

City of Heroes CCG Technical (Comprehensive) Rules, version 0.545

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100. General

101.1 Any player who controls a hero that has a health total zero or less when priority is passed loses the game.

101.2 A player may only control one hero at any time. A deck may only contain one hero.

102.1 Any time a card contradicts these rules, the card takes precedence over these rules. Any time one card says you can do something and another says you can't, the one that says you can't takes precedence.

103.1 When a game begins, all players search their deck for their hero and a copy of each of that hero's starting powers. All players then simultaneously reveal their heroes and starting powers. The heroes are then put into play in Toe-to-Toe tactics mode with the starting powers attached. All players shuffle their decks, and present them to an opponent for an opportunity to cut. After this, each player draws a starting hand of 5 cards, and a starting player is chosen at random. All players agree then agree to the subsequent turn order. Then the starting player is given priority, and the game begins.

103.2 If no specific turn order is agreed to, the default turn order is clockwise seating arrangement.

104.1 A game between two player is called a single player game. A game with three or more players is called a multiplayer game. Before the game begins, players can choose to be allied with one another on a team. A team is a group of allied players. A team is allowed to have just one player.

104.2 A player's opponents are all non-allied players.

105.1 A single player game ends when there is only one hero with a health total greater than zero. That hero's controller wins the game.

105.2 A multiplayer game ends when there is only one team with at least one hero with a health total greater than zero. The players on that team win the game.

200. The Cards and Other Housekeeping Items

201.1 A card's owner is the person who physically owns a card (i.e. the person who brought the card to the game). A card's controller is the person who may use the abilities on that card. A card's controller may change throughout a game. A card's owner may not.

201.2 An opposing card is a card controlled by a non-allied player.

201.3 A card's controller is the player who may activate that card's abilities. Initially, a card is controlled by the player who puts that card into play.

202.1 A super is either a hero card or a sidekick card. A super's ally is another super controlled by that super's controller or supers controlled by other allied players during a multiplayer game. A super is not an ally of itself.

202.2 A hero card is the card that represents your main superhero during the game.

202.2a A hero card has the following parts: name, powersets, starting powers, text box, archetype, travel power, accuracy, defense, and health.

202.3 A sidekick card is a card that represents a minor superhero that helps out your hero during a game.

202.3a A sidekick card has the following parts: name, powersets, text box, archetype, travel power, inspiration, accuracy, defense, and health.

202.4 A power card is a card that attaches to supers and gives their controller extra abilities to use.

202.4a A power card has the following parts: name, powerset, text box, charging icon, and inspiration.

202.5 An enhancement card is a card that attaches to powers and modifies the attaching power's abilities.

202.5a An enhancement card has the following parts: name, text box, and inspiration.

202.6 An attachment is either a power or an enhancement. A super's attachments are all of his powers plus the enhancements attached to those powers.

202.7 An edge card is a card that a player may play for an one-time ability.

202.7a An edge card has the following parts: name, text box, and inspiration.

202.8 A mission card is a card that remains in play and may have a continuous effect on the game. It represents the force and influence of villains during the game.

202.8a A mission card has the following parts: name, text box, inspiration, defense, and health.

203.1 A card's name is the identifier for a card. Other cards may be in play with the same name, but each copy retains its own separate values for stats like accuracy, defense, and health.

203.2a A powerset is a group of powers that a super may attach. Most supers have more than one powerset.

203.2b A power's powerset denotes the group of powers that the power belongs to. Effects and abilities that refer to a specific powerset power refer to a power card that has that powerset.

203.3 A hero's starting powers are the ones named above its text box. No substitution of starting powers is allowed.

203.3a Starting powers are attached to a hero ignoring the power's entering play requirements.

203.3b If a player does not have one of a hero's starting powers in his deck, he simply does not attach that power.

203.3c If a hero's starting power is attached to the hero during the game, it is still considered one of that hero's starting powers.

203.4 A card's text box is the place where most of the writing on the card appears. There are three types of text that appears a text box: rules text, flavor text, and reminder text.

203.4a Rules text, written in plain type, is the instructions that affect gameplay.

203.4b Flavor text, written in italic type, are the quotations and stories written on the card to inform players about the card's place in the City of Heroes universe. It does not affect gameplay.

203.4c Reminder text, written within parenthesis and in italic type, are visual cues to players about certain rules and interpretations. It does not affect gameplay.

203.5 A super's archetype designates what types of skills the super has. Each super has an archetype icon in the upper right corner.

203.5a The archetypes in City of Heroes are: Blaster, Scrapper, Defender, Controller, and Tanker.

203.5b These archetypes have no inherent abilities in City of Heroes. However, many edge and power cards have rules text and requirements that reference them.

203.6 A super's travel power represents exactly how that super gets around Paragon City. Each super has a travel power as displayed by the icon in the lower right corner.

203.6a The travel powers in City of Heroes are: Flight, Superspeed, Superjump, and Teleport.

203.6b These powers have no inherent abilities in City of Heroes. However, many edge and power cards have rules text and requirements that reference them.

203.6c Travel powers do not count as powers (power cards). Abilities that affect and/or target powers may not target or affect travel powers.

203.7 A value is a number that the game keeps track of. All values are integers.

203.8 A super's accuracy is the factor that determines if that super's attacks hit the target. This is a value that kept track of throughout the game as it fluctuates.

203.8a There is no minimum or maximum accuracy. A super's accuracy can be negative. Abilities that affect a super's accuracy will instruct if rounding is necessary.

203.9 A super's (or mission's) defense is the factor that determines if that super is hit by attacks directed at him. This is a value that kept track of throughout the game as it fluctuates.

203.9a There is no minimum or maximum defense. A super's defense can be negative. Abilities that affect a super's defense will instruct if rounding is necessary.

203.10 A super's (or mission's) health is the factor that determines when the super is defeated. This is a value that kept track of throughout the game as it fluctuates.

203.10a A super's starting health is the number printed in his health circle. This value is also kept track of throughout the game. A super's starting health may change as a result of an effect.

203.10b A super's health may not be higher than his starting health. A super's health can be negative. (Usually, this results in the super being removed from the game and potential loss for his controller.) Abilities that affect a super's health will instruct if rounding is necessary.

203.11 A card's inspiration is the alternate ability a card has represented by an icon in the lower left corner. Hero cards do not have an inspiration.

203.11a The inspirations in City of Heroes are: Insight, Luck, Respite, Catch a Breath, Break Free, and Enrage.

203.12 A power's charging icon is the symbol located halfway down the left side of the card. This shows what type of power that power is.

