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GENERAL RULES QUESTIONS

MAIN PHASE & COMBAT

How does the Main Phase and Combat work?

During your Main Phase you can start (and finish) any number of Combats, one at a time. Each of those Combats takes place during your Main Phase.

You can start a combat by exhausting one or more attackers and choosing a legal defender. This starts the Combat. Now players can activate "Combat" Super Powers and play "Combat" Plot Twists.

While technically you're still in your Main Phase during a Combat, you can't use "Main" Super Powers or play "Main" Plot Twists.

After the Combat is over, you go back to being able to use "Main" Super Powers and Plot Twists. You can also start another Combat which works the same way as the first, and then another, etc.

STARTING AN ATTACK

Is there any difference between attacking a ready character or an exhausted character?

No, unless a card effect says otherwise.

Can an attack become illegal after it's already started? For example, if I make a Ranged Attack against someone and then my opponent uses "Uncanny Defense" to switch the defender with someone who has *Dodge* **(and can't be Ranged Attacked)?**

No. The only time you check to see if an attack is legal is right when you start the attack. In your example, the Ranged Attack would continue against the character with **_Dodge_**. (Think of them as usually being able to dodge bullets or blasts but in this case they're stepping right into the line of fire.)

Can my Main Character attack on the very first turn of the game?

Yes.

Can a Supporting Character attack on the turn it appeared?

Yes.

If a Front Row attacker gets moved mid-combat to the Back Row, what happens? Same question but this time a Back Row attacker gets moved mid-combat to the Front Row?

In the first question it would become a ranged attack, and in the second question it would become a melee attack. However, cards are purposefully designed to avoid either of those situations.

CANCELING A COMBAT

How can an attack get canceled?

A combat gets canceled if all of the attackers or the defender gets removed from the combat (usually by getting stunned).

There are also card effects which can cancel a combat.

What happens if an attack gets "canceled?"

All attackers and the defender are removed from the combat. They do not change orientation (i.e. if they're exhausted, they stay exhausted).

The combat is now over and you're back in your Main Phase.

RESOLVING COMBAT

Can I choose not to have my character strike in combat?

No, it happens automatically.

How do I determine if an attacker gets "credit" for stunning a defender in a team attack?

As long as the attacker is face-up when the defender gets stunned, it will get credit.

For example, let's say you have Gamora (Supporting Character) who is *Lethal*. Her 3 ATK isn't enough to stun a 5/5 defender so she team attacks with her 8/8 teammate. When the combat resolves, she's still part of the attack so her *Lethal* power triggers.

In the above example, what if the 5/5 defender was *Ferocious* and chose to stun Gamora before the 8/8 then stunned it?

In that case, Gamora was already stunned when the 8/8 struck the defender, so her *Lethal* power won't trigger.

What if the 8/8 was *Ferocious*?

Why, you have a lot of questions! In that case, when it strikes the 5/5, Gamora is face up so her *Lethal* power will trigger. It doesn't matter that she never actually got a chance to strike the defender; she was still part of the attack.

Daredevil's *Fearless* **doubles his ATK if he attacks a Main Character. If I'm attacking with Daredevil into a Main Character and my opponent plays "Metal and Fire" to give Daredevil a -1/-1 counter during the Combat, will that -1/-1 be applied before or after his ATK gets doubled?**

Daredevil's ATK will be doubled when he actually <u>strikes</u> the defender. So Daredevil would get a -1/-1 counter first, as Combat Super Powers and Combat Plot Twists are being played. Then, when both players pass, Combat resolves and Daredevil strikes, Daredevil's ATK doubles, increasing him from a 2/2 into a 4/2.

TEAM ATTACKS

If I'm team attacking with two attackers and one of them gets stunned in the middle of combat (by a Plot Twist or Super Power), is it still a team attack?

If a team attack gets reduced to just one attacker, it stops being a team attack and becomes a solo attack.

Let's say I have Star-Lord whose *Team Up* **power is making my other Supporting Characters into Guardians. I team attack with him, Groot (a Guardian), and Wolverine (X-Men). But in the middle of the combat, Star-Lord gets stunned so his power turns off. Now Groot and Wolverine are different team affiliations but they're Team Attacking together. What happens?**

The combat continues as normal. You only check for team affiliations when you first start the team attack.

Can the defender in a team attack purposefully strike back against an attacker it won't stun?

