

# CARD LEGALITY AND ERRATA

Updated: **November 26, 2025**

## UniVersus Standard Legal Cards

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# CARD LEGALITY AND ERRATA

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## UniVersus Standard Legal Cards

### 2024

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# Card Errata

## Power Level Errata



### Eijiro Kirishima I:

Enhance [Once per turn, **your turn**]: Build the top card of your deck.

Enhance [**Once per turn**] Add 1 foundation from your stage to your hand: This attack gets +2 or -2 damage.



### Ryukyu:

Response: After you play **an attack** card, if it has no abilities, draw 1 card and you may add 1 card from your hand to your momentum.



### Neito Monoma:

Response [Once per game]: After your attack deals damage, gain all **Blitz, Enhance, Form, and Response abilities printed** on your rival's character for the rest of the game. This ability cannot be canceled.



### Shishiwakamaru:

Form Commit, remove 1 momentum from the game: The next card you try to play this turn **with printed difficulty 8 or less** passes (no check necessary.)



### Eijiro Kirishima II:

Enhance [**Once per turn**] Destroy 1 foundation: Build 1 card from your hand face down. Draw 1 card. Your attack gets +2 damage.



### Younger Toguro:

Enhance **Commit 1 foundation**: Your attack gets +X damage. X equals half the number of foundations in your stage (rounded down).



### Mashirao Ojio II:

Enhance: This attack gets +1 speed **or** +1 damage for each different printed attack zone in your card pool. Enhance, **Commit**: Add 1 attack from your card pool to your hand. Only playable if there are 3 different printed attack zones in your card pool.



### Rando's Spirit Gun:

Enhance: You may play "[Once per turn]" abilities **printed** on your character a second time this turn. Only playable if this card is immediately preceded by an attack or face down card



# Card Errata

## Power Level Errata

### Mikasa Ackerman:

Response Discard 1 card: After you play an attack, clear 1 **Weapon** card from your card pool. This attack gets +1 speed for each time you have played this ability this turn.



### Mimic:

Response **Commit**: After you check an asset, add 1 attack with a check value of 3 from your discard pile to your hand.

### Reiner, Armored Titan:

Enhance **[Your Attack]**: This attack gets +2 damage. You may commit or sacrifice 1 foundation. If you do, ruin 1.



### Nott's Flask:

This card gains **Unique**.

### Smiling Titan:

Enhance [Tenacious]: Your attack gets +X speed **or** +X damage. X equals your attack's printed difficulty minus 4.



### Bertolt Hoover, Living Weapon:

Enhance: Draw 2 cards and discard 2 cards. If the discarded cards are the same type, this attack gets +2 **or -2** damage.

### Recovery Girl:

Response: After you take damage, build 1 foundation from your discard pile **committed**.



Response: At the start of the End Phase, transform Bertolt Hoover, Living Weapon. Each player chooses 3 foundations in their stage and sacrifices the rest. Only playable if a player has **11** or more foundations.



# Card Errata

## Power Level Errata



### Combined Firepower:

**King Ghidorah Response** [Discard Pile]: After you remove a card to pay a cost, you may try to play this card during this attack.



### Pony Tsunotori:

Enhance **[Once per turn]** Remove 3 Horn counters: Clear 1 card from your card pool.



### Devil Jin:

Enhance **[Your turn]** Add 1 attack from your discard pile to your card pool: Your attack gets +1 damage for each attack in your card pool. You may change this attack's zone to the zone of the added attack.



### Nick Ragan:

Enhance **[Twice per turn]** Remove the top 8 cards of your deck: Your attack gets +2 speed and +2 damage. If it is your rival's turn, ready 1 foundation with the same name as a card removed this way. If it is your turn, you may play 1 enhance ability on an attack card removed this way as your next enhance (following all restrictions and paying all costs).

# Card Errata

## Functional Errata



### Ricochet Charge:

Enhance: If this attack is not blocked, discard it from your card pool **after it resolves**.





### Forced Quirk Activation:

Enhance Destroy: Choose 1 enhance ability on a rival foundation. If your rival does not play that ability as their next enhance **this Enhance Step**, they destroy that foundation.