203.12a Most powers are click powers. Click powers have a number (either 1, 2, or 3) in their charging icon. The number in the icon is the number of clicks you must charge the power in order to activate one of its abilities.

203.12b Toggle powers are powers that have the phrase “Off/On” in their charging icons. Toggle powers are activated by charging the power two clicks.

203.12c Constant powers have the letter “C” in their charging icons. Constant powers are not charged any clicks when they are activated.

204.1 A click refers to a turn of a card to show it has been utilized. Clicks are shown by 90 degree turns. Powers are the only cards allowed to be clicked or receive clicks.

204.2 A card is ready if it has no clicks. In other words, it is ready if it is not moved any 90 degree turns. A power’s abilities may not be activated unless it is ready. Before a game begins, all players must agree which way their charged cards will be turned. (Usually cards are turned clockwise.) A card that is turned 90 degrees is said to have 1 click. A card that is turned 180 degrees is said to have 2 clicks. A card that is turned 270 degrees is said to have 3 clicks.

204.3a A power may only be in one of four different states: ready, 1 click, 2 clicks, or 3 clicks. A power may not be charged any more than 3 clicks. Any effects to charge a power further than 3 clicks only charge it to 3 clicks. A power may not be recharged past ready. Any effects (including Recharge actions) that would recharge a power further than ready only recharge it to ready.

204.3b Effects that would charge or recharge a power may not charge them from ready to 3 clicks directly or vice-versa. In other words: A power at ready may only be charged to 1 click. A power at 1 click may only be charged to 2 clicks or recharged to 1 click. A power at 2 clicks may only be charged to 3 clicks or recharged to 1 click. A power at 3 clicks may only be recharged to 2 clicks.

205.1 Cards at any time during the game are in one of many game zones. Each player receives their own instances of these zones at the beginning of the game. The game zones are Hand, Deck, In Play, Discard Pile, and Removed From the Game.

205.2 The Hand zone is the place where cards are kept but not yet played. Cards that are drawn go to their owner’s hand zone.

205.2a Players may count (or ask the count of) the number of cards in any Hand at any time.

205.3 The Deck zone contains all of the cards in your deck. Cards that are drawn come from the top of the deck.

205.3a Players may count (or ask the count of) the number of cards in any deck zone at any time.

205.4 The In Play zone contains all of the cards that have been played but don't immediately go to the discard pile. Most cards go to the In Play zone after being put into play by an action.

205.5 The Discard Pile zone contains cards that are sent there by game instructions or card text.

205.5a The discard pile is a stack, and the order of cards in the discard pile may not be voluntarily changed.

205.5b Players may examine the contents and count (or ask to be counted) the number of cards in any discard pile at any time.

205.6 The Removed From the Game zone contains cards specifically sent there by game instructions or card text.

205.6a Cards in the removed from the game zone may not be targeted by abilities. Cards in the removed from the game zone are not shuffled into a player's deck when that player's discard pile is reshuffled.

205.6b Players may examine the contents of any player's removed from game zone at any time.

206.1 An object is any card, player, or token in the game. All abilities and traits affects one or more objects.

206.2 A token is an object that certain abilities or effect create to keep track of certain things or to represent a card created by an ability. Most tokens are represented by beads, coins, dice, or other things players have handy.

300. Playing the Game, Taking Actions and Reacts

301.1 A game of City of Heroes is played by players taking actions in turn order. There are no phases or other turn structure in the game.

301.2 The player who is taking an action is called the active player. The active player has priority. When the active player is finished with their action, priority is passed to the next player. Then they become the active player.

301.3 A player may only take an action if they have priority. A player may only play one action each time they receive priority.

302.1 When a player has priority, he must choose one of the following actions to take. After choosing an action, all of its effects must be completed before priority is passed to the next player. This choice of an action and the choices that action requires often are referred to as an action being declared or an action being performed.

302.1a Power Up. When a player takes a Power Up action, he chooses a power, enhancement, or sidekick card in his hand. This card is revealed to all players.

If the player chooses a power, he chooses a super he controls. The power is then attached to the super. If the super does not meet the requirements of the power, the power is discarded instead. If a copy of the power is already attached to the super, then the power is discarded instead.

If the player chooses an enhancement, he chooses a power in play he controls. The enhancement is attached to the power. If the power or super does not meet the requirements of the enhancement, the enhancement is discarded instead. If a copy of the enhancement is already attached to the power, the enhancement is discarded instead.

If the player chooses a sidekick, he puts the card into play in Toe-to-Toe tactics mode. If the player already has a sidekick in play, then the sidekick is discarded instead.

302.1b Act. When a player takes an Act action, he chooses an edge card in his hand, innate ability on a super he controls, or a ready Power attached to a super he controls. Edge cards (and other cards used for their inspirations) are revealed to all players. He then chooses an ability to use (if there is more than one) from the card. React abilities may not be chosen in this way. If the card chosen was a card from the player's hand, then the card is discarded. After paying the costs of the ability (which include charging powers or revealing an edge card) and choosing targets as necessary, the effects of the action are resolved.

302.1c Move. When a player takes a Move action, he chooses one of his supers. That super then changes from Toe-to-Toe to Run-'n'-Gun tactics mode or vice-versa.

302.1d Assemble. When a player takes an Assemble action, he searches his deck for a sidekick card. Afterwards, he reveals the card found to all opponents and puts the card in his hand. A player may fail or decline to find a sidekick card. Then the player shuffles his deck and presents it to an opponent for an opportunity to cut.

302.1e Recharge. When a player takes a Recharge action, he recharges all powers attached to supers he controls one click towards ready. A player may choose not to recharge a toggle power that is turned on.

302.1f Mission. When a player takes a Mission action, he chooses a mission card in his hand. After revealing the card, he puts the mission into play, and all other mission cards in play are discarded. If this player already controls a mission in play or a mission card of the same name has been completed, the mission card is discarded instead.

302.1g Rest. When a player takes a Rest action, he draws two cards.

302.1h Defeat. When a player takes a Defeat action, he chooses a mission in play. If he pays the defeat cost listed on the card, then the mission is completed, and he chooses one of his supers in play and places the mission under that super. For the rest of the game, that super is considered to have defeated that mission. If he chooses to not pay the cost, then this action is canceled. A player may not take this action if there is not a mission in play with a defeat cost.

302.1i Power Down. When a player takes a Power Down action, he chooses an active toggle power he controls in play. The toggle power is turned off. A player may not take this action if he does not control an active toggle power.

302.2 After the action and all subsequent reacts are resolved, priority is passed to the next player.

302.3 If an effect says a player may do something as an action, then he may choose to do that instead of choosing any of the regular actions listed. If an effect says a player may perform an ability that is an action, then he may choose that ability during an Act action.

