



This document is an extension to the Decipher 2005 Rulings Document 2.0 (4/1/2005) by the NT Warriors Discord Team.

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Single Card Rulings Continued

BugBomb (3U37)

When this card is canceled by the effects of another card it is not removed from the power gauge.

Charge Forward (2C20)

You may spend this resource with no cards in your discard. Once a yellow card is discarded to satisfy its play requirement you can then move that card into your power gauge.

Handy Work (1C51) Extended

(See Ruling Document 2.0) Triggers activated by this card do not occur until after this card is discarded and resolved, to allow for an open resource position on the board.

Construct A Victory (2R60)

You may discard any resource you have in play including NetOps & Style Changes to resolve this cards effect.

DoublePoint (2UR93)

This cards +3 effect includes all Battlechips you have played this turn prior to itself and after it, including itself.

HeatGuts Activate (3P5) Extended

(See Ruling Document 2.0) When you play this card you may look at all cards in your power gauge without revealing them to your opponent. When you play a card from the power gauge to the field it does not count itself as power to resolve any power requirement it has. Your opponent may still respond after each card is played. You may not continue to look at any power gained after this card is played. Battlechips played from the gauge do not supersede the once per turn restriction.

ElecTeam (ISR108)

This cards effect is dependent on both players fields, in order to trigger this cards effect neither you or your opponent may have cards other than Yellow in play.

Not Enough Power (IURI19)

This cards effect is constant throughout your turn, you are not required to follow this card up with a Battlechip and may play your turn out in any order of your choice prior to playing an additional Battlechip.

FastGauge (2C6)

The effects of this Battlechip trigger immediately after you lose an energy prior to the trigger effects of any other card played this turn. When you lose more than a single energy the order of operations goes as follows: Lose an energy, draw, lose an energy, draw, etc.

Perfectly Executed (ISR107)

This Event can stack with itself if played multiple times in a turn. Damage received during battle phase at the end of your turn are also included in this cards effect.

BambooLance (3U35)

When this card is played while WoodMan's NetOp "Sal: Black Rose" is in play the trigger occurs after you return your power to your hand, prior to increasing your WoodMan's strength by +1 for each.

Open The Door (2St80)

If you have played more than one Battlechip this turn prior to spending this resource you may select which Battlechip's destiny to add to your blast destiny.

Guidance (2C25)

You must place a blue card from hand into your power gauge prior to resolving this cards effect and moving it to the power gauge.

Spikey (2C44)

To resolve this cards effect you must play a Battlechip from hand and meet its requirements then discard this resource after.

Dr.Hikari (2P3)

This card is still a resource in play until you play an additional resource from your power gauge or elect not to play anything from the gauge and pass priority to your opponent.

Stuck In Place (3C30)

This resource counts itself as a resource in play due to its effect having to be resolved before it is sent to the discard pile.

Geyser (3U60)

When this card is played while SharkMan's NetOp "Maysa: Commander Beef" is in play you must return all other resources excluding the NetOp in order to resolve the NetOp's triggered effect.

BigHammer3 (3U36)

This card can be played on your turn prior to declaring a blast.

CounterI (IURI17)

This cards effect applies to all cards in your deck, on your field both power gauge and resources as well as cards in hand.

DarkCannon (IT1)

When you play this card with HeatGuts (3SR87) in play and declare a blast, all cards revealed trigger HeatGuts effect independently and are all added together after.

MagBolt3(3U42)

When this card is played while MagnetMan's NetOp "Mr.Gauss: Devious Investor" is in play the trigger occurs after you allow your opponent the opportunity to spend their resources for no effect.

Muramasa (3U44)

When this card is played while ShadowMan's NetOp "Kid Grave: Just A Puppet" is in play the trigger occurs after you allow your opponent the opportunity to discard cards from their hand.

Mission of Defeat (3U56)

After this card is spent and sent to the discard any following resource must be resolved completely as stated in the "Order of Operations" on Page 2. When the resource would be discarded you may place it in your power gauge instead.

General Rulings

Card effects that do not count towards your blast limit.

Any cards with an effect that allow you to blast an additional time do not supersede the ruling that you may only blast on your own turn. You may not blast on your opponents turn.

Resolving Resources

A resource can not be discarded until its associated play cost is resolved. see "Order of Operations" on Page 2.

Regenerating effects

Any cards or Navi abilities that have a regeneration effect occur prior to that card or trigger going to the discard. After you have completed the Regeneration action you then proceed to place the card(s) in the discard.

Mulligans

Decipher does not have an official Mulligan ruling. The NT Warriors Discord Team has elected to allow one Hard Mulligan at the start of the game. You may declare a Mulligan at the start of the game and shuffle your opening hand back into the deck and draw a new opening hand.

MegaMan Trading Card Game – Current Rulings Document 3.0 –11/11/2022

Order of Operations

(from the Grave Rule Book)

1. (Playing requirement) To play a BattleChip, Event or Resource you must meet all the requirements of playing that card.
2. (Effects) Then, do what it says.
3. (Resolve & Discard) When you have completed all of that BattleChips, Events or Resources effects, place that card in your discard pile.

"Whenever" (from the Grave Rule Book)

A trigger follows this word, and then a comma, and then the effect that happens when the trigger happens. Make sure you complete all the trigger before applying the triggered effect.

"Whenever you play a MegaMan card" means you should complete all the effects of playing that MegaMan card first before applying the triggered effect.
This does not mean SPEND and Resolve the card.

To play a card you must meet its requirements: Power, resources, emblems, and any associated cost in its text.

The reason we include associated cost as a play requirement is because not all BattleChips and Events include an associated cost to play them. Cards like Vulcan1, Vulcan2, Vulcan3, CircleGun1, Asking For It, Burned, etc. Just list an effect with no prior requirement.

Cards that do have an associated cost to play would be cards like the following:

- to play CyberSword your opponent must have a discard to draw a card from.
- to play AirShot you must be able to burn 1 power.
- to play Wind you must be able to discard an AirMan card.
- to play Canceled you must be able to discard a card.
- to play Fire Factory you must be able to burn 3 power.

If these costs couldn't be met, then the card would not be able to be played.

Once the card's play requirement is met and it hits the table, prior to its effect taking place and it being sent to the discard to resolve, you trigger any appropriate "Whenever" text and it cuts in.

Since the Decipher Tournament Errata gives an example of how a trigger works:

If a second card's text is triggered while performing multiple effects from a first card's text, perform the triggered text to completion before returning to the first card's text. We assume that once a card has been played and it sets off a trigger, you resolve the triggered card first before returning to the card you played and resolving its effect.

Navi & NetOp specific triggers and interactions

Each Navi has its own set of cards including Resources, Events and Battlechips. Some of these cards include associated costs as described above in the Order of Operations and others do not also described above. When you play a Navi specific card that does not include an associated cost, you resolve all triggers immediately, prior to its effect taking place and it being sent to the discard to resolve.