### Detonation Launcher:

Enhance Flip 1 foundation: If **the next attack you play** is , add the top card of your deck to your momentum. If **the next attack you play** is , your rival flips 1 ready foundation.





### Binding Arm Bar:

Deadlock Enhance: Commit and freeze 2 **rival** foundations.



### Spinning Kick:

Enhance: If **the next attack you play** is , draw 1 card. If **the next attack you play** is , unflip 1 committed foundation.



### Saving Bakugo:

Response Flip: After 1 of your **other** foundations is flipped due to a rival effect, unflip it and draw 1 card.



### Training Weights:

Enhance Commit 1 foundation: Ready this asset. **Playable while committed.**  
Enhance Discard 1 momentum: Ready this asset. **Playable while committed.**



### United States of Smash:

First Enhance Commit all of your **ready** foundations: This attack gets +1 speed for each foundation committed (maximum 5) and +1 damage for every 2 attacks with the word "Smash" in its name in your discard pile.



# Card Errata

## Functional Errata



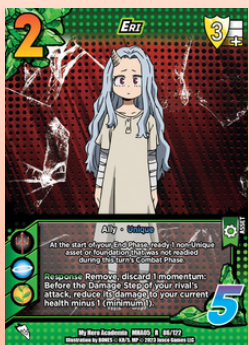
### Chronostasis:

Form [Once per turn] Lose 2 health: If your rival has at least 1 card in their card pool, choose 1 Breaker or Tech card in your card pool and play it **as your next form.**



### Fat Gum (II):

This character cannot **begin the game as** your starting character.



### Eri:

**While this card is in your stage,** at the start of your End Phase, ready 1 non-Unique asset or foundation that was not readied during this turn's Combat Phase.



### Phantom Threat:

Response: After this attack receives a damage bonus, it gets +1 speed. **If this is the fifth time you have played this ability, draw 1 card and this attack gains Flash.**



### Canyon Cannon:

Enhance: **Mill 2.** Your attack gets +1 damage for each different symbol among cards milled this way. Cards milled this way count as being reviewed.



### Twirling Needle:

**You may play enhance abilities during this attack as though this card is the first attack you have played this turn.**



### Absorbed Energy Spirit Strike:

Enhance: Your rival discards 1 momentum. **If they did,** this attack gets +X damage. X equals the difficulty of the **top card of your rival's discard pile.**



### Hiei, Dragon Within:

Response Commit: After your rival plays a card as a block, seal and discard it **and cancel the block status.** Return this attack to its printed speed and damage, and they may try to block this attack a second time. **(Your rival may not play responses to playing the first block.)**



# Card Errata

## Functional Errata



### Ice Sword Execution:

Enhance: Name 1 foundation.  
Commit all copies of that foundation **in all stages**.



### Bertolt Hoover:

Response **[Once per turn]**: After your attack is completely blocked, add it to your momentum.



### Storm of Arrows:

**You may clear 1 other Ranged Weapon attack from your card pool as though you were spending momentum to pay for this attack's Echo ability.**



### Smiling Titan:

Response **[Once per turn, Tenacious]**: After an attack deals 6 or more damage, ready this character.



### Nott's Flask:

**After you build this asset, add 3 Booze counters to it.**

**If there are no Booze counters on this card while it is in your stage, your attacks get -2 speed.**



### Fortitude of the Armored Titan:

Enhance: This attack loses all keywords. **Your rival's attacks get +1 difficulty this turn.**



### Exhausted Slumber:

Response [Tenacious] Flip: After this foundation is stunned during a rival attack, your block modifier to block that attack gets **-2**.



### Intimidating Command:

Blitz: Commit all foundations with difficulty 2 **in all stages**.

# Card Errata

## Functional Errata



### Unexpected Outcomes:

Blitz: Your rival reveals their hand. Remove 1 attack card revealed this way. After this attack resolves, you may flip it and try to play it as a copy of the removed **card** as your next form.



### Blind-Side Slash:

Response **[Card pool]** Discard 1 card: At the start of your End Phase, add this card to your hand.



### The Curiosity of Armin Alert:

**While this card is in your stage,** if you have 9 or more foundations, your attacks get +1 speed.



### The Ripper Arrives:

This attack has the **Ranged** keyword.