303.1 A super is always in one of two tactics modes: Toe-to-Toe or Run-‘n’-Gun. A super may not be using both modes at the same time. Usually this is represented by a hero being pushed up (Toe-to-Toe) or pushed back (Run-‘n’-Gun).

303.2 Any number of supers may be using the same tactics mode at the same time. A player may control multiple supers using the same tactics mode at a given time. A tactics mode does not give any inherent abilities or benefits.

304.1 Some powers have a phrase in bold print that says “Requires <powerset name> Powerset”. This phrase is called a power’s requirement. This means that the super must have the specific powerset to satisfy its requirement.

304.2 Some powers have a phrase in bold print that says “Requires X <powerset name> Powers.” This is also a power’s requirement. This means that the super must have before attaching this power at least X <powerset name> powers attached to satisfy its requirement.

304.3a A toggle power that is at 2 or more clicks is “turned on”. A toggle power has a continuous effect while it is turned on. If an effect “turns on” a toggle power, the power is charged to 2 clicks. A toggle power that is at 1 or fewer clicks is “turned off”. If an effect “turns off” a toggle power, the power is recharged to 1 click.

304.3b A super may not have more than 2 toggle powers turned on. A player may not choose a toggle power during an Act action if the super that the toggle power is attached to already has at least 2 toggle powers turned on. A player not target a toggle power he controls to rotate (so that the power would be active) as part of an ability’s effect if the super that the toggle power is attached to already has at least its maximum number of toggle powers turned on. A player not choose to click a toggle power (so that the power would be active) for an ability’s cost if the super that the toggle power is attached to already has at least its maximum number of toggle powers turned on.

304.3c A toggle power that is turned on may only be voluntarily turned off by recharging it during a Recharge action or choosing it during a Power Down action.

305.1 There are two types of abilities in City of Heroes: Actions and Reacts. Reacts are abilities that can be played outside of the normal action structure. However, each react has a very specific time when they can be used. React abilities may not be chosen during an Act action. Using a react does not “use up” a player’s action the next time they receive priority.

305.2 The specific time a react may be played is called a react trigger. The react trigger is the text between the two colons in a react ability’s text.

For example, the edge, Learning Curve, reads, “React: Play when an opponent puts a power into play: Charge the Power 1 click (90 degrees clockwise).” A player may only play the edge immediately when the power enters play. The player may not play it before the ability putting the power into play resolves. The player may not play it during his next action.

305.2a A react trigger is made up of two parts: a timing word and an event. The timing words in City of Heroes are: before, when, and after. The event is the actual condition or ability that occurs to allow the react to be played.

305.2b A react with a “before” timing word interrupts the event’s resolution directly before it is carried out. All choices made for the action or react for which the event is or within do not change. A player may interrupt his own actions or reacts with a react with a “before” timing word. Triggered effects that trigger before an event occurs resolve before any “before” reacts may be played. The current instruction resolves after all “before” reacts resolve.

For example, a player chooses an attack power to be activated. That player reacts with Critical Strike, an edge that reads, “React: Play before this super activates an attack power: The power inflicts +1 damage (of each damage type), +2 damage if this super is a scrapper.” The activation of the power is interrupted until the react resolves. Then the power becomes activated.

305.2c A react with a “when” timing word interrupts play directly after an after an event is carried out. Triggered effects that trigger when an event occurs resolve before any “when” reacts may be played. The next instruction in the current effect may not resolve until all “when” reacts resolve.

305.2d A react with an “after” timing word interrupts play after any triggered effects that trigger after the event occurs resolve. The next instruction in the current effect may not resolve until all “after” reacts resolve. A player may play “when” reacts at times when he could play “after” reacts.

305.2e The event in a react trigger may be very specific. A player may request another player to slow down their current action or react to make sure they can play their own react(s) at the correct time.

305.3 Interrupting the normal flow of an ability with a react is called a react opportunity. When a react trigger occurs, state that you have a react to play. Choose the card either in play or reveal the card from your hand with the react ability you want to play. If there is more than one react ability with an appropriate react trigger on the card, choose one of those abilities. If the card chosen was a card from the player’s hand (including inspirations), then the card is discarded. Pay any costs associated with the react (including charging powers) and choose targets as necessary. Resolve the effects of the ability.

305.4 Some reacts may interrupt the flow of a react. These abilities will have react triggers that state when they may interrupt.

305.5a Sometimes more than one player wishes to play a react at the same time. If this happens, start with the active player and continue in turn order playing reacts until everyone plays all the reacts they wish. A player may decline to react at first, and then react after another player reacted.

305.5b A react trigger is over when all players decline to react to that trigger. A player may decline to react to a given react trigger, but after another player plays a react ability to that trigger, he may then react to the trigger after the other player’s react resolves.

305.6 React abilities on supers and powers may be used many times during the course of a game, but they may only be used once per occurrence of a react trigger.

For example, a super has the text, “React: After an opposing super moves: This super may perform an attack.” That super may only use this react once each time an opposing

super moves. If the super has another instance of this react, then you may use each instance once per move.

306.1a An attack ability is a subset of actions. An attack ability has “Melee Attack,” or “Ranged Attack,” as the first sentence of its text. Every attack states what the effects are if the attack is successful (which includes damage and status effects). A successful attack is called a hit. An unsuccessful attack is called a miss. If you choose an attack ability, the process for declaring an attack ability and resolving its effects are slightly different from a regular ability during an Act action.

306.1b An area attack is a subset of attack abilities. An area attack ability has “Melee area attack,” or “Ranged area attack,” as the first sentence of its text. An area attack is allowed to target more than one super. Each area attack ability specifically states which supers can be targeted. Area attacks can miss some targets and hit others during the same attack. All targets hit with an area attack have the attack’s full effects resolved against each one.

306.1c The super whose powers or innate ability is the source of the attack ability is called the attacker or the attacking super. A super being targeted with an attack ability is called the defender or defending super.

306.2 Each of the following instructions are broken down because many react triggers could occurring during an attack.

306.2a The player chooses which power and attack ability he will use.

306.2b Pay all costs associated with the ability. (This includes charging the power.)

306.2c Declare the target(s) of the attack. Opposing supers are the only legal targets. Depending on what tactics mode you and the target(s) are in, chasing costs may need to be paid now. If you can’t discard enough cards to pay the chasing cost for a target, the attack misses that target. If all targets’ chasing costs are not paid, then the ability is canceled. If the ability is redirected, you may have to pay chasing costs again. (See rule 411.5.)