Yes. For example, if a 3/3 and a 5/5 team attack a 4/4, when the combat resolves, the defending player can have the 4/4 strike back against either attacker, even though striking back against the 5/5 won't stun it.

Similar question — If I have a *Leader* **in a team attack, can I force the defender to strike back against an attacker it won't stun?**

Yes. In the above example, if you were attacking with a ***Leader***, you could force the 4/4 defender to strike back against the 5/5.

Can the defender in a team attack choose for the defender to strike back against an attacker "it can't strike back at?" For example, let's say Namor and Gambit are team attacking a back row defender. Can the defending player choose to have the defender strike back at Namor?

Yes, he can choose Namor, but the defender won't actually strike Namor because of his ***Invade*** power.

If I have a *Leader* in a team attack, can I choose for the defender to strike back against an attacker "it can't strike back at?" For example, let's say Namor and Cyclops are team attacking a back row defender. Can I choose to have the defender strike back at Namor?

Yes, and then the defender won't actually strike Namor because of his **Invade** power.

FLIGHT AND RANGED

If I have a character with Flight, does it have to attack the Back Row?

No. It can attack the Front Row or the Back Row. (Note: You can't fly over the Front Row and attack the Back Row if there are any enemy Flight characters in that Front Row.)

If I have a character with Ranged, can I attack with it from my Front Row?

Yes, but then it's a Melee attack, not a Ranged attack.

LEVELING UP

Can I choose not to gain an XP?

No.

Can I choose not to Level Up?

No, once you have enough XP, you automatically Level Up.

Can a character Level Up mid-combat?

Yes.

Can a character Level Up mid-card effect? For example, Rocket levels up when your hand is empty, and with Emma Frost's *Mind Games*, you can discard your hand and draw a new one. For a second there in the middle of discarding and drawing for Emma, your hand is empty before you draw your new cards. Would Rocket Level Up?

No. You must finish resolving Emma Frost's effect before you check for Level Up conditions.

Do Level Up powers turn off while a Main Character is stunned?

Yes.

What happens if my Main Character would Level Up and get stunned at the same time? For example, Wolverine makes a solo attack and stuns the defender but gets stunned in return.

You put the Level 2 version of your Main Character into play stunned.

MODIFYING AND STEALING CHARACTERS

Do effects stay on a stunned character?

Yes, unless the effect says otherwise. For example, if a character has been *Frozen* by Iceman, it will remain frozen even if it gets stunned. (The effect won't let it go. Yes, that's right.)

Can a character's ATK go below zero?

Yes and no. If its ATK goes below zero treat it as zero. However, if it later gains ATK, that gain is applied against the negative number.

Example: Cosmo has 1 ATK and an effect gives him -3 ATK. Treat him as though he as 0 ATK. But if he then gains +2 ATK, he will stay at 0 (because 1 – 3 + 2 = 0).

What happens if I steal a Supporting Character (i.e. via Dormammu or Professor X) and it gets KO'd?

Put it into its owner's KO Pile.

What happens if a stat modifier has been played on a Level 1 character but then that character levels up?

Put the Level 2 version in play and then reapply those stat modifiers.

For example, let's say you have Loki who is 1/6 at level 1, and you play Open Fire during combat giving him +2/+0 so he's now 3/6. Then during combat he levels up and his Level 2 version has base stats of 4/8. You then apply the +2/+0 to the 4/8 making him 6/8.

Same situation but what if you play Trickster God instead of the +2/+0?

He starts as 1/6. Trickster God makes him 6/1. If he levels up you put the 4/8 version in play and then apply Trickster God making him 8/4.

POWER-UPS

Can I Power-Up a character during Combat if that character is not part of that Combat?

No. During a Combat you can only Power-Up a character in that Combat. During your Main Phase you can Power-Up any of your characters.

Can I Power-Up an enemy character?

No.

In a Two-Headed Teammates game can I Power-Up a character my teammate played?

Yes.

LOCATIONS

Are Locations unique?

No.

TIMING

Can I ever react or respond to something my opponent does before it takes effect?

No. When an effect is played (whether it's a Plot Twist, Super Power, or Power-Up), it resolves immediately.

KEYWORDS

BERSERKER

When does he get the +1/+1 counter?

Right after you exhaust him to start the attack.

What if the attack gets canceled immediately (like by Ant-Man)?

He still gets the +1/+1 counter.

DODGE

What happens if there's a Ranged attack, but I play "Uncanny Defense" to switch defenders and the new defender has *Dodge*?

