it is created:

Brimstone, Engine of Destruction

New:

Loyalty. *Pay 1 resource point >>> At the start of the combat phase this turn, KO target resource. Use this power only once per turn.*

Old:

Loyalty. *Pay 1 resource point >>> At the start of the combat phase, KO target resource. Use this power only once per turn.*

Burn Rubber's template has been updated:

Burn Rubber

New:

Target character you control has reinforcement this turn. <p> You may move that character to your front or support row.

Old:

Target character you control has reinforcement this turn. <p> You may move that character to your front row or support row.

Combat Protocols's template has been updated:

Combat Protocols

New:

Choose a team affiliation. Army Sentinel characters you control get +2 ATK while attacking characters with the chosen team affiliation this turn.

Old:

Choose a team affiliation. Army Sentinel characters you control get +2 ATK while attacking characters of the chosen team affiliation this turn.

Despero has been modified to clarify what happens when Despero is defending against an attacker that can stun him and an attacker that cannot:

Despero, Master of the Third Eye

New:

Willpower 3 <p> *When Despero comes into play, choose a character an opponent controls. Despero cannot be stunned by the chosen character this turn. While defending against the chosen character this turn, Despero cannot be stunned by attackers. <p>*
Boost 2: *When Despero comes into play, he gets +5 ATK / +5 DEF this turn.*

Old:

Willpower 3 <p> When Despero comes into play, choose a character an opponent controls. Despero cannot be stunned by the chosen character this turn. <p> **Boost 2:** When Despero comes into play, he gets +5 ATK / +5 DEF this turn.

Grandmaster's template is now closer to his printed wording:

Grandmaster, Manhunter Leader

New:

Move any number of hidden Manhunter characters you control to your visible area >>> Each character you moved gets +2 ATK this turn. Use this power only once per turn.

Old:

Move a hidden Manhunter character you control to your visible area >>> That character gets +2 ATK this turn.

Lady Shiva's template has been updated:

Lady Shiva, Sandra Woosan

New:

Whenever exactly one character attacks Lady Shiva, she gets +3 ATK / +3 DEF this attack. (Lady Shiva does not get this modifier when team attacked.)

Old:

Loyalty. Whenever Lady Shiva is attacked by a single character, she gets +3 ATK and +3 DEF this attack. (She does not get this modifier when team attacked.)

Red Tornado's second power was intended to be a triggered power:

Red Tornado, John Smith

New:

If a team attacker you control would become stunned, instead, you may stun Red Tornado. <p> Whenever Red Tornado is put into a KO'd pile from play, you may return him to his owner's hand.

Old:

*If a team attacker you control would become stunned, instead, you may stun Red Tornado.
<p> If Red Tornado would be put into a KO'd pile from play, instead, you may return him to his owner's hand.*

Secret Files now specifies that each player searches for his or her card first, and then reveals it:

Secret Files

New:

Play Secret Files only if you control an Injustice Gang character. <p> Each player in turn searches his deck for an affiliated character card, reveals it, puts it into his hand, and shuffles his deck.

Old:

Play Secret Files only if you control an Injustice Gang character. <p> Each player searches his deck for an affiliated character card, reveals it, puts it into his hand, and shuffles his deck.

Team Tactics referred to a target that could not be determined, because targets are chosen before costs are paid:

Team Tactics

New:

As an additional cost to play Team Tactics, exhaust a character you control. <p> Target attacker gets +X ATK this attack if it shares a team affiliation with the character you exhausted, where X is the ATK of the character you exhausted.

Old:

As an additional cost to play Team Tactics, exhaust a character you control.<p>Target attacker with the same team affiliation as the exhausted character gets +X ATK this attack, where X equals the ATK of the exhausted character.

T. O. Morrow's template has been updated:

T. O. Morrow, Thomas Oscar Morrow

New:

Pay 1 resource point >>> You may pay 1 resource point rather than pay the recruit cost of non-Army character cards with cost 2 this turn.

Old:

Pay 1 resource point >>> Non-Army character cards with cost 2 instead cost you 1 resource point to recruit this turn.