



UFS Standard Format – Legal Watermarks

Effective July 1st, 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)

Standard Legal (Promo Batch)



Street Fighter (SF01)
30th Year Anniversary



Red Horizon: Blood Omen (RH01)
Tri-Swords



Mega Man: Battle for Power (MM03)
8-bit Bass



World of Indines (IN01)
Relic Hunter Key



Darkstalkers: Warriors of the Night (DS02)
Cloudy Moon



Mega Man: Rise of the Masters (MM02)
8-bit Dr. Wily



Darkstalkers Collector's Tins (DS01)
Vampire Bat



Mega Man Collector's Tins (MM01)
8-bit Mega Man



The King of Fighters XIII: Neo Max
Neo Max



The King of Fighters: Ruler of Time
Ruler of Time



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



Champion Batch 4
Wreathed IV
Rotation Date: July 1st, 2019



Grimm in Wonderland
Cheshire Cat Grin
Rotation Date: TBA



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

UFS Standard Format – Ban List

Effective July 1st, 2017

-Red Horizon: Blood Omen (RH03)-

[Sturmwaffe](#)

[*Zoey*](#)

-Mega Man: Battle for Power (MM03)-

[Gravity Hold](#)

[*Napalm Man*](#)

[Proud Nose](#)

[Scorch Wheel](#)

-World of Indines (IN01)-

[A World Lost to Time](#)

[A Lesson in Magic](#)

-Darkstalkers: Warriors of the Night (DS02)-

[Tama Yose](#)

[*Demitri*](#)

-Mega Man: Rise of the Masters (MM02)-

[*Gemini Man*](#)

[Master of Magnetism](#)

[Deforester](#)

[Shield Ram](#)

[*Skull Man*](#)

-Darkstalkers Tins (DS01)-

[*Huitzil*](#)

-The King of Fighters: NeoMax (KOF04)-

[*Chin*](#)

[*Iori*](#)

-The King of Fighters: Ruler of Time (KOF03)-

[Mourning the Lost](#)

[*K'*](#)

[*Maxima*](#)

[*Kim*](#)

-Promotional Cards-

[**Ryu**](#)

[Summer Heat](#)

UFS Standard Format – Errata List

Effective July 1st, 2017

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

Most Recent Print Errata

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.

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.

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, Ryuenbu.

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.

Shouoken

R [Card Pool]: After you play this card, cards cannot leave your opponent's card pool or discard pile due to costs or effects for the rest of the Combat Phase.

E Discard 1 momentum: Reveal the top card of your deck.

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.