The attack continues normally. **Dodge** only prevents enemies from starting a Ranged attack. Once the attack is in progress, if a character with **Dodge** becomes the defender the attack will continue.

FEARLESS

If I pump a *Fearless* character's ATK what happens?

Fearless doesn't check until the combat resolves. So let's say you gave Daredevil +2 ATK for a total of 5 ATK. If he's attacking a Main Character, he'll strike for 10 ATK when the combat resolves.

FEROCIOUS

How does a Ferocious attacker work in a Team Attack?

When the combat resolves, if the Ferocious attacker(s) has enough ATK to stun the defender, no other characters will strike.

If the Ferocious attacker(s) don't have enough ATK to stun the defender, the non-Ferocious characters will then strike. Note: Any Ferocious attackers will add their ATK to the non-Ferocious attackers' ATK to see if the defender gets stunned.

Example: Let's say Black Panther (3/2 Ferocious) and Nick Fury (1/5) team attack Major Victory (2/4). When the combat resolves, Black Panther strikes first, but his 3 ATK isn't enough to stun Major Victory. However that 3 ATK will get added to Nick Fury's ATK when Nick Fury strikes in a moment.

After Black Panther strikes, then Nick Fury and Major Victory strike. So the attackers have 4 total ATK (enough to stun Major Victory) and Major Victory has 2 ATK which is enough to stun Black Panther.

What if it's a team attack, and the attacker and defender both have *Ferocious***?**

This time let's say Black Panther (3/2 Ferocious) and Nick Fury (1/5) team attack Sabretooth (4/4).

When the combat resolves, Black Panther and Sabretooth each strike. Black Panther doesn't have enough ATK to stun Sabretooth, but Sabretooth does have enough to stun Black Panther. Black Panther gets stunned, however his 3 ATK will still be added to Nick Fury's when Nick Fury strikes, which will be enough to stun Sabretooth.

FREEZE

Can I *Freeze* **a stunned character?**

Yes. When that character recovers on its next turn, it won't ready.

Can I *Freeze* **a character that's already frozen?**

Yes, but it won't do anything.

I AM GROOT

If Groot gets *Nullified***, what happens?**

He gets stunned.

What happens if I play "Even the Odds" on Groot?

He gets stunned.

INVENTIVE

Do I get to look at my face-down locations to choose which one to turn face up?

Yes. You can look at your face-down cards at any time during the game.

LEADER

If I'm team attacking with a *Leader***, can I choose to have the defender strike back against an attacker it won't stun?**

Yes.

If I'm team attacking with a *Leader*, can I choose to have the defender strike back against a character it's not allowed to strike back against (like a back row defender trying to strike back against Namor)?

Yes. And then it will fail to strike.

If I'm team attacking with a *Leader* and the defender has *Monstrous*, what happens?

Monstrous wins. The defender strikes back against all attackers. It's abominable.

LETHAL

Does *Lethal* trigger in a team attack if the *Lethal* attacker didn't have enough ATK to stun the defender on its own?

Yes. As long as the **Lethal** character was part of the attack, she gets "credit" for stunning the defender.

MERCENARY

Let's say the *Mercenary* has the X-Men team affiliation. Can he team attack with an Avengers Main Character and other X-Men Supporting Characters at the same time?

No, because the Avengers Main Character and the X-Men Supporting Characters don't share a Team Affiliation.

Can he team attack with an Avengers Main Character and some Avengers Supporting Characters?

No, because he and the Avengers Supporting Characters don't share a Team Affiliation.

MIND GAMES

Can you choose to use this power on yourself?

Yes.

MONSTROUS

Do I have to have him strike back against each attacker? (Maybe there's one I don't want to stun.)

Yes, you do. It is not optional.

What happens if my opponent has a *Leader* in a team attack against my *Monstrous* defender?

Monstrous wins. Your defender will strike back against each attacker. It's still abominable.

MUTANT POWER DUPLICATION

How does this power work?

No matter where she is (your hand, your KO pile, or in play), this card has all the powers of each face-up X-Men supporting character on your side. This includes appears powers (like Iceman and Emma Frost), Flight, Ranged, and even Deadpool's **Can't Keep a Bad Man Down** power. I know, it's awesome.

NULLIFY

What happens if a character with Nullify loses *its* powers?

When a **Nullify** power gets temporarily turned off (i.e. by an enemy with **Nullify**), it stops nullifying the character it chose. But if it gets its power back it'll go back to nullifying the chosen character.