### Armin Alert, Scared Strategist:

Enhance **[Once per turn]** Add 1 foundation from your stage to your hand: This attack gets +2 speed.



### Fateful Decision:

Enhance Commit: **If you block this attack, your block** gains Breaker: 1.



### Godzilla, King of the Monsters:

First Form [Once per game] Commit, discard 4 cards: Destroy all foundations **in all stages**. Only playable if there are 10 or more foundations in all stages combined.



### Disarming Glance:

Response Flip: After an attack is played, players cannot play abilities that add cards to their hand **during this attack**.



# Card Errata

## Functional Errata



### Percival de Rollo III, Vengeful Sharpshooter:

Response Remove 1 Tech card from your discard pile: **After you play a Ranged or Tech attack**, it gets +X speed. X equals the removed card's block modifier.



### Sword Advantage:

Blitz: Reveal the top card of your deck, you may discard it.



### Crotch Lightning:

Blitz: If you have **another** action or Spell in your card pool, this attack gains Stun: 2.



### Titanic Capture:

Blitz: Your rival reveals their hand. Choose 1 card revealed this way and remove it.



### Tranquility of Death:

Response: At the start of your Combat Phase, each player seals 1 rival **non-character** card.



### Deep Sword Thrust:

Response **[Card pool]**: At the start of the End Phase, add this card to your momentum.



### Titanstone Knuckles:

Brawler/Brute Enhance Commit: You may use this card's Deflect ability from your stage this attack **as though it were in your hand.**



### War Hammer Titan:

Enhance COMMIT, **Choose an attack card in your discard pile and lose health equal to its check value: Add the chosen card to your hand.**



# Card Errata

## Functional Errata

### Kiyomi Azumabito:

Response: After you clear 1 or more cards during the Combat Phase, draw 1 card or ready 1 foundation that has not been readied this **Combat Phase**. If this is the second time or greater you have played this ability this turn, commit this card.



### Stun-Baton Thrust:

- Response: **After your rival commits 1 or more foundations due to this attack's Stun ability**, this attack gets +X speed and +X damage. X equals the combined printed difficulty of the foundations stunned by that ability.



### Alliance with Hizuru:

Form: If the next card you play is an attack, it gets -2 difficulty and +2 speed. **Clear this card from your card pool.**



### Genghis Frog:

- While this card is in your stage**, your attacks get +3 damage.



### Leo's Katana:

**This card has the Weapon keyword.**



### Kamikaze Robots:

- Form Flip: Add 1 ready copy of "Mechazoid" from your stage to your card pool face down as a [MID] attack with 2 speed and 2 damage **and add it to the attack stack.**



### Donny's Bo Staff:

**This card has the Weapon keyword.**



### Shock-Baton Jab:

- Response Remove 1 foundation: **After your rival commits 1 or more foundations due to this attack's Stun ability**, freeze 1 of them.



# Card Errata

## Functional Errata



### Bridget:

Enhance Flip 1 **other** card in your card pool: This attack gets +2 or -2 speed.

# Card Errata

## Clarifying Errata



### Magne:

(Note: Enhance abilities were missing colons.)

Enhance: If this attack's damage is an even number, it gets +1 speed and +1 damage.

Enhance: If this attack's damage is an odd number, it gets -1 speed and -1 damage.



### Take to the Sky:

(Normal AND XR versions)

Mill reminder text corrected.

"Mill **2** - **Put the top 2 cards of your deck into your discard pile**".



### More...Power...:

This card is missing a block symbol and value. It should have a **+2 Mid zone block**.



### Jiro's Bass:

Enhance [Once per turn] Discard 1 momentum: **Add 2 Applause counters to your character**.

Enhance Remove 2 Applause counters **from your character**:

Your attack with greater speed than damage gets +1 speed and +3 damage.



### "I am a Hero, Too!":

1-A Enhance: If **there are 25 or more Applause counters on your character card**, you win the game.

This ability cannot be canceled.

Enhance: Choose 1 counter on your character and **add 1 counter of that type**.



### "I Won't Back Down!":

Enhance: If this attack is blocked, draw 1 card and **add 2 Applause counters to your character**.



