

Marvel Factions (MFA) Frequently Asked Questions

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GENERAL

1. This set is legal for sanctioned Constructed tournaments from December 27th, 2009 barring your play group's approval.

2. Eternal

Eternal is a keyword power that characters can have. It means:

Whenever this character becomes stunned, it can't be KO'd during the recovery phase this turn.

- During the recovery phase of the turn after a character with Eternal was triggered, if it's controller chooses not to recover it, the character will be KO'd as normal.

3. Prowler

Prowler is a keyword power that characters can have. It means:

Whenever this character becomes stunned, you may KO a resource you control. If you do, put this character face down into your resource row.

4. Substitute—Loyalty

Substitute—Loyalty is a keyword on character cards that represents a payment power that functions in the hand. It means:

Reveal this card >>> You may remove from the game a ready character you control with cost greater than or equal to the cost of this card. If you do, put this card into play. Use only if this card is in your hand, only if you control a character that shares an affiliation with this card, and only during your recruit step.

- Substitute—Loyalty is a keyword on character cards that is an alternate form of the keyword Substitute. It functions the same way as Substitute, except with the limitation that a character with Substitute—Loyalty can only be substituted if you control a character that shares an affiliation with it.

5. Torchbearer

Torchbearer is a keyword power that characters can have. It means:

When this character enters play, until it leaves play, it has the printed powers of target character with the same printed identity.

- After some character card names, there is a diamond (<◇>) symbol followed by text. That text is the printed identity of the character. The naming format for these characters is “Name <◇> Identity.” If a character’s name isn’t followed by a diamond, its printed name is also its identity. This identity is also referred to as its “secret identity.” A character’s identity is ignored when determining the uniqueness of that character.
- Torchbearer grants one or more powers found on a second character with the same printed identity as the Torchbearer. If the gained powers have any associated keywords (such as Ally, Cosmic, Leader, etc.), that character doesn’t gain those keywords or any other keywords. All references to the second character by name in the gained powers are changed to the name of the Torchbearer. This does not change the names in wordings like “cards named <name>,” or “a/nother <name>”, as these are referring to any card named <name>, not to a specific character card.
- A card can’t gain a power if it would be worded identically to a power it already has.

6. Ignore

Some replacement modifiers allow a player to ignore an action or event. Ignored actions or events never happen; any powers or modifiers that would have triggered off the ignored action or event will not trigger.

7. Reprinted cards

Marvel Factions includes cards from earlier sets, some with text different from their original text.

- If a *Marvel Factions* card is legal for a tournament, then any card from an earlier set with the same name and version as that card is also legal.
- The *Marvel Factions* text is used for each such card, even if different from its original text.

SINGLE CARDS

Beta Ray Bill, Stormbreaker

Character, 6, Asgardians, 12/12

Whenever Beta Ray Bill stuns a character, choose a face-up resource three times at random. Each player loses endurance equal to the combined cost of the chosen resources. (A resource can be chosen more than once.)

You make the required number of choices one at a time and the same face-up resource may be randomly chosen more than once.

Black Cat, On the Edge

Character, 2, Heroes for Hire/Spider-Friends, 3/2

Evasion

Whenever Black Cat becomes stunned, target opponent discards a card. Lose endurance equal to that card's cost. This power triggers only if you control another character that shares an affiliation with Black Cat, only once per turn, and only during the combat phase.

Whenever Black Cat becomes stunned during the combat phase, her effect will trigger even if an

opponent has no cards in hand. Whenever this occurs, you lose no endurance from her effect.

Captain Britain, Brian Braddock

Character, 4, Excalibur, 7/7

Whenever a character enters play under your control, you may discard a card. If you do, draw a card.

While Captain Britain is the only character you control, he gets +2/+2.

Whenever Captain Britain enters play, he triggers his own "enters play" power. (This one is for you, Cliff and HomerJ:).)

Captain Britain, Chosen by Merlyn

Character, 8, Excalibur, 17/17

Loyalty

While Captain Britain is the only character you control, he gets +6/+6.