Can I *Nullify* a Main Character?

Yes.

If I *Nullify* a Main Character, does it lose its Level Up Powers too?

No. Level Up Powers are not Keyword or Super Powers.

REBIRTH

Can I use a *Rebirth* power on the same turn I played a resource normally?

Yes. It's essentially an extra resource.

If a character with *Rebirth* gets KO'd by the Uniqueness rules (i.e. I play a second copy of Mantis) can I still use her *Rebirth* power?

Yes.

If an opponent steals my Mantis (using Professor X) and then she gets KO'd, who gets to use her *Rebirth* effect?

Whoever currently controls the card gets to choose whether to use the **Rebirth** effect. However, she can only be placed in the Resource Row of her owner. In the example, that will be you.

SHRINK

When can I cancel the combat?

Right after your character with **Shrink** is attacked, you must decide whether or not to cancel the combat. If you choose not to cancel it, the combat proceeds normally with the attacking player having the first opportunity to play a Plot Twist, use a Super Power, etc.

If I play "Uncanny Defense" in the middle of combat to make Ant-Man the new defender, will that trigger *Shrink***?**

No, **Shrink** only triggers when an attack first starts. Once the attack is in progress it's too late to **Shrink** (even if Ant-Man only just entered the combat).

SWARM

Why does it say "This power can't be turned off."?

Normally when a character gets stunned (or **Nullified**) it loses it temporarily loses its powers. However, the **Swarm** power can never be lost (otherwise, the uniqueness rules would KO so many Ultrons!).

TOSS

Does the "tossed" character have to be the next one to attack?

No, you can still attack in any order. Just imagine that while the fighting is going on, the tossed character is sailing through the air. Whee!

MAIN CHARACTERS

CAPTAIN AMERICA

Does his *Avengers Assemble* **power work even if he's not one of the team attackers?**

Yes.

If Cap team attacks with one other character, but in the middle of combat the other character gets stunned by a Plot Twist or Super Power, but Cap still stuns the defender, will he get an XP?

No. Once the other character gets stunned mid-combat, it stops being a team attack and becomes a solo attack so Cap won't get the XP. For Cap to get the XP it must be a team attack at the beginning and end of the combat.

DEADPOOL

If I'm playing with 3 or 4 players, do ALL enemy characters have to be stunned for Deadpool to gain an XP?

No. At the end of your turn, if any enemy player has no face-up characters, Deadpool will gain 1 XP. (If two or more players have all stunned characters, Deadpool still only gains 1 XP.)

What's going on with his "Oh, there's someone! Hi there!" power?

If all of an enemy player's characters are stunned, Deadpool can attack that *player*. If the attack stuns the player, that player is KO'd and is out of the game. (The same way as if his Main Character has been KO'd.)

That's weird.

Yes it is.

What does "the player counts as a supporting character" mean?

It means that if Deadpool is attacking you, you can play Plot Twists that would help a supporting character to increase your stats or otherwise survive the combat.

What if an effect puts a +1/+1 or -1/-1 counter on me while I'm defending against Deadpool?

It goes on you. If this puts you to 0 DEF, you'll get stunned (and KO'd). If it makes your stats better, that could help you survive this attack and will stick around to help you if he attacks you again on a later turn.

But where do I put the counter?

I'm not going to tell you how to live your life.

What if I get KO'd?

You're out of the game, the same way as if your Main Character got KO'd. (You do not actually lose consciousness.)

After Deadpool uses his *Oh, there's Someone! Hi there!* **power, can he team attack a player?**

No, the other characters don't know what a player is.

GAMORA

Does her *Deadliest Woman in the Universe* **power work if a Main Character attacked her (and she stunned it)?**

Yes.

Does *Godslayer Blade* **work on Main Characters?**

Yes.

GREEN GOBLIN

How does his *Sadistic Choice* **power work?**

First, you choose which character you want to stun. Then your opponent may discard a random card from their hand. If they can't or choose not to, then that character gets stunned.

GROOT

Why are so many of his powers called "*I am Groot***?"**

I am Groot.

What happens when his *We Are Groot* **power makes him become Level 1?**

You switch his Level 2 version with his Level 1 version the same way you switched him from Level 1 to Level 2.

Can he gain XP and level up again?

Yes.

HULK

For his *Banner's Influence* power, can I just remove some +1/+1 counters?

No, you must remove them all.

IRON MAN

For his *Armor Mk 3* power, can Iron Man be the one who powered-up?