### Kyoka Jiro .II:

Response: After your attack deals damage, **add 3 Applause counters to this card**.



### Tasty Riff:

Enhance: If this attack deals damage, draw 3 cards, **add 3 Applause counters to your character**, and discard down to your hand size.



# Card Errata

## Clarifying Errata



### Dance Routine:

Response Commit: After your Charge attack deals 4 or less damage, draw 1 card and **add 1 Applause counter to your character.**



### Queen Beam:

This card's collector number should be 131.



### Soulful Rendition:

First Form: If you have 2 or more copies of this card in your stage, **add 1 Applause counter to your character.**



### Rabbit Kick:

Reminder text should read:

**"Deadlock Stun: 2 - Enhance: Your rival commits 2 foundations. Only playable if your rival has 11 or more foundations."**



### Kamui Woods .II:

This character is missing the version number **.II** on the name line.



### Fiery Vengeance:

Normal printing of this card incorrectly has rarity of XR-SR. Its rarity should be **SR**.



### Mt. Lady .II:

This character is missing the version number **.II** on the name line.

Printed copies of this card are missing the **Giant** character trait.



### Himiko Toga .III:

The highlighted word should be removed from the text.

Response: After your attack deals damage, you may add 1 card from your discard pile to **from** your momentum.

# Card Errata

## Clarifying Errata



### Sword Get Longer:

☼ Enhance: Build the top X cards of your deck face down committed. X equals 8 minus your **printed** hand size.



### A Titan (Large) Attacks!:

Reminder text should read:  
(Shift - As this card clears during your End Phase, if you played it, you may build it transformed [opposite side up].)



### The Three Eyes of Hiei:

This card's check value should be a 6.



### Attack Titan Attacks!:

Reminder text should read:  
(Shift - As this card clears during your End Phase, if you played it, you may build it transformed [opposite side up].)



### Momo Yaoyorozu .III:

This card should possess the ♣, ☼, and ♠ symbols.



### Colossus Titan Attacks!:

Reminder text should read:  
(Shift - As this card clears during your End Phase, if you played it, you may build it transformed [opposite side up].)



### Jaw Titan Attacks!:

Reminder text should read:  
(Shift - As this card clears during your End Phase, if you played it, you may build it transformed [opposite side up].)



### Female Titan Attacks!:

Reminder text should read:  
(Shift - As this card clears during your End Phase, if you played it, you may build it transformed [opposite side up].)



# Card Errata

## Clarifying Errata



**Eren Yeager,  
Promising Scout:**

This card should possess the  
and symbols.



**A Titan (Small):**

This card should possess the  
symbol.

(The image shown has been  
corrected after printing.)



**Attack Titan,  
Ferocious Challenger:**

This card should possess the  
and symbols.



**Determined Dive:**

Blitz: Draw 1 card if you have a  
Wall counter in your stage.



**Armin Alert,  
Scared Strategist:**

This card should possess the  
and symbols.



**Brotherly Love:**

Your abilities treat this card as an  
asset in addition to its other  
types.



**A Titan (Medium):**

This card should possess the  
symbol.

(The image shown has been  
corrected after printing.)



**Code Edits:**

Your abilities treat this card as an  
asset in addition to its other  
types.



# Card Errata

## Clarifying Errata



### Extra Supplies:

Your abilities treat this card as an asset **in addition to its other types.**



### Mechazoid:

Your abilities treat this card as an asset **in addition to its other types.**

# Banned Cards

## UniVersus Standard

- MHA06-135 Titan Cliff
- YYHDT-27 Immortal Shapeshifter
- YYHDTR-11 Mop Strike
- AOT01-122 Risky Encounter
- AOT01-282 Vertical Maneuvering Gear
- AOT02-105 Teaming with the Attack Titan
- CR02-206 Sweeping Daggers
- AOT03-182 The Nine Titans from throughout the Ages

## MHA Spotlight

- MHA01-024 Coordinated Effort
- MHA01-045 Stronger In Darkness
- MHA01-096 Unwavering Slash
- MHA01-166 Frog Lashing
- MHA01-168 Amphibious
- MHAQ01-Capture Evil-Doers
- MHAPU01-2 Crow And Frog Takedown
- MHA02-11 Back Alley Haymaker
- MHA02-110 Ready, Get Set, GO!
- MHA03-96 One With Nature
- MHA03-101 Snack Time



# Character Traits

With the new mechanic of Character Traits upon the release of MHA06: JetBurn, UniVersus CCG will retroactively assign Character Traits to all previously released My Hero Academia character cards. The below list contains all updated keywords.

