

CARD LEGALITY AND ERRATA

Updated: **April 2, 2024**

UniVersus Standard Legal Cards

• MHA02 CCG Series 2: Crimson Rampage	1-119
• MHA-Q02 Quirk Pack	1-5
• MHA-PU02 Plus Ultra	1-12
• MHA-PS02 Provisional Showdown	1-7
• MHA02 Prerelease "Alleyway Ambush"	1
• MHA-DLC02 Deck Loadable Content	1-12
• MHA03 CCG Series 3: Heroes Clash	1-110
• MHA-Q03 Quirk Pack	1-5
• MHA03-SD1 CCG Series 3 Starter Deck: Endeavor	1-18
• MHA03-SD2 CCG Series 3 Starter Deck: Eraser Head	1-18
• MHA-PU03 Plus Ultra	1-12
• MHA-PS03 Provisional Showdown	1-7
• MHA03 Prerelease "Class Line-Up"	1
• MHA-DLC03 DLC: Wild Wild Pussycats	1-12
• MHA04 CCG Series 4: League of Villains	1-110
• MHA-Q04 Quirk Pack	1-5
• MHA04-EXCR	1-7
• MHA04-CLD1 CCG Series 4 Clash Deck: All For One vs All Might	1-36
• MHA-PU04 Plus Ultra	1-12
• MHA04 Prerelease "Mr. Compress"	1
• MHA-DLC04 DLC: Chibi	1-12
• Set 04 MHA-PSC23	1-3
• MHA04-CLR01: Class Reunion	1-11
• MHA05 CCG Series 5: Undaunted Raid	1-128
• MHA05 Mirio Togata Clash Deck	1-18
• MHA06 Overhaul Clash Deck	1-18
• MHA-PU05 Plus Ultra	1-12
• Set 05 MHA-PSC23	1-5
• MHA06 CCG Series 6: JetBurn	1-159
• MHA06 Himiko Toga Clash Deck	1-18
• MHA06 Ochaco Uraraka Clash Deck	1-18
• MHA-PU06 Plus Ultra	1-12
• GMO Godzilla Minus One Promo	1
• CB02 Cowboy Bebop Challenger Series	1-21
• TS01 Trigun Stampede Challenger Series	1-21
• YYHDT Yu Yu Hakusho Dark Tournament	1-160
• YYHDT Yu Yu Hakusho Reprints	1-35
• CR-VM Vox Machina Challenger Series	1-21
• CR-MN Mighty Nein Challenger Series	1-21

Card 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.



Mashirao Ojiro 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.



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.



Spinning Kick:

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



Ricochet Charge:

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



Training Weights:

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



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.



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.

Card Errata



Binding Arm Bar:

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



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**.



Saving Bakugo:

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



Fat Gum (II):

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



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.



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.



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.



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.**

Card Errata



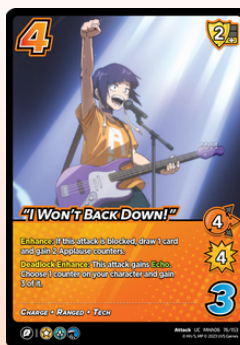
Take to the Sky:
(Normal AND XR versions)
Mill reminder text corrected.
"Mill **2 - Put the top 2 cards of your deck into your discard pile**".



"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**.



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



"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.



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



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

Card Errata



Soulful Rendition:

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



Queen Beam:

This card's collector number should be 131.



Kamui Woods .II:

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



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."



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.



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



Twirling Needle:

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



Sword Get Longer:

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



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**.



The Three Eyes of Hiei:

This card's check value should be a 6.



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.)**



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.



Ice Sword Execution:

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



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.

Online Event Errata



Kyoka Jiro:

Enhance [Once per turn]: Look at the top two cards of your deck **and reveal the top 2 cards of your rival's deck**. You may replace them in any order.



Plug-In:

Enhance [Once per turn]: Enhance Flip: Look at the top card of your deck **or reveal the top card of your rival's deck**. You may discard that card.



Rooftop Vantage:

Enhance Flip: **Reveal** the top card of your rival's deck.



Toru Hagakure (II):

Enhance: Your rival's block modifier to block this attack gets +1. It gets an additional +1 for every 4 foundations in their stage.

Response Commit: After your rival plays an attack, add it back to their hand. **Reveal** the top card of your rival's deck. You may discard it.



Mastermind Revealed:

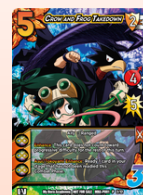
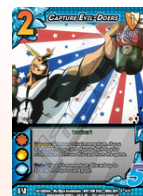
Enhance Flip: **Reveal** either player's momentum and then put it back as it was.

Banned Cards

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



Banned Cards

UniVersus Standard

- 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 Ojiro (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.