Yes. It can be Iron Man or another character on your side.

LOKI

How does his *God of Mischief* power work?

During combat when you activate that power, you immediately choose and play a Combat Plot Twist from your KO pile, as though you played it from hand. Then when it resolves, shuffle it into your deck.

With *Plots Within Plots*, let's say I play my 5th Plot Twist. Does it resolve before or after Loki levels up?

Before.

MAGNETO

If I go first, will his *Mutant Master* power trigger on the very first turn of the game?

Yes.

PROFESSOR X

If I stun an enemy without attacking (like with Gambit's *Kinetic Card Throw*), will I still get the XP from *A Dream of Peace*?

Yes. (Clever!)

Can I steal a Main Character with *Mental Domination*?

Yes.

How does that work?

You control that character for the whole turn as though it were your own. If it gets stunned, it takes a wound as normal. If that wound would KO it, it gets KO'd as normal and that player is out of the

game. It can even gain XP and level up, but we would recommend against doing that for your opponent.

But doesn't that mean that player won't have a Main Character at all for the rest of my turn?

Yes, it's fine. Don't worry about it.

When I have to "move it back" at the end of my turn, can I put it in either their Front or Back Row?

You choose where to move it back to.

ROCKET

Will his *Back Against the Wall* **power trigger if I have no cards for a moment in the middle of resolving an effect? For example, if I use Emma Frost's** *Mind Games* **on myself?**

No. You have to have no cards after the effect has finished resolving.

Can I discard a Skill location to activate *One Raccoon's Garbage* **and then randomly get it back with that power?**

Yes. If you're lucky enough.

SPIDER-MAN

Why wouldn't I always just play Spider-Man? He's the best!

I have no idea why. He really is the best.

STAR-LORD

Does *Space Cop* **affect Level Up powers?**

Yes.

Does it affect Flight and Ranged?

Yes.

STORM

With her *Lightning Storm* **power, can I put both -1/-1 counters on the same enemy character?**

Yes.

Will using Deadpool's (supporting character) power *Can't Keep a Bad Man Down* **trigger Storm's** *Children of the Atom***?**

Yes.

WOLVERINE

If Wolverine team attacks with one other character, but in the middle of combat the other character gets stunned by a Plot Twist or Super Power, and then Wolverine stuns the defender, will Wolverine get an XP because now it ended up being a solo attack?

No, because when Wolverine first made the attack it was a Team Attack. It needs to be a solo attack at the beginning and end of the combat.

SUPPORTING CHARACTERS

ADAM WARLOCK

If I don't use his *Emerge* power, will he recover normally during my next Recovery Phase?

Yes. But he's huge! Spend that 👊 and start bashing with him right away, man!

CABLE

How does his *Ultimate Soldier* power work?

When you activate his power while he's attacking, it means the defender will get stunned at the end of the combat even if the attackers' ATK isn't as much as the defender's DEF.

What happens if I use his power but the combat gets canceled?

Cable's power has no effect since the combat didn't come to its natural conclusion. It doesn't matter if the combat was canceled due to a card effect like "Think Again" or due to all of the attackers getting stunned.

What happens if he's team attacking and I use his power, but then he gets stunned before the combat resolves?

His power will still trigger and stun the defender even though Cable himself got stunned before the combat resolved.

COSMO

Can I *Nullify* a Main Character?

Yes.

If I *Nullify* a Main Character, does it lose its Level Up Powers too?

No. Level Up Powers are not Keyword or Super Powers.

DORMAMMU

When I use *Necromancy* can I put the character into my Front or Back Row? Can it attack that turn?

Either is fine. Yes, it can attack that turn.

DR. STRANGE

Can his *Transmute* power stun someone?

Yes, if they had enough +1/+1 counters, those counters will become -1/-1 counters which can stun someone.

GAMBIT

Can I use *Kinetic Card Throw* to discard a card even if there's no enemy supporting character to stun? (For example, can I use Gambit to put Deadpool into my KO Pile even if there are no enemies with cost 3 or less in play?)

No. There must be a face-up enemy supporting character in play.

JUGGERNAUT

How does his *Unstoppable* power work?

You make a solo attack with him against a front row character, then during combat you activate his power. If he stuns the defender and survives the combat, you may then immediately make another solo attack with him against a back row character controlled by the same player. Leave Juggernaut exhausted and dive right into his second combat. You can attack a back row character this way even if there are still face up front row characters.

