



UFS Standard Format – Legal Watermarks

Effective April 5, 2019

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)



SoulCalibur VI (SCVI01)

Crossed Soul Calibur and Soul Edge



Street Fighter vs Darkstalkers (SFvDS01)

SFvDS Moon



Mortal Kombat X (MKX01)

Mortal Kombat X Dragon



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

Standard Legal (Promo Batch)



Champion Batch 4

Wreathed IV

Rotation Date: July 1st, 2019



Grimm in Wonderland

Cheshire Cat Grin

Rotation Date: TBA

UFS Standard Format – Ban List

Effective October 30th, 2018

-Mortal Kombat (MK01)-

Liu Kang

Quan Chi

-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

-Promotional Cards-

Ryu

Summer Heat

UFS Standard Format – Errata List

Effective November 16, 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.

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.

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 / Ruling Clarification

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](#).

The following text in **red** reflects changes or clarifications for that ability. All other abilities on the card (if any) are unchanged.

[Black Dog's Fangs](#) (Cowboy Bebop)

R [Card Pool] Discard 1 momentum: After **another** attack resolves, add this card to your hand.

[Calling Upon the Sun](#) (Mortal Kombat X)

R Flip: **After 1 of your foundations is committed or destroyed due to your opponent's effect**, they commit 1 of their foundations. Playable while committed.

[Fan-Nado](#) (Mortal Kombat X)

Combo E: **This attack can only be blocked by cards with a printed block modifier of 3 or greater.**

[Funky Tomato](#) (Cowboy Bebop)

R Commit, flip: After your opponent plays an ability that **increases the damage of an attack**, cancel its effects.

[Invoking Blood Magic](#) (Mortal Kombat X)

While this card is in your staging area, your opponent must discard 1 momentum as an additional cost to play abilities that would discard any number of your momentum.

[Kitana*](#) (Mortal Kombat X)

E [Once per turn] **[Opponent's attack] Lose vitality equal to this attack's printed difficulty: Discard this attack.**

[Kove](#) (Mortal Kombat X)

While this card is in your staging area, attacks get -1 speed and -1 damage.

[Not My Problem](#) (Cowboy Bebop)

E Discard 1 card: The next card **a player attempts to play** this turn gets +1 or -1 difficulty.

[Outworld's Heiress](#) (Mortal Kombat X)

E Remove, **choose 1 of your opponent's assets or foundations and lose vitality equal to its printed difficulty: Add the chosen card from your opponent's staging area to their hand.**

R Lose X vitality: After an attack is played, it gets -X to its Stun rating. **X may not be more than its Stun rating.**

[Pit](#) (Mortal Kombat X)

While this card is ready **in your staging area**, attacks lose Safe and cannot gain keywords or have their keyword ratings increase

Shadow of Death (Red Horizon: Blood Omen)

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.

Slide Shots (Mortal Kombat X)

E: **For the rest of this turn**, after a Multiple copy of this attack resolves, you may flip 1 foundation to discard it from your card pool.

Tatsumaki Zankukyaku (Street Fighter)

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.

Thunder Break (Street Fighter Vs. Darkstalkers)

E: Your opponent commits the highest difficulty **ready** foundation in their staging area (if there is a tie, you choose). This attack gains Stun: X. X equals the committed card's printed difficulty.

Cryomancer's Descendant (Mortal Kombat X)

Sub Zero R Remove: After 1 of your foundations is flipped, unflip 2 foundations.

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***](#)

[Nehtali*R](#)

[Roy**](#)

[Adopted Guardian](#)

[Avoiding Danger](#)

[Breaking Bread](#)

[Burning Blitz Vortex](#)

[Coal .45](#)

[Combustion Orb](#)

[Crimson Barrage](#)

[Dragon Goddess](#)

[Equinox](#)

[Ether's Influence](#)

[Familiar Faces](#)

[Give Me Your Best Shot](#)

[No Sympathy](#)

[Patriot Stance](#)

[Presidential BBQ](#)

[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](#)