Chasing costs are as follows: If it is a Melee attack, the attacking super is in Toe-to-Toe, and the target is in Run-‘n’-Gun, then the cost is one card. If however, the attacking super is also in Run-‘n’-Gun, then the cost is two cards. If the attack is Ranged, and the attacking super and the target are in Run-‘n’-Gun, the cost is one card. All other attacks don’t have a chasing cost.

306.2d After chasing costs are paid, players have a final chance to change the attacking and defending supers’ stats. (Remember the active player reacts first if many players want to react now.)

306.2e Compare the attacking super’s accuracy to each defending super’s defense. If the attacker’s accuracy is greater than or equal to the defender’s defense, then the attack hits.

Resolve the attack's effects. If the attacker's accuracy is less than the defender's defense, then the attack misses. The attack's effects are not resolved. If there is more than one target, the attacker chooses the order of checking accuracy among the targets.

306.3 Not all powers have attack abilities. Abilities chosen during an Act action that are not attack abilities follow the normal procedure for playing an ability.

307.1 Many abilities have costs. An ability's cost are the things a player must do in order to play that ability. All click powers' abilities charge the power as part of its cost.

307.2 Any ability that is activated and does not have all of its costs paid is canceled.

307.3 Some abilities have explicit additional costs. These costs are stated directly in their text. All of an ability's costs may be paid in any order.

307.3a An action's additional cost is denoted between two colons. A react's additional cost is denoted after its react trigger by a comma.

For example, the edge Arcane Ritual reads, "Action: Discard two cards: Rotate all of your powers to the ready position." When a player activates this ability and reveals this edge, he must also discard 2 cards as a cost. If the player doesn't have 2 additional cards to discard, then the cost is will not be paid.

400. Abilities, Effects, and Traits

401.1a An ability on a card is denoted by the phrase “Action:” or “React:” in bold print. A card may have multiple abilities. Abilities are separated on a card by a blank line.

401.1b An ability or power is activated when it is chosen during a react opportunity or an Act action. An ability is played when all of its costs are paid.

401.1c An instruction is a sentence in the text of an ability.

401.2a An effect is the instructions carried out after an ability resolves.

401.2b A continuous effect is an effect generated by a trait or ability that continuously affects the game.

401.3a A trait is a sentence of rules text that creates a continuous effect while the card with the trait is in play or in a player’s hand. Most toggle powers have a trait describing what they do while they are turned on. Some edge cards have traits that state alternate things that those cards can do while in a player’s hand.

401.3b Some traits and abilities only affect play when a certain condition is met. These traits and abilities produce triggered effects. The condition that causes the triggered effect to affect play is called the effect’s trigger. The effects are only produced once each time the trigger happens.

401.3c Triggered effects resolve before any reacts may be played to the same trigger. If more than one player controls triggered effects to a trigger, the active player resolves his triggered effects first and then each player in turn order resolves theirs. If any other triggered effects trigger while these triggered effects are resolving, the new triggered effects interrupt those and resolve before them. Remember turn order if multiple triggers chain together.

401.4 Most supers have abilities written in their text boxes. These are referred to as innate abilities. These abilities are not powers. Abilities that affect and/or target powers may not target or affect these innate abilities.

401.5 If an effect says that a super gains hit points, then that super’s Health is increased by that number. A super’s Health may not increase above its printed starting Health. Effects that would increase a super’s Health above its starting Health only increase it to its starting Health. If an effect says that a super loses hit points, takes damage, or is inflicted damage, reduce that super’s Health by that number.

401.6 Abilities and effects that refer to actions may not be applied to reacts. Abilities and effects that refer to reacts may not be applied to actions.

For example, a power on a super reads, “React: After this super is targeted by an action: Cancel the action.” If a player plays a react edge targeting that super, then it can’t be canceled with that power.

401.7a If an effect would have you do something you can’t do, do as much as you can. *For example, if an effect makes you discard three cards and you only have one, discard that card. Ignore the other discards.*

401.7b If an effect would affect a deck (by drawing, revealing, or searching for cards, etc.) and the deck is emptied during the resolution of that effect, that deck’s controller shuffles the contents of his discard pile and presents it to an opponent for an opportunity to cut. Those cards then become that player’s new deck. The effect then finishes its resolution. *For example, a player takes a rest action. That player’s deck has 1 card in it. The player draws the last card in his deck. He shuffles his discard pile and presents it to an opponent for a cut. He then draws his second card.*

401.8a Some effects instruct a super to do something that it can’t do. Its controller does it instead.

For example, an attack reads, “Action: Melee attack. Inflict 3 energy damage. The target discards a card.” The super does not have a hand, but its controller does. So after the attack hits, the targeted super’s Health is reduced by 3 and its controller discards a card.

401.8b Some effects instruct a player to do something that doesn’t apply to players. The effect is applied to the source or the super that the source is attached to instead.

401.9 An ability or power is activated when it is chosen during a react opportunity or an Act action. Abilities on powers may only be chosen if the power is ready.

401.10 Effects that turn a card are considered to charge that card if it is turned away from ready. Effects that turn a card towards ready are considered to recharge that card. Effects that charge a card a number of clicks turn that card that number of clicks away from ready. Effects that recharge a card a number of clicks turn that card that number of clicks towards ready.

401.11 If an effect says to move a super, then that super’s tactics mode is switched from Toe-to-Toe to Run-‘n’-Gun or vice-versa. If an ability refers to a super moving, then it refers to when a super switches tactics modes.

401.12a Effects that increase values, durations, or damage are called bonuses. Effects that decrease values, durations, or damage are called penalties.

401.12b Some effects and traits give bonuses and penalties to values that powers don’t have. These bonuses and penalties are applied to the supers that those powers are attached to when a player chooses an ability on that power. These bonuses and penalties also apply to supers that use an ability from another super during a copy ability of their own.

401.12c If an effect gives a damage bonus for all damage types to an attack or a power, the bonus is only applied to damage types the attack or attack abilities on that power have.

401.13 An effect that searches for a card allows a player to look through a deck (usually the controller of the effect's) and find a copy of a card that the effect specifies. An effect that retrieves a card allows a player to search their deck and find a card specified by the effect. He puts the card in his hand. After an effect searches or retrieves a card, the owner shuffles the deck. After the deck is shuffled, it is presented to an opponent for an opportunity to cut.

401.14 If an effect gives a player a choice to do something that would normally have an additional cost to do because of a status effect or another ability's effect, then the player must pay that cost before choosing to do that. If an effect gives a player a choice to do something that he can't do because of a status effect or another ability's effect, then the player may not choose to do that.

For example, Night Strike's signature power, Hit and Run, reads, "Action: Melee attack. Inflict 4 lethal damage. Night Strike may move to Toe-to-Toe or Run-n-Gun." If Night Strike is Immobilized when he hits and resolves this attack, however, he may not choose to move.