LUKE CAGE

When I use his *Impervious Skin* power, what happens if he gets stunned?

Everything happens normally – he turns face down, loses all +1/+1 or -1/-1 counters, etc. – the only difference is he won't gain a wound.

MANDARIN

Can use all his powers in the same turn?

Yes. They all share the name ***Makluan Rings***, but they are different powers.

MS. MARVEL

Does she count stunned characters?

No, because stunned character lose their powers including the Ranged symbol.

MYSTIQUE

After I use her *Impersonate* power to copy someone's ATK and DEF, what happens if that character's ATK or DEF change?

Nothing. Mystique locks in whatever that character's current ATK and DEF are as her Base ATK and DEF for the turn. If they change later it doesn't affect her.

What happens if Mystique has any +1/+1 counters when I use *Impersonate*?

Apply the +1/+1s after her stats change. For example, let's say she has two +1/+1 counters and she *Impersonate*'s a 4/7 character. She'll become 4/7 with two +1/+1 counters for an end result of 6/9.

NICK FURY

Do I have to show my opponent the card I put into my resource row?

No. When you activate his power, take the top card of your deck and place it face down. However, you may look at it, and if it's a Location you can turn it face up.

PROFESSOR X

When I have to "move it back" at the end of my turn, can I put it in either their Front or Back Row?

You choose where to move it back to.

RED SKULL

How does *Dust of Death* work?

It will stun one character that is melee attacking Red Skull. If that was the only attacker in the combat, the combat will be canceled.

RONAN

Do I have to name a card that's in play?

No, you can name any card, including Characters, Plot Twists, and Locations.

THANOS

Can he put a wound on my opponent's main character?

Yes. In fact, he affects all stunned characters so he could put a wound on *your* main character too.

PLOT TWISTS

EVEN THE ODDS

How does this work?

This Plot Twist essentially resets a character back to its base stats. For example, let's say a Character is a 3/3 that has two +1/+1 counters and your opponent has used a Super Power to give it +3/+0 and a Plot Twist to give it +2/+2. After you play "Even the Odds" it will go back to being a 3/3.

What happens if after I play "Even the Odds" on a character to reset it, my opponent plays a Plot Twist to increase its ATK?

"Even the Odds" is a one-time effect. It resets a character one time and then has no further effect. If your opponent then plays a new stat modification it will work normally.

METAL AND FIRE

If I'm playing with 3 players and the other two players have characters in combat, can I play this?

Yes. It will put a -1/-1 counter on each character in the combat.

TRICKSTER GOD

How does this work?

When you play it switch the character's current stats. Any new stat changes will work as normal off those switched stats. For example, let's say you have a 4/7. When you play "Trickster God" it becomes a 7/4. Then if you give it +3 DEF it becomes a 7/7.

UNCANNY DEFENSES

Can I switch the defender with a stunned character on my side?

No. You can only replace a defender with a face-up character. (Stunned characters can't enter combat.)

Can I play it if I don't have a valid character to replace the defender?

Yes, but nothing will happen.

What happens if I make a ranged attack and my opponent plays a Plot Twist to switch the defender to a character with Dodge?

Once an attack starts, it can no longer be made illegal. So that attack will continue as normal.

COMBAT SEQUENCE

1. Choose attacker(s) and defender.
   a. The attack must be legal now (e.g. if it's a Ranged Attack all attackers must be Ranged).
   b. If it becomes illegal later that doesn't matter (e.g. it's a Ranged Attack and the defender gets switched with a character that has Dodge).

2. Any "when this character attacks" or "when this character gets attacked" effects trigger now.

3. Each player can play Plot Twists and activate Super Powers.
   a. If this causes a character to get stunned, that character is removed from the combat.
   b. If all attackers or defenders get removed from combat, the attack is canceled.
   c. A card effect might also cancel the combat.

4. Combat resolves
   a. First all Ferocious characters strike simultaneously. This could cause characters to get stunned. Then all other non-stunned characters strike simultaneously.
   b. Note: If a Ferocious strike stuns the only attacker or defender, this doesn't cancel the combat (effects like Cable's *Ultimate Soldier* will still occur).

5. Any "when this character stuns an enemy character" or "at the end of this combat" effects trigger now.

VERSION INFORMATION

- This version of the Vs. System 2PCG Rules, Keywords and Specific Card FAQ was last updated on September 15, 2015.
- Please destroy all previous versions of this document to avoid confusion.