## JetBurn

**Mt. Lady .II:** Giant • Lurkers • Pro Hero  
**Mirko:** Pro Hero

## Undaunted Raid

**Mirio Togata:** Big 3 • Student  
**Overhaul:** Villain - Shie Hassaikai  
**Eijiro Kirishima (III):** 1-A • Student  
**Fat Gum:** Pro Hero  
**Izuku Midoriya (IV):** 1-A • Student  
**Kendo Rappa:** Villain - Shie Hassaikai  
**Nejire Hado:** Big 3 • Student  
**Sir Nighteye:** Pro Hero  
**Tamaki Amajiki:** Big 3 • Student  
**Yu Hojo:** Villain - Shie Hassaikai  
**Chronostasis:** Villain - Shie Hassaikai  
**Deidoro Sakaki:** Villain - Shie Hassaikai  
**Fat Gum (II):** Pro Hero  
**Hekiji Tengai:** Villain - Shie Hassaikai  
**Locklock:** Pro Hero  
**Mimic:** Villain - Shie Hassaikai  
**Rikiya Katsukame:** Villain - Shie Hassaikai  
**Shin Nemoto:** Villain - Shie Hassaikai  
**Soramitsu Tabe:** Villain - Shie Hassaikai  
**Toya Setsuno:** Villain - Shie Hassaikai  
**Bubble Girl:** Pro Hero

## League of Villains

**All For One:** League of Villains • Villain  
**All Might (VI):** Pro Hero • Teacher  
**Dabi (II):** League of Villains • Villain  
**Himiko Toga (II):** League of Villains • Villain  
**Kurogiri (II):** League of Villains • Nomu • Villain  
**Moonfish:** League of Villains • Villain

**Muscular:** League of Villains • Villain  
**Spinner:** League of Villains • Villain  
**Tomura Shigaraki (III):** League of Villains • Villain  
**Twice:** League of Villains • Villain  
**Mr. Compress:** League of Villains • Villain  
**Innsmouth:** Villain  
**Magne:** League of Villains • Villain  
**Eraser Head (III):** Pro Hero • Teacher  
**Izuku Midoriya (III):** 1-A • Student  
**Katsuki Bakugo (III):** 1-A • Student  
**Shoto Todoroki (III):** 1-A • Student  
**All Might (VII):** Pro Hero • Teacher

## Heroes Clash

**Endeavor (II):** Pro Hero  
**Eraser Head (II):** Pro Hero • Teacher  
**Koji Koda:** 1-A • Student  
**Mashirao Ojira (II):** 1-A • Student  
**Mezo Shoji (II):** 1-A • Student  
**Rikido Sato (II):** 1-A • Student  
**Stain (II):** Villain  
**Thirteen:** Pro Hero • Teacher  
**Tomura Shigaraki (II):** League of Villains • Villain  
**Toru Hagakure (II):** 1-A • Student  
**Backdraft:** Pro Hero  
**Death Arms:** Pro Hero  
**Nezu:** Teacher  
**Mandalay:** Pro Hero  
**Pixie Bob:** Pro Hero  
**Rag Doll:** Pro Hero  
**Tiger:** Pro Hero  
**All Might (V):** Pro Hero  
**Recovery Girl:** Pro Hero • Teacher

