UFS Standard Format – Legal Watermarks
Effective May 26th, 2017

The Standard format for UFS consists of the 10 most recent set releases and any cards that share their watermark. Specific promo watermarked cards are also standard legal. The standard legal set release watermarks are listed from newest to oldest. A new set release will rotate the oldest set out of the Standard format and this document will be updated accordingly.

Standard Legal (Set Releases)

Street Fighter
30th Year Anniversary

Red Horizon: Blood Omen
Tri-Swords

Mega Man: Battle for Power
8-bit Bass

World of Indines
Relic Hunter Key

Darkstalkers: Warriors of the Night
Cloudy Moon

Mega Man: Rise of the Masters
8-bit Dr. Wily

Darkstalkers: Collector's Tins
Vampire Bat

Mega Man: Collector's Tins
8-bit Mega Man

King of Fighters XIII: NeoMax
NeoMax

King of Fighters XIII: Ruler of Time
Ruler of Time

Standard Legal (Promo Batch)

Champion Batch 2
Wreathed II
Rotation Date: July 1st, 2017

Champion Batch 3
Wreathed III
Rotation Date: July 1st, 2018

Grimm in Wonderland
Cheshire Cat Grin
Rotation Date: N/A

Street Fighter vs Darkstalkers
SFvDS Moon
(Set Release scheduled for late 2017)

UFS Standard Format – Ban List
Effective May 26th, 2017

-Ruler of Time (KOF03)-
Mourning the Lost
K'
Maxima
Kim

-NeoMax (KOF04)-
Chin
Iori

-Darkstalkers Tins (DS01)-
Huitzil

-Mega Man: Rise of the Masters (MM02)-
Gemini Man
Master of Magnetism
Deforester
Shield Ram
Skull Man

-Darkstalkers: Warriors of the Night (DS02)-
Tama Yose

-World of Indines (IN01)-
A World Lost to Time
A Lesson in Magic

-Mega Man: Battle for Power (MM03)-
Napalm Man
Proud Nose

-Promotional Cards-
Ryu
Summer Heat

UFS Standard Format – Errata List
Effective May 26th, 2017

There are currently two types of errata: "Functional" and "Most Recent Print".
This section covers both types of errata.

Most Recent Print Errata

Templar
R [Card Pool]: After you block with this card, draw 2 cards and gain 2 vitality.
R Commit 1 foundation: After your Punch attack deals damage, discard it and this card from your card pool.

Concussion Blast
Flash - Ranged
If this attack is blocked, discard it from your card pool after it resolves.

Ever Hopeful
R [Card Pool] Discard 1 momentum: After you play this card, add it to your staging area.
E Remove: Add 1 of your opponent's foundations to their hand.

Good & Evil
E Commit: This attack gets -1 speed and -1 damage (minimum 1).
R Commit, discard 1 momentum: After your opponent plays a response ability on a non-character card, cancel its effects.

Knee Capper
Flash - Ranged
If this attack is blocked, discard it from your card pool after it resolves.

Remembrance
E Commit: This attack gets Safe until the end of the turn.
E [Your Turn] Destroy: Draw 1 card. Only playable while committed.

Silence
Unique
F Remove: Name a card. If there is more than 1 copy of the named card in both staging areas, flip all copies of that card.

Functional Errata

Note: Any cards utilizing the exact text of the **Safe** keyword ability has or grants that keyword instead. Examples: Buster Wolf, Power Wave, Screw Straight, Psycho Ball, Seigan - Senki Hakkei, Ryuuenbu.

Note: Any cards utilizing the exact text of the **Flash** keyword ability has or grants that keyword instead. Examples: Genocide Vulcan.

Note: Any cards that give another card a **blank text box** now Seal the card instead. Examples: A World Unprepared, Swarm of Bats.

Diplomatic
E Commit: Your attack gets +1 speed.
R (5+): After any number of cards leave your opponent's card pool due to their effect, they lose 2 vitality.

Paradox of Existence
R Commit: After your opponent's attack resolves, add it to their hand. If you did, draw 2 cards.

Soul Fist**
Ranged
E Commit 1 foundation: If this attack is not blocked, after it resolves, add it to your momentum and discard 1 of your opponent's momentum.