402.1 Instructions on abilities are carried out one sentence at a time when their effects resolve. They are carried out in the order listed on the card.

402.2 Reacts may interrupt the resolution of an ability's effects. After all reacts to a particular instruction are resolved, the original effect continues resolving.

403.1 Almost every non-hero card has an inspiration icon in the lower left corner. A card with an inspiration may be used for its inspiration ability instead of the card's printed type and/or abilities.

403.2 When a card is used for its inspiration ability, the card is treated just like an edge card that has the inspiration's corresponding text. The inspirations and their abilities are:

403.2a Insight. React: When an attack from your super is targeted: Add +2 to that super's Accuracy for the attack.

403.2b Luck. React: When your super is targeted by an attack: Add +2 to that super's Defense for the attack.

403.2c Respite. Action: Heal one of your supers 2 hit points.

403.2d Catch a Breath. Action: Draw three cards.

403.2e Break Free. React: Before performing an action: End 1 status effect on one of your supers.

403.2f Enrage. React: Before targeting an attack: The attack does +1 damage (of each damage type).

404.1 If an ability asks for a target, then the player playing the ability must choose a legal target after you pay the costs for it during an Act action or a react opportunity. A player must choose all targets that are required.

404.2 If a player chooses an illegal target when targeting an ability, he must choose again. If no legal targets exist for the ability, the ability is canceled.

404.3 An area attack ability, however, asks sometimes for more than one target. You may choose to target a fewer number of targets for an area attack ability if enough applicable targets do not exist. If this is the case, then you must choose all applicable targets. An area attack ability is designated as an area attack in the first sentence of an attack ability.

404.4 When an ability resolves, if all of the targets for the ability are illegal, then the ability is canceled. If some, but not all of the targets are still legal when the ability resolves, then it resolves for all legal targets.

405.1 If a cost or effect says to discard a card, the card is sent to its owner's discard pile.

405.2 If a cost or effect says to remove a card from the game, the card is sent to its owner's removed from the game zone.

405.3 Sometimes a card that was in play previously may return to play. A card that does this comes into play as if it was a brand new card coming into play for the first time. A card does not retain any bonuses, penalties, or effects targeting it while it was play previously.

406.1 Some effects cancel other action's and react's effects. Usually, a canceling effect comes from a react ability or a trait.

406.2 When an action or react is canceled, the ability's effects don't happen. None of the effect's instructions are carried out. The rest of the action or react procedure occurs, however. (Mainly, this includes the action counting as being resolved.)

406.3 An ability that cancels another ability with multiple targets cancels it for all of its targets.

407.1 Many abilities state that they last for certain period of actions or time. This period is called an ability's or an effect's duration.

407.2 If an effect states it lasts for a fixed number of actions, this number is in terms of the affected player's actions or the controller of the affected card's actions.

407.3a An effect that has a duration with a specific number of actions has a value that is kept track of called the effect's clock. An effect's clock is the number of actions remaining before the effect ends. After an action's effects are completely resolved or that action is canceled, each

effect that is targeting the passing player or cards he controls has its clock reduced by 1. Effects that have clocks of 0 end.

407.3b Most effects last for actions after the ability that creates it resolves. If an action is resolved that creates an effect that lasts for future actions for its controller, then the created effect's clock is not reduced by 1 immediately after that action resolves.

For example, the power, Radiant Aim, reads, "Action: For your next 2 actions, your attacks have +4 Accuracy, +2 damage (to all damage types)." If you use this action, then after the ability resolves, the created effect has a clock of 2. However, since your action created this effect, the clock is not reduced by 1 after this action finishes resolving. All other clocks from effects targeting you are reduced by 1.

407.4 Effects that have multiple targets have separate clocks for each target. Clocks for different targets can be different values. Effects can end for some targets and not yet for others. The effect completely ends when all of its clocks are 0.

407.5 Some effects will make players lose their next action(s). When a player who is losing an action is passed priority, it is immediately passed to the next player after the player who is losing an action. The earliest applied, losing action effect's clock is reduced by 1. Any losing action effects that have clocks of 0 end.

407.6 Non-continuous effects that don't have any listed duration last until the active player's action is resolved.

407.7 Some effects have a duration of "during your next action". These effects begin when you receive priority and end when your action is resolved or canceled.

408.1 The source of an effect is the card that has the ability or trait that producing the effect.

408.2 If the source of an effect is removed from play, the effect continues for the ability or trait's stated duration. Some abilities or traits, however, are worded to only be active while the source is in play. If an effect's duration is while a condition is in effect or until an event happens, the effect ends if the source leaves play.

409.1 Some abilities grant extra actions to players. After such an effect resolves, priority is given to that player. Priority is not passed to that player. After the action is completed, priority is instead passed back to the player it was taken from. (Sometimes, this may be the same player.)

409.2 If a player is granted an action that has a restriction by an effect, that player may decline to take such an action. If a player declines to take the action, the instruction granting the action is considered completed. The rest of the effect's instructions are then completed.

410.1 Many abilities and traits refer to and affect "this super" or "your super". These phrases have different meanings in different situations.

410.1a On an attachment, “this super” means the super that this attachment is attached to.

410.1b In a react trigger, “this super” or “your super” means the super that is currently satisfying the event.

For example, Carl chooses his one of hero’s attack powers during an Act action. He reacts to this by playing Critical Strike. Critical Strike has a react trigger of “Play before this super activates an attack power:” In this case, “this super” means the super that has the attack power that is being activated.

410.1c A player may only choose abilities referencing “this super” or “your super” if the satisfying super is a super that player controls.

410.2 If a trait or ability refers to a super by its name and in reference to something that usually players do or decide, then it refers to its controller making that choice or taking that action coming from that super.

410.3 If a react trigger refers to a super by name, it should be handled as if it said “this super”.

411.1 Some abilities allow players to change some or all of another ability’s targets before it resolves. This called redirecting an ability.

411.2 When a player redirects an ability, he may not choose any targets that were originally chosen. When a player redirecting an ability chooses new targets, the original targets are no longer targets of the ability.

411.3a A player may not choose any illegal targets when redirecting an action. If a player chooses an illegal target, he must choose again. If he cannot choose a legal target, then the redirecting ability is canceled and the original ability remains targeted for its original target.

411.3b If a target of an area attack ability is redirected, it must be redirected to a target that could have been chosen in the tactics mode that the rest of the targets were chosen. This still applies even if there was only one target chosen for the attack.

411.4 Some redirecting abilities specifically state who they may redirect an ability to. If the ability states that the redirected ability may be redirected to a target that would normally be illegal, then the redirection is still legal.

