UFS Standard Format – Legal Watermarks
Effective March 21st, 2018

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)

Cowboy Bebop (CB01)
Cowboy Bebop Logo

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

Standard Legal (Promo Batch)

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 2018)

UFS Standard Format – Ban List
Effective March 21st, 2018

-Cowboy Bebop (CB01)-
Twinkle Murdock

-Red Horizon: Blood Omen (RH03)-
Sturmwaffe
Zoey

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

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

-Darkstalkers: Warriors of the Night (DS02)-
Demitri

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

-Darkstalkers Tins (DS01)-
Huitzil

-The King of Fighters: NeoMax (KOF04)-
Chin
Iori

-Promotional Cards-
Ryu
Summer Heat

UFS Standard Format – Errata List
Effective March 21st, 2018

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 (Red Horizon Blood Omen)
Flash - Ranged
If this attack is blocked, discard it from your card pool after it resolves.

Deforester (Capcom Platinum Series / Mega Man: Rise of the Masters)
Unique
Metal Man E: Your attack gets +1 speed.
E [Once per turn] Destroy 1 foundation: If the top card of your discard pile is not a foundation, add 1 card from your hand to your staging area face down and draw 1 card.

Diplomatic (Promo / Mega Man: Battle for Power)
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.

Ever Hopeful (Capcom Platinum Series / Darkstalkers: Warriors of the Night)
Unique
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 (Red Horizon Blood Omen)
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.
NOTE: No longer Unique.

Gravity Hold (Capcom Platinum Series / Mega Man Battle for Power)
NOTE: No longer ignores progressive difficulty.

Knee-Capper (Red Horizon Blood Omen)
Flash - Ranged
If this attack is blocked, discard it from your card pool after it resolves.

Master of Magnetism (Capcom Platinum Series / Mega Man: Rise of the Masters)
E: Your high attack gets +1 damage.
Magnet Man R Commit 1 foundation: Before your attack's Block Step, return its zone to its printed zone. Your opponent cannot attempt to partially block this attack.

Proud Nose (Capcom Platinum Series / Mega Man: Battle for Power)
R Destroy, discard 1 momentum: After you check a 1, re-check.
NOTE: Additional costs added.

Remembrance (Promo / Red Horizon Blood Omen)
E Commit: This attack gets Safe until the end of the turn.
E [Your Turn] Destroy: Draw 1 card. Only playable while committed.

Scorch Wheel (Capcom Platinum Series / Mega Man: Battle for Power)
Ranged
♂ E: Draw 1 card for each foundation that has been added to your staging area this turn.
NOTE: No longer ignores progressive difficulty.

Shield Ram (Capcom Platinum Series / Mega Man: Rise of the Masters)
Slam - Stun: 1 - Combo (Ranged)
Combo E: If this attack deals damage, discard it from your card pool and draw 1 card.

Tama Yose (Capcom Platinum Series / Darkstalkers: Warriors of the Night)
Combo ([All] Ranged)
Combo E: Your next Weapon attack this turn gets -2 difficulty and +2 damage. Draw 1 card and discard this card from your card pool.
Bishamon F Remove: If you have 2 or more assets, add the top 2 cards of your deck to your staging area face down.

Templar (Red Horizon Blood Omen)
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.
NOTE: No longer has Breaker: 1.

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.

Black Dog's Fangs (Cowboy Bebop)
R [Card Pool] Discard 1 momentum: After another attack resolves, add this card to your hand.

Edward & Ein (Cowboy Bebop)
Before you draw your opening hand, search your deck for up to 3 copies of "Edward & Ein" and attach them to this card, then shuffle your deck.
E [Your turn] Add 1 attached character from your staging area to your hand: Your opponent discards 1 card. If the discarded card was a non-attack card, draw 1 card or commit 1 of your opponent's foundations.

Funky Tomato (Cowboy Bebop)
R Commit, flip: After your opponent plays an ability that increases the damage of an attack, cancel its effects.

Not My Problem (Cowboy Bebop)
E Discard 1 card: The next card a player attempts to play this turn gets +1 or -1 difficulty.

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

Shadow of Death (Red Horizon: Blood Omen)
E: Your next printed 6 difficulty attack gets -2 difficulty.
R [Card Pool]: After your opponent reduces the damage of this attack, you may add it to your hand and your opponent loses 2 vitality.

Shouoken (Street Fighter)
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** (Darkstalkers Collector's Tins)
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.

Tatsumaki Zankukyaku (Street Fighter)
E: Your opponent discards 1 momentum.
E Lose 2 vitality: If your opponent has 2 or more cards in their hand, players cannot add cards to their hand due to their own costs or effects for the rest of this turn.

Technical Sphere (Red Horizon: Blood Omen)
E: Choose 1 attack in your removed from game pile that is not named "Technical Sphere". This attack gains all abilities, keywords and their ratings printed on that card.

Blood Omen Triswords Promo List

Here is a list of all tournament legal Blood Omen promo cards (Triswords watermark).
Since they share the same watermark as the Blood Omen set, these promos
will rotate with Red Horizon Blood Omen.

Eva**
Kaden***
Roy**
Nehtali*

Ether's Influence
Give Me Your Best Shot
Presidential BBQ
Burning Blitz Vortex
Coal .45
Combustion Orb
Crimson Barrage
Adopted Guardian
Breaking Bread
Dragon Goddess
Equinox
Patriot Stance
Remembrance
Seeking Allies

Scorpion**

Grimm in Wonderland Promo List

Here is a list of all tournament legal Grimm in Wonderland Promo Cards (Cheshire Cat watermark).
These cards currently do not have a rotation date.

Race Against Time
Poison Apple
Eggsplosion
Party Crasher