Whenever a character you control leaves play, you may discard a card. If you do, gain 2 endurance.

Captain Britain's power triggers whenever a character controlled by you leaves play, whether it is put into a KO'd pile, returned to hand, removed from the game, or otherwise removed from play. His power triggers when he himself leaves play, even if he is stunned (because effects that trigger off a character leaving play ignore whether that character is stunned when determining whether they should trigger.) *There are numerous characters in Marvel Factions that this applies to. For those characters see Captain Britain.*

Daytripper, Amanda Sefton

Character, 5, Excalibur, 9/9

Whenever Daytripper enters combat with a character with cost 5 or less, you may remove all attackers and defenders from the game. If you do, return those characters to play exhausted at the start of the recovery phase this turn.

Uniqueness is not checked as the characters are put into play. A concealed character will enter play hidden. A concealed—optional character will enter play in the area of those character owner's choice.

Defenders vs. Offenders

Plot Twist, 1

Play only if you control a Marvel Defenders character.

Ongoing: Whenever an opponent exhausts a character he controls, you may exhaust a character you control.

Defenders vs. Offenders only triggers if an opponent makes the choice to exhaust a character he controls. If an effect you control allows you to target or choose an opposing character to exhaust, Defenders vs. Offenders will not trigger. However, if an effect you control targets or chooses your opponent to exhaust a character he controls, Defenders vs. Offenders will trigger.

Divine Thy Future

Plot Twist, 1

To play, exhaust a Loki you control.

Change the target of an effect with exactly one target. (The new target must be legal.)

“Effects with exactly one target” include equipment recruit effects. However, the new target must be legal, so you can't target a character you control with opposing equipment or vice versa.

Dreams of Destiny

Plot Twist, 3

Play only if you control Dr. Doom and only during the build phase.

Return target character with cost 1 to its owner's hand.

Boost 1: Instead, return target character with cost 3 or less to its owner's hand.

If you pay the boost cost, you don't have to target a character with a cost of 1, but are required to target a character with cost 3 or less.

Ghost Rider, Defender of the Innocent

Character, 7, Marvel Defenders, 16/16

Discard a card {>} Remove target Marvel Defenders defender from this attack and Ghost Rider becomes a defender.

You can use Ghost Rider's payment power multiple times per attack, even if Ghost Rider is already a defender.

Heimdall, Keeper of Bifrost

Character, 2, Asgardians, 2/3

While Heimdall is visible, ready, and in your front row, opposing characters must attack him if able.

Activate {>} Move Heimdall to your front row and ready him. Use only once per turn.

If an opponent controls a character that hasn't attacked this turn, that player can't pass priority during his attack step if he or she could legally propose an attack with that character.

Hop to It!

Plot Twist, 1

Target Marvel Defenders defender gets -4/+4 this attack. Exhaust all characters you control.

You may play Hop to It! even if all characters you control are already exhausted.

Jessica Drew <> Spider-Woman, Private Eye

Character, 5, Heroes for Hire/Spider-Friends, 8/10

Pay 3 endurance {>} Players can't recruit more than one character with flight and/or range this turn. Use only during the build phase.

Characters without flight, without range, or without flight and range aren't affected by her payment power.

Jubilee <> Wondra, Spark Plug

Character, 2, New Warriors, 3/2

Substitute

When Jubilee enters play, she gets +1/+1 this turn for each other character you control that entered play this turn.

If Jubilee would become stunned, instead, you may return her to her owner's hand.

If you return Jubilee to her owner's hand, you don't lose stun endurance loss because she never became stunned.

Know Thy Fate

Plot Twist, 3

Ongoing: Pay 2 endurance {>} The next time a player would choose any number of cards in play at random this turn, instead, if you control Loki, that player chooses those cards at random twice. Ignore one result of your choice. Use only once per turn.

Whenever an effect would cause both players to make a random choice at the same time, Know thy Fate's replacement effect will only affect the random choice(s) of the player with priority. The player that doesn't have priority at that time makes his random choice(s) as normal.