411.5 If an attack ability is redirected to a super and that super would require a chasing cost to target, then the player playing the attack ability must pay the cost immediately. If he does not, then the attack misses the new target. If that super is the only target or is the last target’s attack to miss, then the action is canceled.

411.6 Some effects redirect attack abilities to a target as if another super was originally targeting the attack. When a redirection ability like this resolves, the super that was used in the redirection ability becomes the attacker instead.

For example, the power Confuse reads “React: Activate when a super targets with a power: Redirect the action to another target as if this super were targeting the power (you may redirect it to the original super). You lose your next action.” The super who activates Confuse becomes the new attacker after the redirection ability resolves.

412.1 Some abilities put cards directly into play. When an effect like this resolves, the effect’s controller must make any choices required as if the card was coming into play from a Power Up action’s effect. Any requirements that are normally checked during a Power Up action are checked after the card is put into play.

For example, Debby plays the edge City of Power which reads, “Action: Put any number of powers into play from your hand, in any order.” When this resolves, before Debby puts a power into play, she must choose a super to attach the power to. If the super does not meet the requirements of the power, the power is discarded instead. Debby must do this for each power she wishes to play during the effect’s resolution.

412.2 Some abilities allow cards to be put into play face down (like Secret Power from the base set). Cards that are in play face down do not count as being in play, and they may not be targeted by abilities or traits. Abilities that put cards into play face down say how those cards may be turned face up.

412.3 When a card that was in play face down is turned face up, and the object that the card is attached to does not meet the card’s requirements, it is discarded. This is an enforced effect.

413.1 Some abilities (like Psychadelic’s innate ability, from the base set) allow a power to be copied to another super. A power that is copied is treated as if the power is attached the hero that it’s being copied to. A super may have powers copied to it that are not in its powersets. All attachments and applicable effects targeting the power also apply to the copy. Each ability that copies a power states the duration that the power is copied (if it is longer than for the action or react that copies it).

413.2 Costs paid for actions and reacts played from copied powers charge the actual powers being copied. Effects that apply to the super that the power is copied to also apply to that super’s copied powers.

413.3 Durations of effects that are based on a copied power’s state end when the actual power is in a state that would end the effect’s duration. Toggle powers that are turned on while copied remain in effect for the super that the power was copied to until the toggle is turned off.

414.1 Some heroes (like the Paragon heroes from the base set) have traits that allow their controller to search for powers from particular powersets to begin the game. Powers put into play

in this way are considered that hero's starting powers, just like if those powers' names were written in the hero's starting powers box.

415.1 Some abilities on attachments state they may only be played, activated, or used a certain number of times per game. This number of times is in reference to the number of times per super the ability can be activated. Other copies (actual cards with the same name) of the power retain their own usage restrictions.

For example, the power, Revive, has an ability says it may only be played once per game. If another super copies Revive and uses it, then that super may not copy and use its ability again this game. (If there are more actual copies of Revive in play, then the super may copy and use Revive's ability once for each copy.) However, the super(s) that Revive is attached to may still use it once during the game.

500. Keywords and Other Rules

501.1 A keyword is a word that can be found in rules text that is shorthand for a more commonly used passage of text. A keyword found in an ability or trait's text is treated exactly as if the full rules text was written on the card.

502.1 Status effects are keyworded traits that supers gain usually from the result of an attack that hit them. There are three status effects in City of Heroes: Stun, Knockdown, and Immobilize.

502.2 A super that has Immobilize has, "This super may not be chosen for a Move action and chasing costs during its attacks may not be paid." However, all abilities on the super or powers attached to the super may be used as normal.

502.3 A super that has Knockdown has, "You must discard two cards as an additional cost to choose this super for the Move action or choose one of this super's powers during an Act action."

502.4a A super that has Stun has, "You may not choose this super for the Move action or one of its powers during an Act action."

502.4b A super that receives Stun also has his toggles turned off.

502.5 Usually when a super receives a status effect, the ability states a duration for that status effect. Sometimes status effects are written as <status effect> X, where X is the status effect's duration in actions.

502.6 Additional instances of a status effect do not combine their durations.

For example, Statesman currently has Stun 2. If Positron hits with an attack that does Stun 3, then Statesman will have Stun 2 and Stun 3, not Stun 5. After Statesman's controller takes an action, Statesman will have Stun 1 and Stun 2.

503.1 Most damage has a damage type. This is usually the word before damage in the ability.

503.2 Resistance X to <damage type> is a keyworded trait that some supers have. A super with resistance has, "Whenever this super takes <damagetype> damage, reduce that damage by X. Damage from any damage type may not be reduced below 1 in this way." Supers with resistance to all damage types do not reduce damage that does not have a damage type.

503.3 Multiple instances of resistance to a damage type are cumulative.

For example, Somber Warrior has Resistance 2 to fire damage from an active toggle power. If his controller activates another power that gives him Resistance 1 to fire damage, then Somber Warrior would have Resistance 3 to fire damage.

503.4a Effects that provide additional damage of a specific type to an attack or power that the attack or any of the power's attack abilities did not have provide that additional type of damage.

For example, the edge Out of the Sun provides additional smashing damage to a melee attack. If it is played on a melee attack that only does fire damage, then the attack does fire and smashing damage.

503.4b If a bonus that adds damage of all types to an attack is applied to an attack that has gained or gains an additional damage type before the attack hits, then the bonus is also applied to the additional damage type(s). If a bonus that adds one type of damage is applied to an attack, the type that the bonus applies to may be chosen when the attack hits.

503.4c If a penalty that subtracts damage of all types to an attack is applied to attack has gained or gains an additional damage type before the attack hits, then the penalty is also applied to the additional damage type(s). If a penalty that subtracts one type of damage is applied to an attack, the type that the penalty applies to may be chosen when the attack hits.

503.4d Some traits provide a damage bonus when an attack inflicts damage. Remember that the bonus is a triggered effect of that trait. It is resolved before any reacts may react to damage being inflicted.

503.4e An ability or trait may refer to "a resistance" or "all resistances". This refers to the sum total of all resistances that a super has to each damage type.

504.1 Missions may sometimes have special rules text that are actually traits while they are in play. These traits may actually grant abilities that can be chosen during an Act action or a react opportunity by a player.

504.1a A mission's threat is the trait that is active only while it is in play and not completed.

504.1b A mission's reward is the ability that is active only while it is in play and completed.

504.1c A mission's defeat cost is the cost a player pays during a defeat action to complete the mission.

504.2a A mission can also be completed by attacking it, just like an opposing super. Mission cards have defense and health stats. Mission cards are always considered to be in Toe-to-Toe tactics mode.