# Character Traits

## Crimson Rampage

Gran Torino: Pro Hero  
 Izuku Midoriya (II): 1-A · Student  
 Katsuki Bakugo (II): 1-A · Student  
 Mei Hatsume: Student  
 Mina Ashido (II): 1-A · Student  
 Ochaco Uraraka (III): 1-A · Student  
 Shoto Todoroki (II): 1-A · Student  
 Stain: Villain  
 Dabi: Villain  
 Endeavor: Pro Hero  
 Fumikage Tokoyami (II): 1-A · Student  
 Hanta Sero (II): 1-A · Student  
 Himiko Toga: Villain  
 Hitoshi Shinso: Student  
 Ibara Shiozaki: 1-B · Student  
 Minoru Mineta (II): 1-A · Student  
 Neito Monoma: 1-B · Student  
 Present Mic (II): Pro Hero · Teacher  
 Tenya Iida (III): 1-A · Student  
 Tetsutetsu Tetsutetsu: 1-B · Student  
 Ingenium: Pro Hero  
 Fourth Kind: Pro Hero  
 Ectoplasm: Pro Hero · Teacher  
 Cementos: Pro Hero · Teacher  
 Snipe: Pro Hero · Teacher  
 Denki Kaminari (II): 1-A · Student  
 Eijiro Kirishima (II): 1-A · Student  
 Momo Yaoyorozu (II): 1-A · Student  
 Yuga Aoyama (II): 1-A · Student  
 Gun Head: Pro Hero  
 Selkie: Pro Hero  
 Uwabami: Pro Hero

## My Hero Academia

All Might (I): Pro Hero · Teacher  
 Denki Kaminari: 1-A · Student  
 Eijiro Kirishima: 1-A · Student  
 Eraser Head: Pro Hero · Teacher  
 Fumikage Tokoyami: 1-A · Student  
 Hanta Sero: 1-A · Student  
 Izuku Midoriya: 1-A · Student  
 Katsuki Bakugo: 1-A · Student  
 Kyoka Jiro: 1-A · Student  
 Minoru Mineta: 1-A · Student  
 Momo Yaoyorozu: 1-A · Student  
 Nomu: League of Villains · Nomu · Villain  
 Ochaco Uraraka: 1-A · Student  
 Shoto Todoroki: 1-A · Student  
 Tenya Iida: 1-A · Student  
 Tomura Shigaraki: League of Villains · Villain  
 Tsuyu Asui: 1-A · Student  
 Yuga Aoyama: 1-A · Student  
 All Might (True Form) (IV): Pro Hero · Teacher  
 Kamui Woods: Lurkers · Pro Hero  
 All Might (III): Pro Hero · Teacher  
 Mashirao Ojiro: 1-A · Student  
 Mezo Shoji: 1-A · Student  
 Mina Ashido: 1-A · Student  
 Mt. Lady: Giant - Lurkers · Pro Hero  
 All Might (II): Pro Hero · Teacher  
 Ochaco Uraraka (II): 1-A · Student  
 Tenya Iida (II): 1-A · Student  
 Tsuyu Asui (II): 1-A · Student  
 Kurogiri: League of Villains · Nomu · Villain  
 Midnight: Pro Hero · Teacher  
 Present Mic: Pro Hero · Teacher  
 Rikido Sato: 1-A · Student  
 Toru Hagakure: 1-A · Student



# Convention Promos



Convention Promo Izuku Midoriya (CON01 P 1/3) is played with the game text of Izuku Midoriya (MHA01 SE 55/180)



Convention Promo Ball Might (CON22-1 P 1/1) is played with the game text of All Might VII (MHA-PSC23 P 1)



# Alternate Art Cards



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Cards that are an alternate art of a standard issue card are allowed to be used in place of the standard issue card as if it was a copy of that same card. This does not allow a deck to contain more than 4 copies of a single card.



# Chrome Rare Cards



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Chrome Rare Cards are serialized cards done in an unique foil treatment and are versions of standard issue cards. Chrome Rare Cards are allowed to be used in place of the standard issue card as if it was a copy of that same card. This does not allow a deck to contain more than 4 copies of a single card.



# Reprinted Cards



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When cards have the same name as cards from a previous UniVersus product where the symbols, difficulty, and check are all the same and the game text is identical or nearly identical, they can be considered the same card. Changes in terminology like 'vitality' to 'health' or 'add this card to your staging area' to "build it" should NOT be considered different functionality. If an old version of a card did not have a block and has been reprinted with a block, all versions of the card are considered to now possess a block.



# Characters without Difficulty / Check Value



Character cards with a difficulty and a check value may be included in your deck. Character cards not possessing these values may not be included in your deck, but can be used as your starting character.