UFS Standard Format – Legal Watermarks
Effective May 24, 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)

Seventh Cross (7thX01)
Church Insignia

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

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 May 24, 2019

-SoulCalibur VI (SCVI01)-
Punishment Time!
Maxi

-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

-Promotional Cards-
Ryu
Summer Heat

UFS Standard Format – Errata
List
Effective May 24, 2019

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.

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.

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.

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.

··Celinka·· (Seventh Cross)
Copies of ··Celinka·· counts as 2 characters in your staging area for card effects.
E Remove 2 attack cards from your discard pile: If your attack deals damage, your opponent destroys 1 foundation and loses vitality equal to its printed block modifier. If it has no block modifier, add the top card of your deck to your momentum.

Cryomancer's Descendant (Mortal Kombat X)
Sub Zero R Remove: After 1 of your foundations is flipped, unflip 2 foundations.

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.

Water Freezes (Red Horizon: Blood Omen)
F Commit: Cards cannot leave your discard pile or staging area due to your opponent's effects for the rest of this turn. Your next Flash attack gets Safe for the rest of this turn.

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