504.2b When a mission is the target of an attack, all opponents may play inspirations as if the mission were a super they control. A mission may not be targeted in an attack with any other super(s) and vice-versa.

504.3 Missions when completed are placed under the super whose abilities' effects completed them. This is only done to represent that the super completed the mission. The card itself is not attached to that super.

505.1 Sometimes certain tasks have to be completed before another react opportunity is taken or priority is passed to the next player. These tasks are called enforced effects. No player may take a react opportunity before an enforced effect is completed. Once all enforced effects are completed and no further enforced effects are needed, react opportunities may be taken and priority may be passed as normal. The following are enforced effects:

505.1a If a super's health is at 0 or below, the super with all of its attachments are removed from the game. If the super is a player's hero, that player loses the game.

505.1b After a mission is damaged from an ability on a super's powers or a super's innate ability and the mission's health is at 0 or below, the mission is completed. The mission is placed under the super to represent that super completing the mission.

505.1c After a non-power, non-innate ability damages a mission and the mission's health is a 0 or below, the mission is completed. The player who played the action chooses one of his supers. That super is considered as the super defeating the mission, and the mission is placed under the super.

505.1d If any deck zone ever contains zero cards, then that deck's controller shuffles his discard pile and gives an opponent an opportunity to cut. Those cards then become that's player's deck and are placed in the deck zone.

505.1e If there are ever more than 10 cards in a hand zone, the player who it belongs to must choose and discard cards, one at a time, until there are 10 cards.

505.1f If there is ever an attachment in play without a card for it to be attached to, the attachment is discarded.

505.1g After an action's effects are completely resolved or an action is canceled, each effect that is targeting the passing player or cards he controls has its clock reduced by 1. Any effects that have clocks of 0 end.

505.1h After priority passes to the next player as the result of a skipped or lost action, the earliest applied, losing action effect targeting the player has its clock reduced by 1. Any effects that have clocks of 0 end.

505.1i If a card's state changes and is now in a state that by an effect's instructions would end that effect, then the effect ends. If a card leaves play and an effect's duration is based on that card having a specific card state, then the effect ends.

505.1j When a card that was in play face down is turned face up, and the object that the card is attached to does not meet the card's requirements, it is discarded.

506.1 A game's format is the rules surrounding deck construction. Each player should agree to the format before starting a game.

506.2 Constructed format is a format where each player constructs a deck of any legal cards and uses no more than 3 copies of an individual card. After a player reveals his hero and starting powers, the deck that is shuffled and presented to an opponent must contain at least forty (40) cards. There is no deck maximum.

506.3 Limited format is a format where each player is given unopened packs of cards to make a deck. Each player is given the same amount and type of packs to make a deck. A player may only start with a hero in those packs. A player may only play 3 copies of an individual card even if he has more copies. After a player reveals his hero and starting powers, the deck that is shuffled and presented to an opponent must contain at least twenty-five (25) cards. There is no deck maximum.

507.1 In a multiplayer game, when a player loses the game, he removes from the game his deck, his hero with all its attachments, any sidekicks with their attachments, and his discard pile. Any other cards that are in play (for example, completed and uncompleted missions) remain in play until the game is over.

507.2 Any effects that were generated from or had durations based on a player's cards end when that player loses the game.

507.3 Any card in play after a player loses the game that would be sent to that player's discard pile is removed from the game instead.

Glossary

ability

The things a player can do during a game. The abilities in City of Heroes are: Actions and Reacts.

accuracy

A value that determines if a super's attacks hit.

action

1. Unit of time for effects' durations.
2. The act of making a choice during an Act action.
3. One of the choices a player can make when they have priority. The actions in City of Heroes are: Power Up, Act, Move, Assemble, Recharge, Mission, Rest, Defeat, and Power Down.
4. An ability that has "Action:" as part of its rules text.

activated

An ability or power is activated when it is chosen during a react opportunity or an Act action.

active player

The player who has priority and is currently taking an action.

active toggle power

A toggle power that is turned on.

allied player

In reference to a certain player, an allied player is a player on that player's team.

ally

In reference to a super, another super that player controls or any super an allied player controls.

archetype

The style of character a particular super is. The archetypes in City of Heroes are: Blaster, Scrapper, Defender, Controller, and Tanker.

area attack ability, area attack

An area attack ability is an ability that produces an attack that can target more than one super.

attach

The act of putting a power on a super or an enhancement on a power. Other cards can be attached through card effects.

attachment

A power or an enhancement card.

attack ability, attack

An ability that produces an attack. The types of attacks in City of Heroes are: Melee and Ranged.

attacker

The super whose attack ability was activated.

bonus

An effect that increases a value, duration, or damage.

cancel

To prevent carrying out an ability's instructions.

card

The objects that make up a player's deck.

card state

The number of clicks a card has.

card type

A card's type determines its function in the game. The card types in City of Heroes are: Hero, Sidekick, Power, Enhancement, Edge, and Mission.

charge

The act of turning a card clockwise 90 degrees.

charging icon

The symbol on a power card that shows what type of power it is.

chasing

The act of paying a chasing cost.

chasing cost

A cost spent (usually discarded cards) to target a super in a particular tactics mode.

choice

A decision required by the game for an action, react opportunity, or ability.

click

The turn of a card 90 degrees to show it has been used. Multiple clicks refer to that number of 90 degree turns.

click power

A power that requires charging to activate. A power that has a number in its charging icon.

clock

A value that is the number of actions remaining before an effect ends.

completed

A mission is completed if its health is reduced to 0 or its defeat cost is paid during a Defeat action. See defeated.

control(s)

The link between a player and the cards they can use. By default, a card is controlled by the player who put the card into play.

controller

The player who may activate a card's abilities.

constant power

A power that doesn't require charging to activate. A power that has a "C" in its charging icon.

continuous effect

An effect from a trait or ability that affects play continuously.

copy

1. A power that may be used as if another hero could legally attach it.
2. The act of copying a power.

cost

Something that has to be done to pay for an ability.

cut

To take a number of cards from the top of a player's deck after it is shuffled and and put them on the bottom.

damage

1. Potential hit points to be taken away from a super's health.
2. The act of taking hit points away from a super's health.

damage type

A trait that damage sometimes has. The damage types in City of Heroes are: cold, electrical, energy, fire, lethal, negative energy, psychic, smashing, and toxic.

deck

A collection of cards that a player brings to the game.

defeat

The act of completing a mission by paying its defeat cost or using an ability targeting it and reducing its health to zero or less.

defeat cost

The cost a player can pay during a defeat action to defeat the mission and attach it to one of his supers.