Loki, Entwined of Fate

Character, 6, Asgardians, 16/16

At the start of the combat phase, if you recruited a Thor this game, exhaust four random characters.

You make the required number of choices one at a time and the same character may be randomly chosen more than once.

Loki, God of Mischief

Character, 3, Asgardians, 5/4

Whenever Loki enters combat, the ATK and DEF of target opposing character in combat with Loki becomes equal to the ATK and DEF of a random non-stunned character in play.

Activate {>} Loki's ATK and DEF becomes equal to the ATK and DEF of target non-stunned Thor you control.

The ATK and DEF of the character targeted by Loki's triggered effect are only altered upon resolution and not altered again during the attack, even if an effect alters the randomly chosen characters ATK and DEF.

Loyal to the End

Plot Twist, 3

To play, reveal your hand.

Target character attacking you directly gets -1 ATK this attack for each Excalibur character card you revealed this way.

Once you reveal your hand for the cost, the number of revealed Excalibur character cards is noted and that noted number will remain the same upon resolution even if an effect has you discard one or more cards before Loyal to the End resolves.

Luke Cage, Local Hero

Character, 5, Heroes for Hire/Marvel Knights, 10/10

To recruit, discard a card.

While you control Iron Fist, Luke Cage gets +1/+1.

Pay 3 endurance {>} Luke Cage can attack hidden characters this turn.

See Nightcrawler, Mutant of Action.

Nightcrawler, Mutant of Action

Character, 5, Excalibur, 10/8

While Nightcrawler is the only character you control, he can attack characters as though they were visible and unprotected.

You can still attack an opponent directly, even if he controls a non-stunned hidden character, as long as he doesn't control a non-stunned visible characters.

Off With His Head

Plot Twist, 3

To play, stun a character you control.

Stun target character that shares a name with another character in play.

While an opponent and you both control a character with the same name, you may target that character for Off With His Head's effect. If you control a character that has gained the name of an opposing character, even if your character has multiple names, you may target the opposing character with the same name.

Robotic Arms

Equipment, 0

Equipped character gets +1 ATK and has range.

Pay 1 resource point {>} Characters you control can attack hidden characters this turn.

See Nightcrawler, Mutant of Action.

Speedball, Wall to Wall

Character, 1, New Warriors, 2/1

Speedball can't be stunned the first time he attacks each turn.

Free {>} Target opposing character in combat with Speedball gets -3 DEF this turn whenever it defends this turn. Use only once per attack and only while Speedball is attacking.

A character defends when it gains the "defender" characteristic and becomes a defender. Powers

that trigger whenever a character “defends” or “becomes a defender” will trigger only once per character that becomes a defender. If you target the character Speedball is in combat with his payment power, that character won’t get -3 DEF until he defends again this turn after the current attack resolves.

The First Defenders

Plot Twist, 4

If you control Dr. Strange, draw a card.

If you control Hulk, target character gets +3 ATK this turn.

If you control Silver Surfer, gain 4 endurance.

If you control Sub-Mariner, return a card from your KO'd pile to your hand and remove this card from the game.

The First Defender looks for you to control one or more of the named characters. If you control one or more of the named characters, the effect for each character you control with that name will be put on the chain. Upon resolution each effect will resolve simultaneously. If you control two or more of the same named character (i.e.: two Silver Surfer, Silverado or a Dr. Strange, Possibilities Untold and a Dr. Strange, Founding Father) you only get the effect for the named character once.

The Hood, The New Boss

Character, 4, Crime Lords, 8/6

Activate {>} Target Crime Lords character has reinforcement.

The targeted character has reinforcement until it leaves play.

The Wrecker, Dirk Garthwaite

Character, 5, Masters of Evil, 10/9

The Wrecker can't be stunned by characters with cost 3 or less.

The Wrecker can't be stunned by effects generated from characters with cost 3 or less.

Trails of Leadership

Plot Twist, 2

Play only during the combat phase.

Negate target opposing draw effect.

You may negate any opposing non-Epic effect that would cause an opponent to draw a card.