defeated

A mission that is completed is considered defeated.

defender

A super being targeted by an attack ability.

defense

A value that determines if attacks targeting a particular super hit.

draw

To take a card from a player's deck and put it in that player's hand.

duration

The length of time an effect lasts. Some effects last for a number of turns, until a certain condition is met, or permanently.

edge

A card type that gives players one-time abilities when used from their hand.

effect

An ability's or trait's instructions being carried out.

effect trigger

The event that causes a triggered event to be produced and resolved.

enforced effect

An effect that the game interrupts the normal flow of an action or react opportunity until the effect is completed.

enhancement

An attachment for a super's powers to modify their abilities.

event

The game occurrence that triggers an effect or react trigger.

flavor text

The text, written in italic print, that tells the inner stories behind characters in City of Heroes.

format

The rules for deck construction in a given game.

game

1. A game of City of Heroes.
2. The framework of rules, objects, and values that players play in.

hand

The cards in a player's hand zone.

health

The value that represents how close a super is to dying.

hero

A card that represents each player's main superhero.

hit

An attack hits after all reacts resolve when the attacker's accuracy is equal to or greater than the defender's defense.

hit point

The basic unit of measurement for health.

illegal target

A target that could not be chosen for an ability or trait based on its targeting restrictions.

inflict

The verb that conveys damage being done to a super.

innate ability

An ability and/or trait printed on a super.

inspiration

The alternative ability that most cards have in addition to their printed abilities. The inspirations in City of Heroes are: Insight, Luck, Respite, Catch A Breath, Break Free, and Enrage.

instruction

A sentence of rules text in an ability.

integer

The set of whole numbers, negative whole numbers, and zero. This is also written as:

{ ..., -3, -2, -1, 0, 1, 2, 3, ... }

keyword

A specific word that is shorthand for a more commonly used phrase or passage of rules text.

lose

To lose the game. A player loses the game as an enforced effect when his hero's health is zero or less.

miss

An attack misses after all reacts resolve when the attacker's accuracy is less than the defender's defense.

mission

A card type that remains in play and has different effects simply while in play or while attached to a super. Missions represent the forces and influence of villains on the game.

move

The act of switching tactics modes.

multiplayer game

A game between three or more players.

name

A card's unique identifier.

next player

The player that is after a given player according to the turn order.

object

A player, card, or token in the game.

owner

The person who physically owns a card.

passing priority

The method a player normally receives priority. After a player finishes their action, priority is passed to the next player.

pay

The act of satisfying a cost.

penalty

An effect that decreases a value, duration, or damage.

perform (an action)

Choosing an action and making all appropriate decisions when a player has priority.

play

Choosing an ability during an action or a react opportunity.

player

A person involved with the game.

power

An attachment that attaches to a super and gives its controller new abilities.

powerset

1. The set of powers that an individual power belongs.
2. A set of powers that a super can attach.

priority

The theoretical resource a player needs to play an action.

react

1. An ability that a player may play that interrupts the normal flow of the game when its react trigger occurs.
2. The act of playing a react ability.
3. An ability that has “React:” as part of its rules text.

react opportunity

The stoppage of normal play or instruction execution to play a react ability.

react trigger

The phrase between the two colons on a react ability that tells a player when he can play the ability.

ready

A card is ready if it has no clicks.

recharge

The act of turning a card counterclockwise 90 degrees.

redirect

The act of choosing a different target for an ability.

reminder text

The text, written within parenthesis and in italic print, which reminds players about rules that directly affect a card.

requirement

The conditions a power or super must have in order for a card to come into play legally.

resistance

1. A super with resistance X to a damage type, where X is a number, has, “Whenever this super takes <damage type> damage, reduce that damage by X. Damage from any damage type may not be reduced below 1 in this way.”
2. The total of all resistances a super has to a particular damage type.

resolve

To finish carrying out an ability’s instructions.

restriction

A clause in an ability that restricts what the ability can do or target or effects it produces.

retrieve

To search for a card in a player's deck and put that card in the player's hand.

reveal

To show a card from a zone to a player or players.

reward

The trait on a mission that is in effect while the card is in play and attached to a super.

rotate

See turn.

rule

A numbered section of this document.

rules text

The text, written in regular print, inside a text box that directly affect play.

search

To look for a card in a player's deck.

shuffle

Randomizing the order of cards in a player's deck or cards put into a player's deck.

signature power

A power that is a particular hero's unique ability. A signature power requires a certain named hero.

single player game

A game between two players.

source

The card that has the ability or trait that producing an effect.

starting health

A value for each super that starts as the printed health number for that super. This value may change as the game progresses.

starting player

The player given priority before the game begins.

starting power

The names of powers that a hero starts play with.

status effect

A keyworded trait that a super usually gains from an attack's effects. The status effects in City of Heroes are: Stun, Knockdown, and Immobilize.

super

A hero or sidekick card.

tactics mode

The style of fighting a super is using. The tactics modes in City of Heroes are: Toe-to-Toe and Run-'n'-Gun.

target

1. An object that is chosen to be affected by an ability.
2. The act of choosing an object to be affected by an ability.

team

A group of allied players.

text box

The space on a card that has most of the card's writing.

threat

The trait on a mission that is in effect while the card is in play and unattached to a super.

“this super”

1. The super that an attachment is attached to.
2. The super that is currently satisfying an event.

timing word

The word in a react or effect trigger that gives the relation to the event when the ability can be played or effect resolve.

toggle

A toggle power. A power with an “Off/On” symbol in its charging icon.

token

An object that certain abilities or effect create to keep track of certain things or to represent a card created by an ability.

trait

A sentence of rules text on a card in play or in a player's hand that produces a continuous effect.

travel power

The particular method that a super uses to get around. The travel powers in City of Heroes are: Flight, Super Speed, Super Jump, and Teleport.

triggered effect

An effect produced when a trait or ability's trigger happens.

turn

The act of changing the orientation of a card.

turn order

The rotation of players receiving priority.

“turned off”

1. A toggle power is turned off if it is not active. A toggle power is not active if it has 1 or fewer clicks.
2. The act of turning off a toggle power. A toggle power is turned off by recharging the power to 1 click.

“turned on”

1. A toggle power is turned on if it is active. A toggle power is active if it has 2 or more clicks.
2. The act of turning on a toggle power. A toggle power is turned on by charging the power 2 clicks.

value

An integer variable that the game keeps track of.

win

The situation in which a player is the only player not to lose the game.

zone

A place where cards can exist during a game. All cards are in one zone at a time. The zones in City of Heroes are: Hand, Deck, In Play, Discard Pile, and Removed From the Game.